Net Yaroze newsgroups message dump

--##############
--START NEWSGROUP FOLDER: ./1 SCEE
--##############

--##############
--START NEWSGROUP FOLDER: ./1 SCEE/yaroze
--##############

--##############
--START NEWSGROUP FOLDER: ./1 SCEE/yaroze/announce
--##############

--MESSAGE FILE 1 START: ./1 SCEE/yaroze/announce/000000001html.html
Path: chuka.playstation.co.uk!news
From: netscape@chuka.scee.sony.co.uk
Newsgroups: scee.yaroze.announce
Subject: Here we are!
Date: Thu, 30 Jan 1997 15:23:28 +0000
Organization: SCEE
Lines: 1
Message-ID: <32F0BCF0.EDB@chuka.scee.sony.co.uk>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

Only we at SCEE can post to this newsgroup.
--MESSAGE FILE 1 END: ./1 SCEE/yaroze/announce/000000001html.html

--MESSAGE FILE 2 START: ./1 SCEE/yaroze/announce/000000004html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Welcome to Net Yaroze !
Date: Thu, 27 Feb 1997 19:52:26 +0000
Organization: SCEE
Lines: 1
Message-ID: <3315E5FA.3245@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

Sony Computer Entertainment welcomes all new members !
--MESSAGE FILE 2 END: ./1 SCEE/yaroze/announce/000000004html.html

--MESSAGE FILE 3 START: ./1 SCEE/yaroze/announce/000000005html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: FTP put problems
Date: Fri, 14 Mar 1997 18:11:40 +0000
Organization: SCEE
Lines: 5
Message-ID: <332994DC.2C4B@interactive.sony.com>

NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

At the moment no-one can write to their home directory.
We are currently working on this problem (which is an ftp software error
and not one due to file and directory permissions which is what is
appears). Please bear with us on this. Normal service will be resumed as
soon possible.
--MESSAGE FILE 3 END: ./1 SCEE/yaroze/announce/000000005html.html

--MESSAGE FILE 4 START: ./1 SCEE/yaroze/announce/000000006html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Re: FTP put problems
Date: Mon, 17 Mar 1997 15:57:09 +0000
Organization: SCEE
Lines: 14
Message-ID: <332D69D5.621@interactive.sony.com>
References: <332994DC.2C4B@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

Web Master wrote:
>
> At the moment no-one can write to their home directory.
> We are currently working on this problem (which is an ftp software error
> and not one due to file and directory permissions which is what is
> appears). Please bear with us on this. Normal service will be resumed as
> soon possible.

IT'S FIXED. (I think.)

Looking forward to your home pages - they have to be better than mine!

Laura
--MESSAGE FILE 4 END: ./1 SCEE/yaroze/announce/000000006html.html

--MESSAGE FILE 5 START: ./1 SCEE/yaroze/announce/000000008html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: IMPORTANT: COMPATIBILITY REQUIREMENTS FOR TELEVISIONS
Date: Wed, 19 Mar 1997 13:32:52 +0000
Organization: SCEE
Lines: 23
Message-ID: <332FEB04.A40@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

IMPORTANT: COMPATIBILITY REQUIREMENTS FOR TELEVISIONS

We have received reports of possible compatibility issues where the Net Yaroze PlayStation and a PC are used in conjunction with televisions which are not suitable for connecting to earth. This configuration may result in damage to your Net Yaroze PlayStation and/or television. Damage may occur where the TV and PC are plugged in but not switched on.

Please ensure that the television you are using is suitable for connecting to earth, consult the television manufacturer for advice and/or SCEE.

Where your television is not a model suitable for connecting to earth we would be happy to refund the money paid for the Net Yaroze Starter Kit on its receipt at SCEE's offices. SCEE will either arrange for a courier to pick up the Net Yaroze Starter Kit or reimburse postage costs.

If you require further information contact us at the usual addresses/numbers (available from - http://www.playstation.co.uk/yaroze/)

SCEE
--MESSAGE FILE 5 END: ./1 SCEE/yaroze/announce/000000008html.html

--MESSAGE FILE 6 START: ./1 SCEE/yaroze/announce/000000009html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: TV COMPATABILITY CRISIS OVER
Date: Fri, 21 Mar 1997 17:50:25 +0000
Organization: SCEE
Lines: 14
Message-ID: <3332CA61.4A5E@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

The suspected TV compatability crisis is over.

:-) Good News

It would seem that the Member who had a problem with his TV when he connected it up to his PC via his Net yaroze PlayStation had some dodgy wiring on his plug socket.

It was this that caused the problem and not the type of TV.

As far as we know there shouldn't be any compatability problems with TVs.

Laura
--MESSAGE FILE 6 END: ./1 SCEE/yaroze/announce/000000009html.html

--MESSAGE FILE 7 START: ./1 SCEE/yaroze/announce/000000010html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: George_Bain@bc.sympatico.ca (George Bain)
Newsgroups: scea.yaroze.announce,scee.yaroze.announce
Subject: Star Fighter PSX
Date: 5 Jun 1997 08:25:33 GMT
Organization: SCEA Net Yaroze News
Lines: 12

Message-ID: <5n5t5t$7d027@scea>
NNTP-Posting-Host: vanc01m05-5.bctel.ca
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.9 (Released Version) (x86 32bit)
Xref: chuka.playstation.co.uk scea.yaroze.announce:26 scee.yaroze.announce:10

Check out my first Yaroze game Star Fighter. It's a 2D side
scroller which I originally did on my PC but converted it over
to the PSX. I would like to get some feedback on the game and
also my source code both of which are available at my website.
The game is also located on Showcase.

..to code or not to code.....I'd rather code.....

Latah....

George Bain

--MESSAGE FILE 7 END: ./1 SCEE/yaroze/announce/000000010html.html

--MESSAGE FILE 8 START: ./1 SCEE/yaroze/announce/000000012html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Yaroze showcase demos
Date: Fri, 01 Aug 1997 10:04:01 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <33E1A681.5E7F@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Yaroze demo discs

At SCEE we are making Yaroze demo discs of samples
from the European Yaroze website. These discs will be shown
to press, retailers and marketing people to showcase the
Yaroze and what it can do.

If you fancy showing off your demo or game,
post it to the website and make a posting to the 'mydemos'
newsgroup.

Nothing will infringe authors' ownership of programs.
Everyone will be fully credited.

Post your programs soon so that we can show them at ECTS .....
--MESSAGE FILE 8 END: ./1 SCEE/yaroze/announce/000000012html.html

--MESSAGE FILE 9 START: ./1 SCEE/yaroze/announce/000000013html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Yaroze showcase demos
Date: Fri, 01 Aug 1997 13:31:10 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25

Message-ID: <33E1D70E.2C37@interactive.sony.com>
References: <33E1A681.5E7F@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Developer Support wrote:
>
> Yaroze demo discs
>
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> from the European Yaroze website. These discs will be shown
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>
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> post it to the website and make a posting to the 'mydemos'
> newsgroup.
>
> Nothing will infringe authors' ownership of programs.
> Everyone will be fully credited.
>
> Post your programs soon so that we can show them at ECTS .....

NOTE: we will be making 2 demo discs over the next month or two.

The first will be for the press, the second will be shown at ECTS
itself throughout the show.

Deadline for the first disc is 12th August,
deadline for the second is 4th September.
--MESSAGE FILE 9 END: ./1 SCEE/yaroze/announce/000000013html.html

--MESSAGE FILE 10 START: ./1 SCEE/yaroze/announce/000000014html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: REMINDER - Showcase demos for ECTS
Date: Thu, 28 Aug 1997 09:45:31 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <34053AAB.67D0@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Want people to see your work at ECTS?

Very soon we will be making demo discs of European Yaroze members'
demos and games to be shown at ECTS.

Post your programs by 4th September at the latest.
--MESSAGE FILE 10 END: ./1 SCEE/yaroze/announce/000000014html.html

--MESSAGE FILE 11 START: ./1 SCEE/yaroze/announce/000000015html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce

Subject: Tmdsort
Date: Fri, 29 Aug 1997 10:25:31 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <3406958B.59CF@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

We've just put a program called tmdsort in the 3dtools section. This program sorts the polygons in a tmd, and can increase the speed at which its processed. I got a 20 scanline increase (drawing a model 3 times) in a program I'm doing at the moment.

Stuart
--MESSAGE FILE 11 END: ./1 SCEE/yaroze/announce/000000015html.html

--MESSAGE FILE 12 START: ./1 SCEE/yaroze/announce/000000016html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Fame Game
Date: Thu, 30 Oct 1997 16:41:06 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 37
Message-ID: <63adsi$sk224@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Do you want your playable demo to be seen by hundreds of thousands of people?

If yours is chosen, it will be put on the demo disc with the January issue of the
Official PlayStation magazine.

Post your demo to your home page (source optional) by Monday 3rd November, 9am, at the latest.
Please display the Net Yaroze title screen (see website) for a few seconds at the start of the program.
Please post to this newsgroup telling us about your submission.

The winner will be notified within the week.

Please note:

(1) Entries should not contain material copyright of any third party; any such entries that are submitted
without clear evidence of permission given by the third party will not be used.

(2) All entries must be free of claims of ownership by any third party, and must not have been made
available to third parties with the intention of commercial usage.

(3) Entries must be created using Net Yaroze libraries only, and created by a Net Yaroze member.

(4) Product titles, publisher/developer names, brands and associated imagery

and/or trademarks
are copyright material of their respective owners.

--MESSAGE FILE 12 END: ./1 SCEE/yaroze/announce/000000016html.html

--MESSAGE FILE 13 START: ./1 SCEE/yaroze/announce/000000017html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Fame Game
Date: Fri, 31 Oct 1997 15:11:55 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 42
Message-ID: <3459F53B.42CF@interactive.sony.com>
References: <63adsi$sk224@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Please note that we will need the source code to recompile the game
to run as a demo segment on the demo disc.

This source code will remain entirely your property.

SCEE wrote:
>
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>
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>

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> and/or trademarks
> are copyright material of their respective owners.
--MESSAGE FILE 13 END: ./1 SCEE/yaroze/announce/000000017html.html

--MESSAGE FILE 14 START: ./1 SCEE/yaroze/announce/000000018html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Fame Game
Date: Fri, 31 Oct 1997 15:16:22 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 44
Message-ID: <3459F646.434B@interactive.sony.com>
References: <63adsi$sk224@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Please note that we will need the source code to recompile the game
to run as a demo segment on the demo disc.

This source code will remain entirely your property.

Please post it to ps_yaroze @ interactive.sony.com

SCEE wrote:
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>
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> of the
> Official PlayStation magazine.
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> 9am, at the latest.
> Please display the Net Yaroze title screen (see website) for a few seconds
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> a Net Yaroze member.
>
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> and/or trademarks
> are copyright material of their respective owners.
--MESSAGE FILE 14 END: ./1 SCEE/yaroze/announce/000000018html.html

--MESSAGE FILE 15 START: ./1 SCEE/yaroze/announce/000000019html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Yaroze fame in Edge magazine
Date: Tue, 04 Nov 1997 10:54:23 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <345EFEDE.9DC@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

To let you know that the December issue of Edge magazine
will carry an article on Net Yaroze and will feature
several pictures of Net Yaroze members' games.
--MESSAGE FILE 15 END: ./1 SCEE/yaroze/announce/000000019html.html

--MESSAGE FILE 16 START: ./1 SCEE/yaroze/announce/000000020html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Ongoing Fame Games
Date: Thu, 06 Nov 1997 18:47:58 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 39
Message-ID: <346210DE.1C13@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

More fame opportunities

We are now looking for the 4th Net Yaroze playable demo
to go on the Official PlayStation magazine cover disc.
As before, the disc will go out to hundreds of thousands of people.

Closing date for this is Friday 21st November at 9am.

Please post your demo to your web page, and notify us by email
and/or newsgroups.

The winner will be notified within the week.

Lets have it with those games!

Please note:

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(2) All entries must be free of claims of ownership by any third party, and must not have been made available to third parties with the intention of commercial usage.

(3) Entries must be created using Net Yaroze libraries only, and created by a Net Yaroze member.

(4) Product titles, publisher/developer names, brands and associated imagery and/or trademarks are copyright material of their respective owners.
--MESSAGE FILE 16 END: ./1 SCEE/yaroze/announce/000000020html.html

--MESSAGE FILE 17 START: ./1 SCEE/yaroze/announce/000000021html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Can Any One Help
Date: Wed, 12 Nov 1997 19:31:24 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <64d0q7$4vi168@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Calling all 'Italian Net Yaroze Members'
We have been contacted by Simone who would like to get in touch with an Itialian Net Yaroze Member, please could you contact him on the following e-mail address

simone @ enter.it

Thanks

--MESSAGE FILE 17 END: ./1 SCEE/yaroze/announce/000000021html.html

--MESSAGE FILE 18 START: ./1 SCEE/yaroze/announce/000000022html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze 'Fame Game'
Date: Wed, 19 Nov 1997 14:57:54 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <64uval$1bn6@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

If you are entering this month's 'Net Yaroze Fame Game', please could you mail back as soon as possible to let us know - we wouldn't want to miss your entry!

Remember, we need your submission by 9:00am on Friday 21st November.

Good luck!

PS We have just heard from our UK PR Department that the Christmas Official PlayStation Magazine has sold over 200,000 so far in the UK alone!!

--MESSAGE FILE 18 END: ./1 SCEE/yaroze/announce/000000022html.html

--MESSAGE FILE 19 START: ./1 SCEE/yaroze/announce/000000023html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Fame Game
Date: Thu, 20 Nov 1997 15:37:56 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <34745953.4D0B@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Remember, you only have until 9:00am tomorrow (Friday 21st November) to post your demo to your Home Page for entry into the Fame Game.

Don't forget to e-mail us!

Good luck!
--MESSAGE FILE 19 END: ./1 SCEE/yaroze/announce/000000023html.html

--MESSAGE FILE 20 START: ./1 SCEE/yaroze/announce/000000024html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Fame Game - Official Winners List
Date: Mon, 24 Nov 1997 13:06:31 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <65buj2$1bn9@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Congratulations to the winning members of the 'Net Yaroze Fame Game', whose demos will be seen by hundreds of thousands of PlayStation gamers across Europe, Australia and New Zealand.

December 97   Lewis Evans   'Between The Eyes' (Tunnel)
Christmas 97   Stuart Ashley   'Clone'
January 98   Ira Rainey   'A Dog Tail'
February 98   Scott Evans   'Bouncer II'

Look out for the winning Net Yaroze titles and read about how the games were made
in the Official PlayStation Magazine.

--MESSAGE FILE 20 END: ./1 SCEE/yaroze/announce/000000024html.html

--MESSAGE FILE 21 START: ./1 SCEE/yaroze/announce/000000025html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Fame Game (continues .....)
Date: Mon, 24 Nov 1997 13:10:53 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <65buri$1bn10@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

More fame opportunites!

We are now looking forthe fifth Net Yaroze playable demo to go on the Official PlayStation Magazine demo disc which will go out to hundreds of thousands
of keen PlayStation gamers in Europe and Australia in March 1998. If you would
like to see your playable demo on the disc, get programming.

The closing date for submissions is 9am on Wednesday 17th December.

Please advise by email asap if you are submitting a game.
Entries will be judged on the Wednesday and the winner will be notified soon afterwards.

Good Luck!!

Please note:
(1) Entries should not contain material copyright of any third party; any such entries that are submitted without clear evidence of permission given by the third party will not be used.
(2) All entries must be free of claims of ownership by any third party, and must not have been made available to third parties with the intention of commercial usage.
(3) Entries must be created using Net Yaroze libraries only, and created by a Net Yaroze member.
(4) Product titles, publisher/developer names, brands and associated imagery and/or trademarks are copyright material of their respective owners.

--MESSAGE FILE 21 END: ./1 SCEE/yaroze/announce/000000025html.html

--MESSAGE FILE 22 START: ./1 SCEE/yaroze/announce/000000026html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze 1st Anniversary Game Competition - sponsored by Edge
Date: Tue, 25 Nov 1997 17:19:30 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <65f1sk$1bn14@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

The Net Yaroze 1st Anniversary Game Competition
sponsored by Edge

PRIZES
1st Sony Digital Still Camera DSC-F1 + Subscription to Edge for 1 year
2nd Sony Recording MiniDisc Walkman MZ-R30 + Subscription to Edge for 1 year
3rd Sony Shoulder Speakers SRS-GS70 + Subscription to Edge for 1 year

THE COMPETITION
The competition is open to SCEE Net Yaroze Members. All you have to do is create a game on your Net Yaroze. Entries will be judged on technical and creative content (for the purpose of the competition, the game does not have to be complete). It's that simple!

HOW TO ENTER
All you have to do is print off and complete the Application Form which you will find at www.scee.sony.co.uk/news/ and post it to 'The Net Yaroze 1st Anniversary Game Competition', SCEE, Waverley House, 7-12 Noel Street, London, W1V 4HH. Alternatively, call the Net Yaroze Enquiry Line on + 44 171 447 1616 and request an Application Form to be sent to you by post. Once your program is complete simply post it to your Home Page on the Net Yaroze Members Web site. Entries must be on your Home Page by 12th March 1998.

IMPORTANT DATES
Entries must be in by..... 10th March 1998
Competition Closing Date ..... 12th March 1998
Judgement Day ..... Within 2 weeks of Closing Date

Enter NOW .....!

--MESSAGE FILE 22 END: ./1 SCEE/yaroze/announce/000000026html.html

--MESSAGE FILE 23 START: ./1 SCEE/yaroze/announce/000000027html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze Fame Game (continues .....)
Date: Fri, 12 Dec 1997 14:21:23 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <66rhmk$9k32@chuka.playstation.co.uk>
References: <65buri$1bn10@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Just a reminder that the closing date for the fifth Net Yaroze playable demo is
9am on Wednesday 17th December.

We are now looking for the fifth Net Yaroze playable demo to go on the Official PlayStation Magazine demo disc which will go out to hundreds of thousands of keen PlayStation gamers in Europe and Australia in March 1998. If you would like to see your playable demo on the disc, get your submission in by
the date above.

Please advise by email asap if you are submitting a game.
Entries will be judged on the Wednesday and the winner will be notified soon afterwards.

Good Luck!!

Please note:
(1) Entries should not contain material copyright of any third party; any such entries that are submitted without clear evidence of permission given by the third party will not be used.
(2) All entries must be free of claims of ownership by any third party, and must not have been made available to third parties with the intention of commercial usage.
(3) Entries must be created using Net Yaroze libraries only, and created by a Net Yaroze member.
(4) Product titles, publisher/developer names, brands and associated imagery and/or trademarks are copyright material of their respective owners.

--MESSAGE FILE 23 END: ./1 SCEE/yaroze/announce/000000027html.html

--MESSAGE FILE 24 START: ./1 SCEE/yaroze/announce/000000028html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Calling all members!
Date: Tue, 23 Dec 1997 11:24:07 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <349F9F57.1B11@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Net Yaroze 1st Anniversary Competition Update

As you all know, we are hosting a Competition which is being sponsored by Edge (www.scee.sony.co.uk/news/edge). Edge will be doing a regular feature running up to the Competition closing date and will then announce and feature the winners. We will be looking for quotes and hints and tips from Members so, please could you e-mail me as soon as soon as possible if you are entering the competition with your contact number (Sarah_Bennett@playstation.sony.com).

Don't forget to post your Competition Entry Forms!
--MESSAGE FILE 24 END: ./1 SCEE/yaroze/announce/000000028html.html

--MESSAGE FILE 25 START: ./1 SCEE/yaroze/announce/000000029html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.english,scee.yaroze.mydemos
Subject: Net Yaroze Fame Game (continues in '98 ...)
Date: Fri, 9 Jan 1998 15:39:11 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36

Message-ID: <695guf$bfn6@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:29
scee.yaroze.freetalk.english:283 scee.yaroze.mydemos:68

'News just in ......'
'Official PlayStation sales figures for last month's Christmas edition were 240,000 in UK alone!'

More fame opportunities!
We are now looking for the 6th Net Yaroze playable demo to go on 'Official PlayStation Magazine' Demo Disc which will go out to hundreds of thousands keen PlayStation games players in Europe and Australia in April '98. If you would like to see your playable demo on the disc then get programming.
Closing date is Monday 19th April at 9:00am.
Please remember to include the title screen on the front of your game - this can be found in the download area (demodisc.zip) within the demo section on the Members Web site.
and
Please advise by e-mail asap if you are submitting a game.
Entries will be judged on Monday 19th April at 9:00am and the winner will be notified shortly afterwards!
Remember:
1. Entries should not contain copyright material of any third party. Entries containing copyright material which are submitted without clear evidence of the owners express permission for its inclusion will not be used.
2. Product titles, publisher/developer names, and brands and associated imagery and/or trademarks are copyright material of their respective owners.
3. Entries must be created using NY PlayStation libraries only, and created by a Net Yaroze Member.
4. Also, entries must be free of any claims of ownership or otherwise by any third party, and must not have been made available to third parties with the intention of commercial usage.
Good luck!

NET YAROZE

--MESSAGE FILE 25 END: ./1 SCEE/yaroze/announce/000000029html.html

--MESSAGE FILE 26 START: ./1 SCEE/yaroze/announce/000000030html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.english,scee.yaroze.mydemos
Subject: Re: Net Yaroze Fame Game (continues in '98 ...)
Date: Sat, 10 Jan 1998 11:15:35 -0600
Organization: (no organization)
Lines: 15
Message-ID: <34B7ACB7.1FAD@charlie.cns.iit.edu>
References: <695guf$bfn6@chuka.playstation.co.uk>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:30

scee.yaroze.freetalk.english:287 scee.yaroze.mydemos:71

SCEE wrote:
> More fame opportunities!
> We are now looking for the 6th Net Yaroze playable demo to go on 'Official
> PlayStation Magazine' Demo Disc which will go out to hundreds of thousands
> keen PlayStation games players in Europe and Australia in April '98.

> 3. Entries must be created using NY PlayStation libraries only, and
> created by a Net Yaroze Member.

I think I remember reading on the SCEE web page that this contest is
only for SCEE Net Yaroze members. Is this true, or can we SCEA members
submit titles for consideration? We don't seem to have a similar
outlet in the US.

Ed Federmeyer
--MESSAGE FILE 26 END: ./1 SCEE/yaroze/announce/000000030html.html

--MESSAGE FILE 27 START: ./1 SCEE/yaroze/announce/000000031html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: 3d animation demo, TOD format
Date: Mon, 02 Mar 1998 18:20:27 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <34FAF86B.71C8@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Animation demo using TOD format

See the <demos> section of the SCEE site
for a demo called <tod1>. This shows the use
of TOD animation data with TMD modelling data,
and includes a document detailing the TOD format.

Happy Animating!
--MESSAGE FILE 27 END: ./1 SCEE/yaroze/announce/000000031html.html

--MESSAGE FILE 28 START: ./1 SCEE/yaroze/announce/000000032html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Are you looking for an artist?
Date: 4 Mar 1998 18:42:33 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 12
Sender: news@chuka.playstation.co.uk
Message-ID: <6dk7ap$4ak1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

If you are looking for an artist to work with you on your Yaroze game, why not go to 3D Studio on-line forum (3DSMAX Diner) at http://support.ktx.com/~8

Maybe you could team up with an artist who is eager to get into the games industry!

--MESSAGE FILE 28 END: ./1 SCEE/yaroze/announce/000000032html.html

--MESSAGE FILE 29 START: ./1 SCEE/yaroze/announce/000000033html.html
Path: chuka.playstation.co.uk!news
From: Dev Support <Dev_Support@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Are you looking for an artist?
Date: Thu, 05 Mar 1998 16:07:15 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <34FECDB3.7706@Playstation.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

If you are looking for an artist to work with you on your Yaroze game, why not go to 3D Studio on-line forum (3DSMAX Diner) at http://support.ktx.com/~8

Maybe you could team up with an artist who is eager to get into the games industry!
--MESSAGE FILE 29 END: ./1 SCEE/yaroze/announce/000000033html.html

--MESSAGE FILE 30 START: ./1 SCEE/yaroze/announce/000000034html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Are you looking for an artist?
Date: Wed, 4 Mar 1998 17:39:57 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <6dmkst$iap6@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

If you are looking to team up with an artist to work with you on your Yaroze game, why not register on the Kinnetix 3D Studio on-line forum (3DSMax R2 Diner) which is at http://support.ktx.com/~8

--MESSAGE FILE 30 END: ./1 SCEE/yaroze/announce/000000034html.html

--MESSAGE FILE 31 START: ./1 SCEE/yaroze/announce/000000035html.html

Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: 'Calling all French Members'
Date: 6 Mar 1998 11:17:56 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 17
Sender: news@chuka.playstation.co.uk
Message-ID: <6dom14$9jj1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

    by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id DAA04150;
    Fri, 6 Mar 1998 03:21:58 -0800 (PST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk
cc: BRUNO.WIECKOWSKI@HOL.FR

Remy Ghazal has just joined Net Yaroze and will be programming using his
Mac. However, he would like some asssitance with set up (in French).
Please could a French speaking Net Yaroze Members contact him on
michel.ghazal@wanadoo.fr or + 33 1 45 51 6182.

Thank you!
Sarah Bennett

--MESSAGE FILE 31 END: ./1 SCEE/yaroze/announce/000000035html.html

--MESSAGE FILE 32 START: ./1 SCEE/yaroze/announce/000000036html.html
Path: chuka.playstation.co.uk!news
From: Dev Support <Dev_Support@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Edge 1st Anniversary Competition
Date: Mon, 09 Mar 1998 14:02:03 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <3503F65B.4178@Playstation.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

For all those entering the competition,
please observe the following checkpoints:-

(1) The program is in PAL

(2) the program has your own title screen,
showing the name of the game, the name of the
Yaroze member submitting it, and any credits.
(Please do not use the title screen that has been
used for the Official PlayStation magazine monthly
Fame Game competitions).

(3) Please name the program 'Edge1.zip' and put
it in the publically accessible ftp area
attached to your home page.

(4) Post the program by midnight, 12th March 1998.
--MESSAGE FILE 32 END: ./1 SCEE/yaroze/announce/000000036html.html

--MESSAGE FILE 33 START: ./1 SCEE/yaroze/announce/000000037html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Fame Game - March Winner
Date: 20 Mar 1998 16:10:45 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 19
Sender: news@chuka.playstation.co.uk
Message-ID: <6eu4e5$ohk1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 20 Mar 1998 16:14:38 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id QAA19754
    for <news@playstation.co.uk>; Fri, 20 Mar 1998 16:14:20 GMT
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

Congratulations to Gerhard Rittenhofer and his team who have won the March
Net Yaroze 'Fame Game' with their game Rocks 'n' Gems which will appear on
the June Official PlayStation Demo Disc.

Regards

Sarah Bennett
Net Yaroze Project Manager

--MESSAGE FILE 33 END: ./1 SCEE/yaroze/announce/000000037html.html

--MESSAGE FILE 34 START: ./1 SCEE/yaroze/announce/000000038html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Yaroze Graphic Artists
Date: 25 Mar 1998 17:43:30 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 596
Sender: news@chuka.playstation.co.uk
Message-ID: <6fbfo2$ass1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 25 Mar 1998 17:47:14 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id RAA10773
    for <news@playstation.co.uk>; Wed, 25 Mar 1998 17:46:36 GMT
From: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk
    Boundary="0__=Tl34k3uuOot0xqsZfl0tXt4t6J4Uu6OGepaniSGK3rRz6QSNR233UnxU"

--0__=Tl34k3uuOot0xqsZfl0tXt4t6J4Uu6OGepaniSGK3rRz6QSNR233UnxU

---------- Forwarded by Sarah Bennett on 25/03/98 17:54

To: PS Yaroze
cc:
From: Jonathon.Smith@packaging.sca.be
Subject: Yaroze Graphic Artists

I wish to collaborate with Net Yaroze members who are looking for graphic artists, mainly Logos and Textures. Below is a logo showing my E-mail address.
Thankyou.
Jonathan Smith

--0__=Tl34k3uuOot0xqsZfl0tXt4t6J4Uu6OGepaniSGK3rRz6QSNR233UnxU
    name="fadd.JPG"
Content-transfer-encoding: base64

--MESSAGE FILE 34 END: ./1 SCEE/yaroze/announce/000000038html.html

--MESSAGE FILE 35 START: ./1 SCEE/yaroze/announce/000000039html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Are you looking for a Graphic Artist?
Date: 26 Mar 1998 10:00:47 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 25
Sender: news@chuka.playstation.co.uk
Message-ID: <6fd90f$cvt1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 26 Mar 1998 10:04:29 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id KAA02373
    for <news@playstation.co.uk>; Thu, 26 Mar 1998 10:04:12 GMT
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

Subsequent to a recent article in Edge requesting artists to work with Yaroze Members ...

Tim Carpenter
     In response to the notice in Edge magazine, issue 57, I am replying in order to seek further information regarding the nature of the work required for artists willing to contribute to Yaroze Playstation projects.

    I have a large interest in computer graphics and have access to both PhotoShop, Deluxe Paint and Paint Shop Pro, for 2D graphics design and manipulation.

    Any advice for personal correspondence / direct correspondence by project groups would be appreciated.
e-mail: ssu97tsc@reading.ac.uk

--MESSAGE FILE 35 END: ./1 SCEE/yaroze/announce/000000039html.html

--MESSAGE FILE 36 START: ./1 SCEE/yaroze/announce/000000040html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Are you looking for a Graphic Artist?
Date: 26 Mar 1998 14:50:34 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 36
Sender: news@chuka.playstation.co.uk
Message-ID: <6fdpvq$djm1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 26 Mar 1998 14:54:27 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id OAA02678
    for <news@playstation.co.uk>; Thu, 26 Mar 1998 14:54:09 GMT
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk
    Boundary="0__=bhfE5LQPOFDUgUQ2tx28J92fzAAlJNHDSsCG9C9S3jDRVAvdMKlolk8v"

--0__=bhfE5LQPOFDUgUQ2tx28J92fzAAlJNHDSsCG9C9S3jDRVAvdMKlolk8v

Anyone after Manga style artist to work on any Yaroze games?
Contact Kevin Haynes.
rodder@globalnet.co.uk

--0__=bhfE5LQPOFDUgUQ2tx28J92fzAAlJNHDSsCG9C9S3jDRVAvdMKlolk8v
    name="att1.htm"
Content-transfer-encoding: base64

--MESSAGE FILE 36 END: ./1 SCEE/yaroze/announce/000000040html.html

--MESSAGE FILE 37 START: ./1 SCEE/yaroze/announce/000000041html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Mike_Kavallierou@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze 1st Anniversary Competition
Date: 31 Mar 1998 16:52:24 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 37
Sender: news@chuka.playstation.co.uk
Message-ID: <6fr3fo$t961@emeka.playstation.co.uk>
Reply-To: Mike_Kavallierou@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 31 Mar 1998 16:56:20 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id QAA19180
    for <news@playstation.co.uk>; Tue, 31 Mar 1998 16:56:04 +0100 (BST)
From: Mike_Kavallierou@Playstation.sony.com
To: news@playstation.co.uk

Congratulations to the winners of the Net Yaroze 1st Anniversary
Competition ...

The Net Yaroze 1st Anniversary Competition was judged yesterday by Juan
Montes, Vice President Software Development of Sony Computer Entertainment

Europe, and, Jason Brookes, editor of Edge. It was an extremely difficult competition to judge as we received so many great entries. However, here are the results you have been waiting for ...

1st Prize Monster Mall/Blitter Boy written by Chris Chadwick
2nd Prize Z2 written by James Pitts
3rd Prize Bouncer 2 written by Scott Evans

If you would like to receive the judges comment on your entry, please do not hesitate to contact me at the above e-mail address.

Congratulations to the winners again!

Have a great weekend!

Regards

Sarah Bennett
Net Yaroze Project Manager

--MESSAGE FILE 37 END: ./1 SCEE/yaroze/announce/000000041html.html

--MESSAGE FILE 38 START: ./1 SCEE/yaroze/announce/000000042html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!not-for-mail
From: Mike_Kavallierou@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze 1st Anniversary Comp Entries
Date: 31 Mar 1998 17:31:37 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 131
Sender: news@chuka.playstation.co.uk
Message-ID: <6fr5p9$2a1@emeka.playstation.co.uk>
Reply-To: Mike_Kavallierou@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 31 Mar 1998 17:35:35 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id RAA07356
    for <news@playstation.co.uk>; Tue, 31 Mar 1998 17:35:19 +0100 (BST)
From: Mike_Kavallierou@Playstation.sony.com
To: news@playstation.co.uk

Please find below the entries for the Net Yaroze 1st Anniversary Competition ... (they are listed in a random order!)

1.
Game Title: SAM THE BOULDER MAN
Game Type: 2D PUZZLE ADVENTURE
Yaroze Member: JAMES HOBDEN
Credits: LEVELS: STUART & DEREK
Country: UK

2.
Game Title: GRAVITATION
Game Type: 2D SHOOTEMUP
Yaroze Member: JAMES SHAUGHNESSY

Country: UK

3.
Game Title: Z2
Game Type: 3D SHOOTEMUP AND GRAPPLING
Yaroze Member: JIM PITTS
Credits: GRAPHICS/SOUND:ANDREW WEBB/GREG READ
Country: UK

4.
Game Title: COMBAT 3D
Game Type: 3D TANK COMBAT
Yaroze Member: ANDREW LANGSTAFF
Country: UK

5.
Game Title: REVOLUTION
Game Type: 2D DRIVING GAME
Yaroze Member: ROBERT FRANCIS SWAN
Credits: GRAPHICS: GARRY SWAN
Country: UK

6.
Game Title: SNOWBALL FIGHT
Game Type: 2D SNOWBALL FIGHTING
Yaroze Member: JAMES RUTHERFORD
Country: UK

7.
Game Title: ONE ON ONE BASKETBALL
Game Type: 3D BASKETBALL
Yaroze Member: RAMON DE ABRELL VENTOSO
Country: SPAIN

8.
Game Title: INVADERS FROM MARS
Game Type: 3D UFO COMBAT
Yaroze Member: BEN JAMES
Country: UK

9.
Game Title: HOVER CAR RACING
Game Type: 2D RACING
Yaroze Member: RICHARD SMITHIES
Credits: TRACK DESIGN: MICKAEL DE CRUE
Country: UK

10.
Game Title: MONSTER MALL/BLITTER BOY
Game Type: 2D ISOMETRIC SHOOTEMUP
Yaroze Member: CHRIS CHADWICK
Country: UK

11.
Game Title: THE INCREDIBLE CONEMAN
Game Type: 3D PURSUIT #$B!>#(B EVASION ACTION
Yaroze Member: LARS BARSTAD
Credits: LEVEL & TEXTURE:JOSTEIN TRONDAL, FREDE KRISTENSEN, BJORN
          ULLEVOLDSEETER
Country: NORWAY

12.
Game Title: SPHERE
Game Type: 3D ROAMING ADVENTURE

Yaroze Member: PETER DOLLOCHAN
Country: UK

13.
Game Title: SUPER RAMP SKATER
Game Type: 3D SKATING
Yaroze Member: DOUG DAY
Country: UK

14.
Game Title: INERTIA
Game Type: 3D BALANCING ACT
Yaroze Member: JOHN REYNOLDS
Country: UK

15.
Game Title: DOGTAIL
Game Type: 2D PLATFORMER
Yaroze Member: IRA RAINEY
Country: UK

16.
Game Title: BOUNCER 2 (please re-set Debugging Station)
Game Type: 2D BOUNCING/BREAKOUT GAME
Yaroze Member: SCOTT EVANS
Country: UK

17.
Game Title: JAGOT
Game Type: 2D PUZZLER
Yaroze Member: KENNETH VINGAARD
Country: DENMARK

18.
Game Title: ROCKS AND GEMS
Game Type: 2D PUZZLER ADVENTURE
Yaroze Member: GERHARD RITTENHOFER
Credits: GRAPHICS/SOUND/LEVEL DESIGN:MANFRED TUCMANDEL
Country: AUSTRIA

19.
Game Title: NET YAROZE INTRO
Yaroze Member: LUCA CAPPELLINI
Country: ITALY

--MESSAGE FILE 38 END: ./1 SCEE/yaroze/announce/000000042html.html

--MESSAGE FILE 39 START: ./1 SCEE/yaroze/announce/000000043html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Looking for a Musician
Date: 6 Apr 1998 17:38:51 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 15
Sender: news@chuka.playstation.co.uk
Message-ID: <6gb0er$int1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 6 Apr 1998 16:42:33 UT

```
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id RAA08703
    for <news@playstation.co.uk>; Mon, 6 Apr 1998 17:40:00 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

Anybody want to raid my collection of Classical & Rock compositions I have
written on my sequencer and/or 4-track over the last couple of years?  Just
to let you know, I have NO programming knowledge!
e-mail:   sr4@compuserve.com

ps NO CHARGE!



--MESSAGE FILE 39 END: ./1 SCEE/yaroze/announce/000000043html.html


--MESSAGE FILE 40 START: ./1 SCEE/yaroze/announce/000000044html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Looking for a Musician
Date: 6 Apr 1998 17:45:08 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 16
Sender: news@chuka.playstation.co.uk
Message-ID: <6gb0qk$ioq1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 6 Apr 1998 16:49:04 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id RAA13571
    for <news@playstation.co.uk>; Mon, 6 Apr 1998 17:48:51 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

Anybody want to raid my collection of Classical & Rock compositions I have
written on my sequencer and/or 4-track over the last couple of years?  Just
to let you know, I have NO programming knowledge!
e-mail:   sr4@compuserve.com

ps NO CHARGE!



--MESSAGE FILE 40 END: ./1 SCEE/yaroze/announce/000000044html.html


--MESSAGE FILE 41 START: ./1 SCEE/yaroze/announce/000000045html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Looking for an Artist
Date: 7 Apr 1998 12:56:11 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 15
Sender: news@chuka.playstation.co.uk
Message-ID: <6gd48r$l8n1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk
```

via smtpd (for [194.203.13.2]) with SMTP; 7 Apr 1998 12:00:00 UT
by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id MAA20843
for <news@playstation.co.uk>; Tue, 7 Apr 1998 12:59:41 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

In this months Edge magazine (uk) I saw an article on yaroze game development where people want graphics artist for their games. I would be happy to help any one out. I am currently studying on a game design course at uni.
Bye...
Steven Spencer
S123spencer@yahoo.com

--MESSAGE FILE 41 END: ./1 SCEE/yaroze/announce/000000045html.html

--MESSAGE FILE 42 START: ./1 SCEE/yaroze/announce/000000046html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Fame Game
Date: 7 Apr 1998 18:46:27 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 38
Sender: news@chuka.playstation.co.uk
Message-ID: <6gdopj$m1m1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

via smtpd (for [194.203.13.2]) with SMTP; 7 Apr 1998 17:50:21 UT
by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id SAA13145
for <news@playstation.co.uk>; Tue, 7 Apr 1998 18:50:06 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

Do you want your Net Yaroze playable demo to be seen by hundreds of thousands of people?
If so, we are currently looking for a Yaroze game to go on the July Issue of the Official PlayStation Demo Disc. If you would like to enter the competition, please firstly e-mail me at the above and announce your entry on the Newsgroups. Then, post your demo to your to your Home Page in a public FTP area (source optional) by Tuesday 14th April, 9am, at the latest. Please display the Net Yaroze title screen (see Member's Web site http://www.netyaroze-europe.com/yaroze/demos/ftpmain.htmdemodisc.zip) for a few seconds at the start of the program.

The winner will be notified within the week!

Please note:

(1) Entries should not contain material copyright of any third party; any such entries that are submitted without clear evidence of permission given by the third party will not be used.

(2) All entries must be free of claims of ownership by any third party, and must not have been made available to third parties with the intention of commercial usage.

(3) Entries must be created using Net Yaroze libraries only, and created by a Net Yaroze member.

(4) Product titles, publisher/developer names, brands and associated imagery and/or trademarks are copyright material of their respective owners.

--MESSAGE FILE 42 END: ./1 SCEE/yaroze/announce/000000046html.html

--MESSAGE FILE 43 START: ./1 SCEE/yaroze/announce/000000047html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: More artists seeking work with Yaroze owners
Date: 8 Apr 1998 16:11:34 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 22
Sender: news@chuka.playstation.co.uk
Message-ID: <6gg436$org1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 8 Apr 1998 15:15:31 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id QAA26900
    for <news@playstation.co.uk>; Wed, 8 Apr 1998 16:15:08 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

In the April edition of Edge magazine, there is an article which says that "Several Net Yaroze members are looking for artists...to collaborate on current games projects" I have been working with 3D for some time and have recently completed level one and two courses in 3D Studio Max. I am now looking for a games project to work on, with the solid intention of breaking into the games industry. Collaboration with people outside of London or the UK should present no problem. I look forward to hearing from you.

Simon Picard (spicard@mail.ndirect.co.uk)

--MESSAGE FILE 43 END: ./1 SCEE/yaroze/announce/000000047html.html

--MESSAGE FILE 44 START: ./1 SCEE/yaroze/announce/000000048html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Audio Help Offered
Date: 16 Apr 1998 10:08:33 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 49
Sender: news@chuka.playstation.co.uk
Message-ID: <6h4hqh$jit1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 16 Apr 1998 09:11:15 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id KAA02008

for <news@playstation.co.uk>; Thu, 16 Apr 1998 10:10:47 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

Please find below details of a sound engineer looking to work with a Yaroze Member ...

To: PS Yaroze
cc:
From: CSweetman@compuserve.com
Subject: Audio Help Offered

15-4-98
Hi,
I saw a request in Edge magazine for audio experts to help various Net Yaroze members working on current game projects.
I am a Sound Effects Designer based in the UK, and am willing to offer my services free of charge to these developers.
I have included a project resume:
> The Saint
> Goldeneye
> 12 Monkeys
> Dust Devil
> Four Weddings & a Funeral
> Cracker
> Richard III
> Space Precinct
> All the Little Animals
> Hackers
> Bean - The Ultimate Disaster Movie
>Computer/Console Productions
> Crime Killer - Interplay
> Aironauts - Ocean
> Virus 2000 - Grolier
> Spitfire - Microsoft
> Carmegeddon Splat pack - SCI
Feel free to contact me or give any yaroze members my e-mail address
Regards
Chris Sweetman
Sound Designer

e-mail: CSweetman@compuserve.com

--MESSAGE FILE 44 END: ./1 SCEE/yaroze/announce/000000048html.html

--MESSAGE FILE 45 START: ./1 SCEE/yaroze/announce/000000049html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: More audio Help Offered
Date: 16 Apr 1998 10:12:48 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 32
Sender: news@chuka.playstation.co.uk
Message-ID: <6h4i2g$jj71@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

via smtpd (for [194.203.13.2]) with SMTP; 16 Apr 1998 09:15:46 UT
by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id KAA05123
for <news@playstation.co.uk>; Thu, 16 Apr 1998 10:15:25 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

Please find below details of another sound engineer looking to work with Yaroze Member!

To: PS Yaroze
cc:
From: lpadspea@lipa.ac.uk
Subject: ricercar

hello,
er...yes...excuse me... I was wondering.. well... you see...
I'm looking for the yaroze users network.I hear.. well that's to say I've heard... that there are people looking for some music. Well I'm offering myself as a composer/sound designer to anyone that wants me, and if you don't then you should. I'm currently studying for a degree in Sound Technology at the Liverpool Institute of Performing arts. I've been involved in sound design for
various dance pieces/performance art/video and installations. I'm now looking at offering my skills to game designers. If you want to know more or hear some of my work then just hit the 'Re-mail'
duncan
c/o :klein design: idiosyncratic sound for media and performance

--MESSAGE FILE 45 END: ./1 SCEE/yaroze/announce/000000049html.html

--MESSAGE FILE 46 START: ./1 SCEE/yaroze/announce/000000050html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Fame Game
Date: 16 Apr 1998 10:34:03 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 19
Sender: news@chuka.playstation.co.uk
Message-ID: <6h4jab$jlu1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

via smtpd (for [194.203.13.2]) with SMTP; 16 Apr 1998 09:36:55 UT
by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id KAA13015
for <news@playstation.co.uk>; Thu, 16 Apr 1998 10:36:35 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

Congratulations to James Shaugnessy for winning this month's Fame Game with his game 'Gravitation'!

This game will appear on the July '98 Issue of the Official PlayStation covermount CD.

Regards
Sarah

--MESSAGE FILE 46 END: ./1 SCEE/yaroze/announce/000000050html.html

--MESSAGE FILE 47 START: ./1 SCEE/yaroze/announce/000000051html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Musician seeking Yaroze Member
Date: 28 Apr 1998 16:43:50 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 42
Sender: news@chuka.playstation.co.uk
Message-ID: <6i4tfm$s1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 28 Apr 1998 15:49:16 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id QAA28228
    for <news@playstation.co.uk>; Tue, 28 Apr 1998 16:48:49 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk
    Boundary="0__=3YdlsspzHc4qWIWbj6fmPm35K7sUPXEhrrsJ3LSg0qn0ApwwfLxiRo4v"

--0__=3YdlsspzHc4qWIWbj6fmPm35K7sUPXEhrrsJ3LSg0qn0ApwwfLxiRo4v

Response from Edge Issue 57 ...
I'm a musician/ sound effects guy for downloads, go to
http://www.ozemail.com.au/~gmstam/gms.htm
Thanks, George Stam.
gmstam@ozemail.com.au

--0__=3YdlsspzHc4qWIWbj6fmPm35K7sUPXEhrrsJ3LSg0qn0ApwwfLxiRo4v
    name="att1.htm"
Content-transfer-encoding: base64

--MESSAGE FILE 47 END: ./1 SCEE/yaroze/announce/000000051html.html

--MESSAGE FILE 48 START: ./1 SCEE/yaroze/announce/000000052html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Event-Net Yaroze at onedotzero2, ICA, London
Date: 29 Apr 1998 12:23:58 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 117
Sender: news@chuka.playstation.co.uk
Message-ID: <6i72ke$2jd1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 29 Apr 1998 11:29:25 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id MAA02635
    for <news@playstation.co.uk>; Wed, 29 Apr 1998 12:29:08 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com

Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk
cc: Juan_Montes@Playstation.sony.com

For any Members who are interested, Net Yaroze will be present at onedotzero2 on 7th, 8th & 9th May at the ICA in London. On 8th, George Bain will be presenting a Net Yaroze Workshop (please see details below). This event could be an ideal opportunity to meet up with artists with whom you could collaborate on future Yaroze projects.

Free day Memberships to give away ...
We have 10 free day Memberships to give away for each of the days we are showing Yaroze (7th, 8th, and 9th May) which allow entry into the ICA. These tickets are on a first come first served basis. If you would like to attend on one of these dates, please e-mail me asap with your full name and daytime contact details.

Please see the schedule below ...

onedotzero2
in association with Adobe @ Institute of Contemporary Arts [ICA], London
Schedule 2-10.5.98
onedotzero2 presents tomorrow's visuals, today: modern and contemporary short films which push the envelope and challenge conventions in a variety of programs. Inspiring contemporary visuals from the worlds of digital film, new media, and computer gaming the festival showcase rising stars of digital arts alongside established critically acclaimed names. An eclectic and inspiring mix of work, packed with premieres and new work specially produced for the festival.
Wow + flutter: graphically progressive, music-led moving image program, including Fuel, Antirom, Man + Martin, Lost in Space, ISO.
Lens Flare: full motion video from computer gaming, including Tomb Raider 1+2, Tekken series, City of Lost Children, Parappa the Rapper. Sponsored by Sony PlayStation.
Wavelength: personally-driven work by commercial and promo directors, including Chris Cunningham, Edmundo, Hex, Spike Jonze.
J-star: eclectic compilation of Japanese moving graphics and visuals, including Tycoon Graphics, Hiroyuki Nakano [Peacedelic Studio], DJ Krush, Towa Tei.
Sequence + v1: selection of college talent + last year's original groundbreaking program, including tomato, Me Co, Fuel, Underbelly.
Sequence supported by Adobe.
[c] indicates cinema

```
weds/6  1900/lens flare
             2100/sequence+v1
thurs/7  1900/sequence+v1
             2100/wavelength
fri/8      1900/j-star
             2100/wow+flutter
sat/9    1300/panel [c]
            1500/wow+flutter [c]
            1900/wavelength
            2100/lens flare
            2300/Ghost in the Shell [c]
sun/10  1300/wavelength [c]
            1500/j-star [c]
            1900/wow+flutter
            2300/lens flare
```

Lost in space 3D masterclass [4-7 may/new media centre] CG-imagery brief set by Lost in Space, using Lightwave 3D.
Electronic Lounge [5 may/2200-0100/bar]
Robin Rimbaud, aka Scanner, hosts a special session of his regular night of ambient chill for the festival.
Projector [5-7 may/1700-2200/theatre]
'Your future is analogue' by ISO. Also: cd-rom collection to play and

interact with filmmaking futures panel [9 may/1300/cinema]
The future and state of moving image creation explored in this discussion with influencers in their field. Moderated by Michael Taylor of Creation magazine.
Net Yaroze: building gaming experiences [8 may/1400-1600/new media centre]
An introduction to the concepts and process of developing gaming projects on the Net Yaroze, the programmable PlayStation, for sound and graphic talent.
PlayStation pods [gamepods: 2-10 may/bar/yaroze pods: 7-9 may/bar]
Also from 7-9 may from 1700-2000 a Net Yaroze representative is available to discuss creative gaming development, while pods are always on to play and explore ghost in the shell [9 may/2315]. Late night screening of seminal anime. Destructive tale of man/machine adventures in this classic Japanese animated movie.
onedotzero me: intranet programme [2-10 may/always on]
Highlights from Rotterdam's Exploding Cinema and Barcelona's Sonar festivals. Including additional work from festival contributors and filmmakers.
ProteinTV: Internet broadcast [10 may/1800 and after]
Programme profiling onedotzero2 and participants, digitally produced during the festival, to be streamed by intranet and internet for global access.
onedotedit [2-10 may]
Live non-linear image creation during the festival. Supported and provided by Media 100.

Institute of Contemporary Arts, The Mall, London SW1
Box Office 0171930 3647
Cinema Tickets #$B!r#(B6.50 / Members #$B!r#(B5 / Cinematheque #$B!r#(B5 / ICA Members #$B!r#(B4
Yaroze Workshop tickets #$B!r#(B6.50 / ICA Members #$B!r#(B5.

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* Warning: onedotzero programmes may contain strobing effects which have been known to cause epileptic fits. onedotzero and the ICA cannot accept responsibility for any adverse reaction caused.
onedotzero2 in association with Adobe with Westminster Council, Sony PlayStation and Media 100, Manga Entertainment. cd-rom with Creative Review
[onedotzero digital creativity]
[web http://www.onedotzero.com]

Kind regards
Sarah

--MESSAGE FILE 48 END: ./1 SCEE/yaroze/announce/000000052html.html

--MESSAGE FILE 49 START: ./1 SCEE/yaroze/announce/000000053html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Members demos on show at onedotzero2
Date: 30 Apr 1998 11:24:30 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 23
Sender: news@chuka.playstation.co.uk
Message-ID: <6i9jgu$5jg1@emeka.playstation.co.uk>

Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 30 Apr 1998 10:29:50 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id LAA27689
    for <news@playstation.co.uk>; Thu, 30 Apr 1998 11:29:39 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk
cc: George_Bain@Playstation.sony.com
Content-Disposition: inline

We will shortly be putting together a compilation of Yaroze Members work to be shown at onedotzero2 show next week. If any of you have any new or updated demos please e-mail both myself and George Bain letting us know where they are (Tuesday 5th May latest please).

Look forward to hearing from you!

Regards
Sarah Bennett
Net Yaroze Project Manager

--MESSAGE FILE 49 END: ./1 SCEE/yaroze/announce/000000053html.html

--MESSAGE FILE 50 START: ./1 SCEE/yaroze/announce/000000054html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze User Agreement
Date: 8 May 1998 10:36:42 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 22
Sender: news@chuka.playstation.co.uk
Message-ID: <6iujna$2t11@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 8 May 1998 09:41:30 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id KAA09173
    for <news@playstation.co.uk>; Fri, 8 May 1998 10:41:14 +0100 (BST)
From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Hi all,

Since everyone signed this agreement they should follow it. I know that some members have homepages elsewhere on the Internet used as a second Yaroze homepage. This is great but you can't release your games or PSX documentation, including PSX source code. This is a strict violation of the agreement. Please remove such information if needed.

Regards,

George

--MESSAGE FILE 50 END: ./1 SCEE/yaroze/announce/000000054html.html

--MESSAGE FILE 51 START: ./1 SCEE/yaroze/announce/000000055html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Fame Game
Date: 11 May 1998 18:04:37 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 46
Sender: news@chuka.playstation.co.uk
Message-ID: <6j7b35$d501@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 11 May 1998 17:09:07 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id SAA19606
    for <news@playstation.co.uk>; Mon, 11 May 1998 18:08:47 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Do you want your Net Yaroze playable demo to be seen by hundreds of
thousands of people?

If so, we are currently looking for a Yaroze game to go on the August Issue
of the Official PlayStation Magazine Demo Disc. If you would like to enter
the competition, please firstly e-mail me at the above and announce your
entry on the Newsgroups. Then, post your demo to your to your Home Page in
a public FTP area (source optional) by Wednesday 13th May, 9am, at the
latest. Please display the Net Yaroze title screen (see Member's Web site
http://www.netyaroze-europe.com/yaroze/demos/ftpmain.htmdemodisc.zip) for a
few seconds at the start of the program.

The winner will be notified within the week!

Please note:

(1) Entries should not contain material copyright of any third party; any
such entries that are submitted without clear evidence of permission given
by the third party will not be used.

(2) All entries must be free of claims of ownership by any third party, and
must not have been made available to third parties with the intention of
commercial usage.

(3) Entries must be created using Net Yaroze libraries only, and created by
a Net Yaroze member.

(4) Product titles, publisher/developer names, brands and associated
imagery and/or trademarks are copyright material of their respective
owners.

Regards

Sarah Bennett
Net Yaroze Project Manager

--MESSAGE FILE 51 END: ./1 SCEE/yaroze/announce/000000055html.html

--MESSAGE FILE 52 START: ./1 SCEE/yaroze/announce/000000056html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: "On recherche des talents"
Date: 12 May 1998 14:46:37 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 84
Sender: news@chuka.playstation.co.uk
Message-ID: <6j9jrt$frs1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 12 May 1998 13:50:58 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id OAA29878
    for <news@playstation.co.uk>; Tue, 12 May 1998 14:50:45 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk
    Boundary="0__=nBPyHbrwnb3BC7P5JHfKs3YJeH13iUIbHVyPccFnIIMusVwfwwl0hefn"
Content-Disposition: inline

--0__=nBPyHbrwnb3BC7P5JHfKs3YJeH13iUIbHVyPccFnIIMusVwfwwl0hefn
Content-Disposition: inline

Pour le Membres qui veux la musique dans leur jeux ...

To: PS Yaroze
cc: Jay200579@aol.com
From: Jay200579@aol.com
Subject: "On recherche des talents"

Bonjour,
J'ai lu recemment (dans le nouveau magazine de jeux vid
--0__=nBPyHbrwnb3BC7P5JHfKs3YJeH13iUIbHVyPccFnIIMusVwfwwl0hefn
Content-Disposition: inline
Content-Transfer-Encoding: quoted-printable
X-MIME-Autoconverted: from 8bit to quoted-printable by
camsg001.camb.scee.sony.co.uk id OAA29878

=A8=A6os Next Games) que
des nombreux membres du ruseau Yaroze recherchent des musiciens pour
collaborer
sur des projets de jeux en cours.

Je ne suis pas un vrai musicien mais plut
--0__=nBPyHbrwnb3BC7P5JHfKs3YJeH13iUIbHVyPccFnIIMusVwfwwl0hefn
Content-Disposition: inline
Content-Transfer-Encoding: quoted-printable

=F4t un apprenti (j'ai 6 ans de
Conservatoire derriere moi, je joue de la guitare, de la batterie et de=
 la
basse).

J'ai achet=

--0__=nBPyHbrwnb3BC7P5JHfKs3YJeH13iUIbHVyPccFnIIMusVwfwwl0hefn
Content-Disposition: inline
Content-Transfer-Encoding: quoted-printable
X-MIME-Autoconverted: from 8bit to quoted-printable by
camsg001.camb.scee.sony.co.uk id OAA29878

=A8=A6 au d=A8=A6but de l'ann=A8=A6e une carte son Soundblaster AWE64 gol=
d et
un
synth=A8=A6 pour commencer a composer, et j'ai fait plein de morceaux de
tout
style. Etant donn=A8=A6 que ces morceaux sont dans mon PC en norme midi,
je pense
qu'ils peuvent int=A8=A6resser des concepteurs de jeux de tous
niveaux pour leurs
projets.
Et surtout, j'ai envie de faire des musiques sp=A8=A6cialement pour un je=
u pour
lui
donner toute son intensit=A8=A6 et creer des ambiances.

En ce moment j'ai beaucoup de temps libre, c'est pourquoi j'attends une
reponse avec impatience de n'importe qui pouvant =A8=BAtre interess =A8=A6.

J=A8=A6r
--0__=nBPyHbrwnb3BC7P5JHfKs3YJeH13iUIbHVyPccFnIIMusVwfwwl0hefn
Content-Disposition: inline
Content-Transfer-Encoding: quoted-printable

=F4me JOUANIN

=

--0__=nBPyHbrwnb3BC7P5JHfKs3YJeH13iUIbHVyPccFnIIMusVwfwwl0hefn--

--MESSAGE FILE 52 END: ./1 SCEE/yaroze/announce/000000056html.html

--MESSAGE FILE 53 START: ./1 SCEE/yaroze/announce/000000057html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Fame Game Winner
Date: 18 May 1998 11:16:21 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 17
Sender: news@chuka.playstation.co.uk
Message-ID: <6jp1pl$5kh1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 18 May 1998 10:21:04 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id LAA25726
    for <news@playstation.co.uk>; Mon, 18 May 1998 11:18:57 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Congratulations to Richard Smithies for winning this month's Fame Game with

his game 'Hover Car Racing'!

This game will appear on the August '98 Issue of the Official PlayStation Magazine covermount CD.

Regards
Sarah

--MESSAGE FILE 53 END: ./1 SCEE/yaroze/announce/000000057html.html

--MESSAGE FILE 54 START: ./1 SCEE/yaroze/announce/000000058html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Fame Game
Date: 4 Jun 1998 14:54:08 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 47
Sender: news@chuka.playstation.co.uk
Message-ID: <6l68u0$st1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 4 Jun 1998 14:00:20 UT
    by camsg001.camb.scee.sony.co.uk (8.9.0/8.9.0) with SMTP id OAA05684
    for <news@playstation.co.uk>; Thu, 4 Jun 1998 14:59:31 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Do you want your Net Yaroze playable demo to be seen by hundreds of thousands of people?

If so, we are currently looking for a Yaroze game to go on the September Issue of the Official PlayStation Magazine Demo Disc. If you would like to enter the competition, please firstly e-mail me at the above and announce your entry on the Newsgroups. Then, post your demo to your to your Home Page in a public FTP area (source optional) by Wednesday 10th June, 9am, at the latest. Please display the Net Yaroze title screen (see Member's Web sitehttp://www.netyaroze-europe.com/yaroze/demos/ftpmain.htmdemodisc.zip) for a few seconds at the start of the program.

The winner will be notified within the week!

Please note:

(1) Entries should not contain material copyright of any third party; any such entries that are submitted without clear evidence of permission given by the third party will not be used.

(2) All entries must be free of claims of ownership by any third party, and must not have been made available to third parties with the intention of commercial usage.

(3) Entries must be created using Net Yaroze libraries only, and created by a Net Yaroze member.

(4) Product titles, publisher/developer names, brands and associated imagery and/or trademarks are copyright material of their respective owners.

Regards

Sarah Bennett
Net Yaroze Project Manager

--MESSAGE FILE 54 END: ./1 SCEE/yaroze/announce/000000058html.html

--MESSAGE FILE 55 START: ./1 SCEE/yaroze/announce/000000059html.html
Path: chuka.playstation.co.uk!news
From: "Paul Holman" <Paul_Holman@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce
Subject: NEWSFLASH Best Net Yaroze Game in GDUK 98 Competition
Date: Wed, 10 Jun 1998 18:05:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 47
Message-ID: <6lmepr$s981@chuka.playstation.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

The Games Developer UK Games Team is delighted to announce a new Category in the Games Developer UK '98 Competition, 'The Best Net Yaroze Game'.

Sony Computer Entertainment Europe has agreed to provide an additional prize of £1,000 for 'The Best Net Yaroze Game' which will go to the best entry within this Category. Entrants will also be eligible for the overall prize of £5,000 for the Best UK Game Developer '98.

The GDUK Competition gives all games enthusiasts, those in or out of work, students from schools, colleges and universities the opportunity to make their mark in an industry currently worth £5 billion world wide. There are cash prizes in five categories as well as the chance to win the overall award of Best UK Games Developer 1998.

Closing date for Registration is 30th June 1998 and for Submission of your entry 31st August 1998.

If you would like to enter into the 'Best Net Yaroze Game', then all you need to do is e-mail info@gduk.co.uk or visit http://www.gduk.co.uk/ GDUK will then forward an information pack and Registration Form to you by post. Please note that the Competition is open to all UK residents.

Let us know if you are entering by mailing PS_Yaroze@playstation.sony.com

In addition to the GDUK Rules and Regs, please note the following additions ...
1. Participants into 'The Best Net Yaroze Game' Category must be registered SCEE UK Net Yaroze Members.
2. Net Yaroze entries should be placed on the Member's Home Page by 31st August 1998 which is the Competition closing date. SCEE will arrange for all Net Yaroze entries to be put onto gold disc which will then be submitted to GDUK for judging purposes.
3. Entrants into 'The Best Net Yaroze Game' Category should indicate this clearly on the GDUK registration form and entrants should also e-mail their intention to enter the competition to Net Yaroze administration at SCEE PS_Yaroze@playstation.sony.com

I look forward to hearing from you!

Kind regards

Sarah Bennett
Net Yaroze Project Manager

--MESSAGE FILE 55 END: ./1 SCEE/yaroze/announce/000000059html.html

--MESSAGE FILE 56 START: ./1 SCEE/yaroze/announce/000000060html.html
Path: chuka.playstation.co.uk!news
From: "Sarah Bennett" <Sarah_bennett@Playstation.sony.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Closing date for Games Developer UK '98 Comeptition
Date: Mon, 29 Jun 1998 12:52:51 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <6n7ul3$q6c16@chuka.playstation.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.announce:60
scee.yaroze.freetalk.english:1284

Please note that Monday 29th and Tuesday 30th June 1998 are the last days you can register your entry(s) into the 'Best Net Yaroze Game' Category within the GDUK '98 Competition. Registrations received after 30th June will not be accepted.

Please forward your registration by e-mail to info@gduk.co.uk or call 0800 7315300. GDUK will then forward an information pack and Registration Form to you by post. Please note that the Competition is open to all UK residents.

For more information please see http://www.gduk.co.uk/

Don't forget to let us here at SCEE know if you are entering the Competition by mailing PS_Yaroze@playstation.sony.com but remember to e-mail GDUK first!

Thanks!
Sarah

--MESSAGE FILE 56 END: ./1 SCEE/yaroze/announce/000000060html.html

--MESSAGE FILE 57 START: ./1 SCEE/yaroze/announce/000000061html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.announce
Subject: Re: New Yaroze Dev FAQ
Date: 30 Jun 1998 11:39:21 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Sender: thutton@TECH10
Message-ID: <uogvbekhi.fsf@cybec.com.au>
References: <6n71c1$4at1@scea> <35981C32.AC9F87F4@jps.net>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

Elliott Lee <tenchi@jps.net> writes:

> Add:
>
> Each Playstation contains 2 MB of main memory, of which about 512 KB
> is used by the operating system (0x80000000-0x8008ffff) leaving
> approximately 1.4 MB for use.

Well, I'm being picky here, but 0x00090000 is exactly 576K, a bit more
than 'about 512K'.
--
Toby.

PS. I just tried to post this to scea.yaroze.announce as a reply and
was denied, using the SCEE news server. Is it just me?
--MESSAGE FILE 57 END: ./1 SCEE/yaroze/announce/000000061html.html

--MESSAGE FILE 58 START: ./1 SCEE/yaroze/announce/000000062html.html
Path: chuka.playstation.co.uk!news
From: "Sarah Bennett" <Sarah_bennett@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Fame Game:scee.yaroze.announce
Date: Mon, 6 Jul 1998 13:12:26 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 38
Message-ID: <6nqede$rq81@chuka.playstation.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Do you want your Net Yaroze playable demo to be seen by hundreds of
thousands of people?

If so, we are currently looking for a Yaroze game to go on the October Issue
of the Official PlayStation Magazine Demo Disc. If you would like to enter
the competition, please firstly e-mail me at the above and announce your
entry on the Newsgroups. Then, post your demo to your to your Home Page in
a public FTP area (source optional) by Tuesday 7th July, 9am, at the latest.
Please display the Net Yaroze title screen (see Member's Web site
http://www.netyaroze-europe.com/yaroze/demos/ftpmain.htmdemodisc.zip) for a
few seconds at the start of the program.

The winner will be notified within the week!

Please note:

(1) Entries should not contain material copyright of any third party; any
such entries that are submitted without clear evidence of permission given
by the third party will not be used.

(2) All entries must be free of claims of ownership by any third party, and
must not have been made available to third parties with the intention of
commercial usage.

(3) Entries must be created using Net Yaroze libraries only, and created by
a Net Yaroze member.

(4) Product titles, publisher/developer names, brands and associated imagery
and/or trademarks are copyright material of their respective owners.

Regards

Sarah Bennett
Net Yaroze Project Manager

--MESSAGE FILE 58 END: ./1 SCEE/yaroze/announce/000000062html.html

--MESSAGE FILE 59 START: ./1 SCEE/yaroze/announce/000000063html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.announce
Subject: NY demo page...
Date: Thu, 16 Jul 1998 17:38:02 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 94
Message-ID: <6oleg0$ofp9@chuka.playstation.co.uk>
NNTP-Posting-Host: 195.2.150.36
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Hi everyone,

    As some of you may know from the NY newsgroups, I am setting up a page to list new demos. At the moment, the attached text file is more or less the form I plan on using for submissions. Could you please take a look at it and tell me what you think? I don't want to go adding many more categories as I think it already covers the most important stuff, but if anyone has any good ideas (or hates some of it) please let me know!

    The page will be text-based - NO graphics - which means v. quick loading times and will enable you to download those demos with minimum trouble! Of course, with all this going on you can forget about me getting my GDUK entry in on time ;-)

    Please DON'T mail me your latest demo details just yet - I want to give myself a 24 hour period for your feedback on the prototype before I put the final pages up Friday night. Check my NY homepage (listed below) or the SAQnet mirror Saturday or late Friday evening for the official v1.0 form...

Thanks,

Nick F
----
http://www.saqnet.co.uk/users/nickf
http://www.n64gazetta.com
http://www.netyaroze-europe.com/~rookie1
ICQ #9464742
"...despite all that's happened, there are still
 some people with a sense of humour!"

begin 666 nydemos.txt
M3D54(%E!4D]:12!$14U/($%.3D]53D-%345.5"!&3U)-(0T*#0I">2!F:6QL
M:6YG('1H:7,@9F]R;2!I;BP@>6]U(&%G<F5E('1H870@>6]U<B!D96UO('=I
M;&P@8F4@)V%N;F]U;F-E9"<-"F]N(&)O=&@@;7D@4%))5D%412!.970@66%R
M;WIE(&UE;6)E<G,@<&%G93H-"@T*/&5X86-T(%523"!W:6QL(&=O(&AE<F4^
M#0H-"F%N9"!M>2!054),24,@;6ER<F]R.@T*#0H\97AA8W0@55),('=I;&P@
M9V\@:&5R93X-"@T*2&]P969U;&QY+"!A<R!N97=S(&]F('1H:7,@<V5R=FEC
M92!G<F]W;G,L(&UO<F4@3ED@;65M8F5R<R!W:6QL#0IB;V]K;6%R:R!T:&5S
M92!P86=E<R!A;F0@=V4G;&P@96YD('5P('=I=&@@82!C96YT<F%L('!O:6YT

```
M(&]F#0IR969E<F5N8V4@9F]R(&9I;F1I;F<@;F5W('-T=69F(&]N('1H92!.
M62!S8V5N92 H=VAI8V@L(&QE="=S(&9A8V4-"FET+"!I<VXG="!T:&4@96%S
M:65S="!T87-K(2D@5V4@;6%Y(&5V96X@8F4@86)L92!T;R!G970@4T-%22!M
M96UB97)S#0IT;R!J;VEN(&EN("T@8V]U;&0@86YY;VYE('1R86YS;&%T92!T
M:&ES('!A<G0@;V8@=&AE(&9O<FT@:6YT;PT*2F%P86YE<V4N+C\-"@T*07!O
M;&]G:65S(&EF('EO=2!F965L('1H:7,@9F]R;6%T(&-O;G-T<F%I;G,@>6]U
M<B!I9&EO<WEN8W)A=&EC#0IP97)S;VYA;"!S='EL92!O<B!D;V5S;B=T(&%L
M;&]W('EO=2!T;R!E>'!R97-S(&IU<W0@:&]W(&=R96%T('EO=7(-"F1E;6\@
M:7,@+2!B=70@=VET:&]U="!T:&ES(&9O<FT@=V5B;6%S=&5R:6YG(&1U=&EE
M<R!W;W5L9"!B92!H96QL:7-H(0T*0F5S:61E<RP@>6]U(&-A;B!S=&EL;"!P
M;W-T(&]N('1H92!N97=S9W)O=7!S(&%N9"!Y;W5R(&UE;6)E<B!P86=E(0T*
M4V\N+BX-"@T*4U5"34E34TE/3E,@5$A!5"!&04E,(%1/(%5312!42$E3($9/
M4DT@4%)/4$523%D@5TE,3"!"12!)1TY/4D5$+B!3;W)R>2X-"@T*5&AI<R!F
M;W)M(&ES(&%V86EL86)L92!I;B!T97AT(&9O<FUA="!F<F]M.B \55),('1O
M(&=O(&AE<F4^#0I0;&5A<V4@<V%V92!A(&-O<'D@86YD('5S92!I="!E=F5R
M>2!T:6UE('EO=2!H879E('-O;65T:&EN9R!N97<@=&\-"G-H;W<@=7,A#0H-
M"DD@86EM('1O(&=E="!S=6)M:7-S:6]N<R!U<"!W:71H:6X@,C0@:&]U<G,@
M;V8@<F5C96EV:6YG('1H96T@*&DN90T*3D]4('EO=2!S96YD:6YG('1H96TA
M*2X@4&QE87-E(&1O;B=T(&9L86UE(&UE(&EF(&ET('1A:V5S(&QO;F=E<B M
M#0IT:&ES(&ES(&$@<'5R96QY('9O;'5N=&%R>2!S97)V:6-E(&%N9"!I="!C
M;W-T<R!M92!M;V1E;2!T:6UE("AA;F0@#0IS;RP@8F5I;F<@0G)I=&ES:"P@
M;6]N97DI+B!!;F0@22=M(&YO="!A8F]U="!!3$P@=&AE('1I;64A#0H-"DUA
M:6P@9F]R;7,@=&\Z(&YI8VMF0'-A<6YE="YC;RYU:R H=VET:" B66%R;WIE
M($1E;6\B(&%S('1H92!S=6)J96-T*2X-"@T*4$Q%05-%($9)3$P@24X@5$A%
M($9/4DT@0D5,3U<@*%-%3D0@3TY,62!42$E3(%!/4E1)3TXI#0HH1&5L971E
M(#QT97AT(&5N8VQO<V5D(&QI:V4@=&AI<SX@86YD(&%D9"!Y;W5R(&]W;BXN
M+BD-"@T**R!$871E.@T*#0H\<&QE87-E('5S92 B,3 @2G5L>2P@,3DY."(@
M9F]R;6%T("AA=F]I9',@=')A;G-A=&QA;G1I8R!C;VYF=7-I;VXA*3X-"@T*
M*R!4:71L93H-"@T*/&EN<V5R="!N86UE(&]F('!R;VIE8W0@:&5R93X-"@T*
M*R!!=71H;W(@9&5T86EL<SH-"@T*/&EN<V5R="!N86UE*',I(&%N9"!R96=I
M;VXH<RD@*%-#144L(%-#14$L(%-#14DI/@T*#0HK(%9E<G-I;VXZ#0H-"CQV
M97)S:6]N(&YO+BP@;W(@97-T:6UA=&5D("4@8V]M<&QE=&4^#0H-"BL@3&%N
M9W5A9V4Z#0H-"CQL86YG=6%G92AS*2!T:&4@9V%M92!S=7!P;W)T<SX-"@T*
M*R!,:6YK('1O('1H92!P<F]J96-T(&9I;&4H<RDZ#0H-"CQI;G-E<G0@82!5
M4DP@:&5R92X@5&AI<R!C86X@8F4@82!D:7)E8W0@;&EN:R!T;R!T:&4@9FEL
M92!I='-E;&8L(&]R#0IT:&4@:&]S="!P86=E+B!)9B!Y;W4@;&EN:R!T;R!T
M:&4@:&]S="!P86=E+"!P;&5A<V4@;6%K92!S=7)E('1H90T*9&]W;FQO860@
M9FEL92!I<R!E87-Y('1O(&9I;F0@;VX@:70A/@T*#0HK($-O;G1A8W0@:6YF
M;W)M871I;VX@*'EO=7(@3ED@:&]M97!A9V4@55),(&%N9"]O<B!E+6UA:6PI
M.@T*#0H\<'5T(&ET(&AE<F4^#0H-"BL@4VAO<G0@9&5S8W)I<'1I;VXZ#0H-
M"CQN;R!M;W)E('1H86X@-3 @=V]R9',@9&5S8W)I8FEN9R!T:&4@9&5M;R]G
M86UE/@T*#0HK(%!!3"].5%-#/PT*#0H\:68@>6]U(&AA=F5N)W0@;6%D92!T
M=V\@=F5R<VEO;G,L(&EN9&EC871E('=H:6-H(%16(&9O<FUA="!I<PT*<W5P
M<&]R=&5D/@T*#0HK(%-O=7)C92!I;F-L=61E9"]A=F%I;&%B;&4_#0H-"CQY
M97,O;F\^#0H-"BL@4W!E8VEA;"!S>7-T96T@<F5Q=6ER96UE;G1S.@T*#0H\
M:2YE(')E<75I<F5S(&%N86QO9R!C;VYT<F]L+"!'=6Y#;VXL($-O9&5W87)R
M:6]R+"!M96T@8V%R9"!E=&,I#0H-"E1(04Y+4R!&3U(@4D5'25-415))3D<A
M(2$-"@T*;FEC:V9 <V%Q;F5T+F-O+G5K#0I&;W)M('5P9&%T960Z(#$V($IU
(;'DL(#$Y.3@`
`
end

--MESSAGE FILE 59 END: ./1 SCEE/yaroze/announce/000000063html.html


--MESSAGE FILE 60 START: ./1 SCEE/yaroze/announce/000000064html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.english,scee.yaroze.mydemos
Subject: New Member Demos
Date: Fri, 17 Jul 1998 21:24:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
```

Message-ID: <6oobuv$ofp15@chuka.playstation.co.uk>
NNTP-Posting-Host: 195.2.150.53
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.announce:64
scee.yaroze.freetalk.english:1438 scee.yaroze.mydemos:229

It's here!

Please get vaguely into it!

The New Member Demos hub is now online at the following sites:

http://www.netyaroze-europe.com/~rookie1/demos/demos.htm

http://www.saqnet.co.uk/users/nickf/public_html/demos/demos.htm

Please check it out, get what it's all about and bookmark it! Then, when
you next have something new to post, let me know about it using the form
on the site and we'll have a one-stop site for all SCEE and SCEA demos!
Now, if only I could get in touch with those pesky SCEI lads...

Nick F

PS This idea won't die. I really, really *will* keep this site updated!
---
http://www.saqnet.co.uk/users/nickf
http://www.n64gazetta.com
http://www.netyaroze-europe.com/~rookie1
ICQ #9464742
"...despite all that's happened, there are still
some people with a sense of humour!"

--MESSAGE FILE 60 END: ./1 SCEE/yaroze/announce/000000064html.html

--MESSAGE FILE 61 START: ./1 SCEE/yaroze/announce/000000065html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@nospam.easynet.co.uk>
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.english,scee.yaroze.mydemos
Subject: Re: New Member Demos
Date: Sat, 18 Jul 1998 18:25:51 +0100
Organization: philg@nospam.easynet.co.uk
Lines: 15
Message-ID: <35B0DA9E.698C7610@nospam.easynet.co.uk>
References: <6oobuv$ofp15@chuka.playstation.co.uk>
Reply-To: philg@nospam.easynet.co.uk
NNTP-Posting-Host: philg.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)
Xref: chuka.playstation.co.uk scee.yaroze.announce:65
scee.yaroze.freetalk.english:1446 scee.yaroze.mydemos:231

Nick Ferguson wrote:

> "...despite all that's happened, there are still
> some people with a sense of humour!"

  That's from Dawn of the Dead isn't it?!

Phil

PS. I'm working on a demo, which I'll let you have soon (maybe in a week or two)

--MESSAGE FILE 61 END: ./1 SCEE/yaroze/announce/000000065html.html

--MESSAGE FILE 62 START: ./1 SCEE/yaroze/announce/000000066html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: 8th Wonder looking for Net Yaroze Programmers
Date: 20 Jul 1998 13:10:42 GMT
Organization: SCEE
Lines: 43
Message-ID: <01bdb37b$49a2d780$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

The backing of Sony has given us creative freedom in the games we produce. If that's as important to you as it is to us, we need:

Software Engineers

We are looking for talented and enthusiastic software engineers to join our team developing for Sony Playstation.

Successful candidates will display an avid interest in video games coupled with knowledge of 3D programming and comprehensive C experience.

Experience in any of the following areas is advantageous (but not essential):

3D APIs (eg. Playstation, N64, SegaGL, OpenGL or Direct3D)
Assembly language.
Commercial game development
Algorithm theory.
Object oriented design methods.
C++
Playstation programming (incl. Yaroze)
Post A Level maths or physics.
Unix

Apply, including CV and work samples to:

Human Resources Manager
Eighth Wonder
4 Fairway Court
Amber Close
Amington
Tamworth
Staffordshire
B77 4RP.

Please ensure that discs are self-booting.

or

email: jobs@8w.co.uk

Eighth Wonder does not use recruitment agencies.

--MESSAGE FILE 62 END: ./1 SCEE/yaroze/announce/000000066html.html

--MESSAGE FILE 63 START: ./1 SCEE/yaroze/announce/000000067html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.english,scee.yaroze.mydemos
Subject: Re: New Member Demos
Date: Mon, 20 Jul 1998 21:09:57 +0100
Organization: Debri Productions
Lines: 33
Message-ID: <1dch86o.t7aetgj2iah8N@a1-88-100.a1.nl>
References: <6oobuv$ofp15@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-100.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.announce:67
scee.yaroze.freetalk.english:1486 scee.yaroze.mydemos:232

Make a small banner-like of image of your demo's list. I will put it
(linked to your page) on my page.

DEnnis..

> It's here!
>
> Please get vaguely into it!
>
> The New Member Demos hub is now online at the following sites:
>
> http://www.netyaroze-europe.com/~rookie1/demos/demos.htm
>
> http://www.saqnet.co.uk/users/nickf/public_html/demos/demos.htm
>
> Please check it out, get what it's all about and bookmark it! Then, when
> you next have something new to post, let me know about it using the form
> on the site and we'll have a one-stop site for all SCEE and SCEA demos!
> Now, if only I could get in touch with those pesky SCEI lads...
>
> Nick F
>
> PS This idea won't die. I really, really *will* keep this site updated!
> --------------------------
> http://www.saqnet.co.uk/users/nickf
> http://www.n64gazetta.com
> http://www.netyaroze-europe.com/~rookie1
> ICQ #9464742
> "...despite all that's happened, there are still
> some people with a sense of humour!"
--MESSAGE FILE 63 END: ./1 SCEE/yaroze/announce/000000067html.html

--MESSAGE FILE 64 START: ./1 SCEE/yaroze/announce/000000068html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups:

scee.yaroze.announce,scee.yaroze.freetalk.english,scee.yaroze.mydemos
Subject: Re: New Member Demos
Date: Mon, 20 Jul 1998 21:45:56 GMT
Organization: SCEA News Server
Lines: 41
Message-ID: <35b3ba2e.440957208@news.scea.sony.com>
References: <6oobuv$ofp15@chuka.playstation.co.uk>
NNTP-Posting-Host: JAMINFRE.hq.ensco.com
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.announce:68
scee.yaroze.freetalk.english:1498 scee.yaroze.mydemos:233

This is a great idea. It would be nice to go to one page to reference
all the demos instead of having to jump around web sites all the time.
I'll put a link on the FAQ.

Jamin

On Fri, 17 Jul 1998 21:24:50 +0100, "Nick Ferguson"
<nickf@saqnet.co.uk> wrote:

>It's here!
>
>Please get vaguely into it!
>
>The New Member Demos hub is now online at the following sites:
>
>http://www.netyaroze-europe.com/~rookie1/demos/demos.htm
>
>http://www.saqnet.co.uk/users/nickf/public_html/demos/demos.htm
>
>Please check it out, get what it's all about and bookmark it! Then, when
>you next have something new to post, let me know about it using the form
>on the site and we'll have a one-stop site for all SCEE and SCEA demos!
>Now, if only I could get in touch with those pesky SCEI lads...
>
>Nick F
>
>PS This idea won't die. I really, really *will* keep this site updated!
>--------------------------
>http://www.saqnet.co.uk/users/nickf
>http://www.n64gazetta.com
>http://www.netyaroze-europe.com/~rookie1
>ICQ #9464742
>"...despite all that's happened, there are still
>some people with a sense of humour!"
>
>
>
>

--MESSAGE FILE 64 END: ./1 SCEE/yaroze/announce/000000068html.html

--MESSAGE FILE 65 START: ./1 SCEE/yaroze/announce/000000069html.html
Path: chuka.playstation.co.uk!news
From: "Sarah Bennett" <Sarah_bennett@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: ECTS tickets for Net Yaroze Members
Date: Thu, 30 Jul 1998 19:14:41 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21

Message-ID: <6pqcjv$fvf4@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I have a limited number of Registration Forms for ECTS 98. If you would like to attend please e-mail the following information and I will forward a Registration Form to you by post ...

full name
full postal address
daytime telephone number

To: PS_Yaroze@playstation.sony.com
Subject: ECTS

Please note that this offer is for Net Yaroze Members only.

Regards

Sarah Bennett
Net Yaroze Project Manager

--MESSAGE FILE 65 END: ./1 SCEE/yaroze/announce/000000069html.html

--MESSAGE FILE 66 START: ./1 SCEE/yaroze/announce/000000070html.html
Path: chuka.playstation.co.uk!news
From: "Sarah Bennett" <Sarah_bennett@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze games at ECTS
Date: Fri, 31 Jul 1998 16:29:20 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <6psn9q$fvf8@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

This year for ECTS we are looking for the best Net Yaroze games/demos ever produced by SCEE Members. This is a great opportunity to show off your work to thousands of ECTS attendees, including top European games journalists, leading game industry representatives and of course, other Net Yaroze members! We will in fact, be showing the best Net Yaroze games from all around the world!

We here at SCEE are looking for the best games created by our SCEE Members. If you would like us to consider your game/demo to be shown on our stand please put your code no later than Monday 24th August to on your public FTP site - please include a Read me file. Then mail to advise at the following address ...

To: PS_Yaroze@playstation.sony.com
Subject:

your name
name of your game/demo
daytime telephone number

Please remember to include the title screen which can be found on the Net Yaroze Members site in Demos / New download area / Filename demodisc.zip

Regards
Sarah

--MESSAGE FILE 66 END: ./1 SCEE/yaroze/announce/000000070html.html

--MESSAGE FILE 67 START: ./1 SCEE/yaroze/announce/000000071html.html
Path: chuka.playstation.co.uk!news
From: "MadMark" <o_shea@post12.tele.dk>
Newsgroups: scee.yaroze.announce
Subject: MadMark MiniCompetition
Date: Tue, 11 Aug 1998 03:36:32 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <6qo7e6$81j3@chuka.playstation.co.uk>
NNTP-Posting-Host: ppp112.hil.tele.dk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

MadMark MiniCompetition is up. Don't vote now though, just read the rules
and start contemplating who, why and for how much!!!!?

--MESSAGE FILE 67 END: ./1 SCEE/yaroze/announce/000000071html.html

--MESSAGE FILE 68 START: ./1 SCEE/yaroze/announce/000000072html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze Members Site
Date: 13 Aug 1998 14:34:14 GMT
Organization: SCEE
Lines: 13
Message-ID: <01bdc663$f0a74d40$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi everyone,

The Net Yaroze members site is under construction during the following
weeks.
Please have patience during this time as the website won't be 100%. Thank
you.

Regards,

The Net Yaroze Team

--MESSAGE FILE 68 END: ./1 SCEE/yaroze/announce/000000072html.html

--MESSAGE FILE 69 START: ./1 SCEE/yaroze/announce/000000073html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Profilelist
Date: Thu, 13 Aug 1998 22:15:35 +0200
Organization: Debri Productions

Lines: 42
Message-ID: <1ddq0gu.39cjvkwz1850N@a1-88-138.a1.nl>
NNTP-Posting-Host: a1-88-138.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Hai All,

My profile-list now counts 45 members and I hope it will keep expanding.
There is now also the oppertunity to add an image.
I Already have pictures of:

- DEnnis (myself)
- Roberet Swan
- Nick F
- Paul Bircham
..

I would like pictures of the members already on the list. With images
you can have an picture in mind so you have a cleu who your dealing
(speaking) with.

If you don't have your profile on my list, please mail me the info or
ask for a 'mail-form'. If you attach a picture, please sent a JPG-file.
Name the picture after your membername. So in my case (membername =
madmac) it's "madmac.jpg".

Anyhow... My page can be found at:

http://www.a1.nl/macsupport/debri

or

http://come.to/debri

or

http://debri.ml.org

or

http://www.netyaroze-europe.com

Cheers DEnnis...

PS. The course-page has been updated...
--MESSAGE FILE 69 END: ./1 SCEE/yaroze/announce/000000073html.html

--MESSAGE FILE 70 START: ./1 SCEE/yaroze/announce/000000074html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze Members Site
Date: Thu, 13 Aug 1998 22:18:15 +0200
Organization: Debri Productions
Lines: 19
Message-ID: <1ddq0jx.1m1fgcp13r11ibN@a1-88-138.a1.nl>
References: <01bdc663$f0a74d40$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: a1-88-138.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

George Bain <George_Bain@Playstation.sony.com> wrote:

> Hi everyone,
>
> The Net Yaroze members site is under construction during the following
> weeks.
> Please have patience during this time as the website won't be 100%. Thank
> you.
>
> Regards,
>
> The Net Yaroze Team

What is thet??? Yaroze member site? what can we expect??

Cheers,

DEnnis..
--MESSAGE FILE 70 END: ./1 SCEE/yaroze/announce/000000074html.html

--MESSAGE FILE 71 START: ./1 SCEE/yaroze/announce/000000075html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze Members Site
Date: Fri, 14 Aug 1998 11:08:37 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <35D40CA5.4E7E@manc.u-net.com>
References: <01bdc663$f0a74d40$f2e832a2@gbain.wav.scee.sony.co.uk>
<1ddq0jx.1m1fgcp13r11ibN@a1-88-138.a1.nl>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

I thought Yaroze members couldn't post to this newsgroup --
I read it was for administrative announcements etc only?

I guess DEnnis you found a way through!
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 71 END: ./1 SCEE/yaroze/announce/000000075html.html

--MESSAGE FILE 72 START: ./1 SCEE/yaroze/announce/000000076html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze Members Site
Date: Fri, 14 Aug 1998 13:51:59 +0100
Organization: I wish!
Lines: 10
Message-ID: <35D432EF.3A94@mdx.ac.uk>
References: <01bdc663$f0a74d40$f2e832a2@gbain.wav.scee.sony.co.uk>
<1ddq0jx.1m1fgcp13r11ibN@a1-88-138.a1.nl> <35D40CA5.4E7E@manc.u-net.com>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

James Shaughnessy wrote:
> I thought Yaroze members couldn't post to this newsgroup --
> I read it was for administrative announcements etc only?
>
> I guess DEnnis you found a way through!

Dennis just bugged the newsgroup for ages and ages until it just gave up
and let his post on :)

Rob
--MESSAGE FILE 72 END: ./1 SCEE/yaroze/announce/000000076html.html

--MESSAGE FILE 73 START: ./1 SCEE/yaroze/announce/000000077html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze Members Site
Date: Fri, 14 Aug 1998 17:36:58 +0200
Organization: Debri Productions
Lines: 13
Message-ID: <1ddr6ky.12fmmgj1f0lh9yN@a1-88-117.a1.nl>
References: <01bdc663$f0a74d40$f2e832a2@gbain.wav.scee.sony.co.uk>
<1ddq0jx.1m1fgcp13r11ibN@a1-88-138.a1.nl> <35D40CA5.4E7E@manc.u-net.com>
NNTP-Posting-Host: a1-88-117.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

James Shaughnessy <james@manc.u-net.com> wrote:

> I thought Yaroze members couldn't post to this newsgroup --
> I read it was for administrative announcements etc only?
>
> I guess DEnnis you found a way through!
> Jim

You're right Jim,
Sometimes you can, sometimes you can't. I just tried lot's of times...

Cheers DEnnis...
--MESSAGE FILE 73 END: ./1 SCEE/yaroze/announce/000000077html.html

--MESSAGE FILE 74 START: ./1 SCEE/yaroze/announce/000000078html.html
Path: chuka.playstation.co.uk!news
From: "Paul Bircham" <yaroze@doodlek.globalnet.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze Members Site
Date: Fri, 14 Aug 1998 19:14:17 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <6r1ur0$ea91@chuka.playstation.co.uk>
References: <01bdc663$f0a74d40$f2e832a2@gbain.wav.scee.sony.co.uk>
<1ddq0jx.1m1fgcp13r11ibN@a1-88-138.a1.nl> <35D40CA5.4E7E@manc.u-net.com>
<1ddr6ky.12fmmgj1f0lh9yN@a1-88-117.a1.nl>
NNTP-Posting-Host: client157b.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Robert was right, DEnnis just kept bugging the newsgroup until it let him

post, but if thats what DEnnis did, how did I post my message?

Paul

--MESSAGE FILE 74 END: ./1 SCEE/yaroze/announce/000000078html.html

--MESSAGE FILE 75 START: ./1 SCEE/yaroze/announce/000000079html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze Members Site
Date: Fri, 14 Aug 1998 20:34:19 +0200
Organization: Debri Productions
Lines: 16
Message-ID: <1ddrk7f.1vhbik5vttrtuN@a1-88-140.a1.nl>
References: <01bdc663$f0a74d40$f2e832a2@gbain.wav.scee.sony.co.uk>
<1ddq0jx.1m1fgcp13r11ibN@a1-88-138.a1.nl> <35D40CA5.4E7E@manc.u-net.com>
<35D432EF.3A94@mdx.ac.uk>
NNTP-Posting-Host: a1-88-140.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Robert Swan <rs108@mdx.ac.uk> wrote:

> James Shaughnessy wrote:
> > I thought Yaroze members couldn't post to this newsgroup --
> > I read it was for administrative announcements etc only?
> >
> > I guess DEnnis you found a way through!
>
> Dennis just bugged the newsgroup for ages and ages until it just gave up
> and let his post on :)
>
> Rob

Am I that obvious for you all?

DEnnis..
--MESSAGE FILE 75 END: ./1 SCEE/yaroze/announce/000000079html.html

--MESSAGE FILE 76 START: ./1 SCEE/yaroze/announce/000000080html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze Members Site
Date: Fri, 14 Aug 1998 20:50:51 +0200
Organization: Debri Productions
Lines: 11
Message-ID: <1ddrqvn.y74b4ctvbtmkN@a1-88-140.a1.nl>
References: <01bdc663$f0a74d40$f2e832a2@gbain.wav.scee.sony.co.uk>
<1ddq0jx.1m1fgcp13r11ibN@a1-88-138.a1.nl> <35D40CA5.4E7E@manc.u-net.com>
<1ddr6ky.12fmmgj1f0lh9yN@a1-88-117.a1.nl> <6r1ur0$ea91@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-140.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Paul Bircham <yaroze@doodlek.globalnet.co.uk> wrote:

> Robert was right, DEnnis just kept bugging the newsgroup until it let him
> post, but if thats what DEnnis did, how did I post my message?
>
> Paul

Ha, Paul... I probably killed it!!! Now it's open to everybody ;-)

Dennis...
--MESSAGE FILE 76 END: ./1 SCEE/yaroze/announce/000000080html.html

--MESSAGE FILE 77 START: ./1 SCEE/yaroze/announce/000000081html.html
Path: chuka.playstation.co.uk!news
From: "Craig Graham" <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: RELEASE ANNOUNCE: RsdANIM v1.5
Date: 17 Aug 1998 18:17:19 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 216
Message-ID: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
NNTP-Posting-Host: 194.131.235.3
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.announce:81
scee.yaroze.programming.3d_graphics:839

Announcing the next release of RsdANIM (1.5), and RsdANIM_lib (v2.0).
Available from my yaroze WWW page now....

Changes from 1.4 are listed below. Action Replay support is removed from
this
release (not permanently, just for a while).

[28/7/98]
o Started adding code to use the Datel Action Replay to provide a fast
previewer
  actually on the Playstation itself (taken from my ARS server/client
code).
o New toolbar added "Action Replay Control".
o AR port setup available in options dialog.
o AR comms class integrated into program (based on the stuff I wrote for
ARS).

[29/7/98]
o AR texture download works. Bloody quick it is as well.
o Fixed bug in vertex selection (couldn't click to select a single vertex
if
  you had Show Vertices enabled without having Show Model enabled as well).
o Added the "View Track" check box to the Action Replay Control toolbar.
o Added Action Replay Comms Error dialog in case comms ops timeout.
Provides Retry or Cancel
  options.
o New CRC checked block transfer method for AR comms. I should go back and
put this into
  ARS :)
o Added AR model download code (save a temporary TMD as
"c:\temp\temp_tmd.tmd", then downloads that).

[30/7/98]
o Added AR zoom & rotation control.
o Coded Playstation side previewer.
o AR preview mode works fine now....excellent!!!

[2/8/98]
o Improved speed of AR download approx. 300% by changing the process
priority for the duration of
  the download, and removng timeout detection once a download is in

progress (you may occasionally
  get an error using this, but it's worth it for the 99% of the time it works fine and is loads
  faster).
o Added AR forced EXE download to put the previewer onto the playstation real quick. I probably
  cann't actually do a release with this code in, but it's quite useful.
o Added playstation graphics resolution selection to the AR previewer and RsdANIM.
o Added remote reset button to the AR Control toolbar.

[3/8/98]
o Added poly4 support to the TMD saving routine.
  New primitives:
    FP4
    GP4
    FP4N
    GP4N
    FTP4
    GTP4
    FTP4N
    GTP4N
  This is used both by the direct TMD saving code (Save As->TMD) and the Action Replay previewer,
  (which saves out a temporary TMD to download to the Playstation).
o Inlined the playstation side AR previewer EXE into the RsdANIM executable.
  This will probably not make it into a general release version (see note on forced exe download
  on 2/8/98).

==========
[4/8/98]: Limited distribution source release 1.5 (prerelease)
           Released to a small number of people who offered
          to help with debugging some issues with the
          Direct3D code.
          Thanks to Steve Spiller & Mario Wynands for their help.
==========

[5/8/98]
o Added CPU & GPU load profiler to PSX side previewer.
o Added switches to turn these on and off from RsdANIM's TOOLS menu.
o Fixed bug in RSD saving, bones skeleton now correctly saves baseframe skeleton instead of
  current edit frame skeleton.

[6/8/98]
o Bones skeleton now saved for all keyframes, previously only the baseframe skeleton was saved.
  Older bones files will still load, but will save out in the new extended format.
o Plugged the memory leak (at long last) that's been giving me grief since v1.0 :)
o When we arrive at the final frame of an animation, correctly set the bones and stuff (the 2nd
  to last frame's bones skeleton was being set instead).

[7/8/98]
o Added new binary MIMe save code.
o Extended the PSX side RsdANIM library with two new functions:
   LinkMIMe() : links a binary MIMe file so you can then use InitMIMe() on it.

ReleaseMIMe(): releases a MIME_HANDLE and free's the memory allocated to it.
o Added support for animation previewing on the playstation.
- New button in AR Control bar "AR Send MIMe"
- Support in the PSX side previewer for downloading binary MIMe files. (animation plays continously once started).

[10/8/98]
o Re-arranged the TOOLS menu a bit.
o Added new function "Delete Movement" (Tools->Movement->Delete).
o Added new function "Remove Texture" (Tools->Texture->Remove). Removes all refferances to the selected texture from the model. All faces painted with it are made coloured, all other texture ID's are renumbered and the texture is removed from the RSD altogether.
o Slight fix to the set as coloured face option.
o Added new function "Rename Movement" (Tools->Movement->Rename)
o Added new function "Rename Keyframe" (Tools->Keyframe->Rename)
o Added new function "Rename Poly Group" (Tools->Group->Rename)
o Added new generic rename function (Edit->Rename), will rename Movements,Groups or Keyframes.

[11/8/98]
o Added new function "Ungroup Polygons" (Tools->Group->Ungroup).
o Fixed tools menu Tools->Keyframe->Delete to actually work.
o Added new generic delete funtion (Edit->Delete), will delete Movements & Keyframes and ungroup Poly Groups (really, it deletes the grouping information, hence it being on the delete option).
o Following Mario's suggestions on Backbuffer/Z-Buffer creation in the Direct3D code, I've added some retry code that attempts to ensure that the display is actually created correctly. A bit techie, but what it does is shrink the window and keep trying to create a Direct3D display using repeatedly smaller windows until it finds a size that your 3D card can handle.
Note that this doesn't apply if you're using the software renderer.
o Added a new pane in the Options dialog. This allows you to set the maximum view pane size.
So, you can setup a huge max size so that you can have a single view full screen? Well, perhaps.
Depends how much memory you've got on your 3D card. If you're using the software renderer (NO from the startup dialog) then you're in luck, as the DirectX 6 software renderer will happily display 1280*1024*16bit Z-Buffered 3D images. Of course, the bigger the display pane, the slower it updates......

[12/8/98]
o Added new recentering function to the Model info panel, to allow all frames of an animation to be re-centred.
o Re-scale & re-centre now correctly effect the bones skeleton.
o Holding down shift when selecting bones with the pick tool will now select bones when you click on their start joint.
o Holding down shift when using the Rotate Bone tool will now rotate about the joint end instead.
o New function "locked rotate joint". Not sure how to describe what it does - try it on a model to see.

[13/8/98]
o Recoded the Direct3D textured display driver to get a bit better
performance.
o Fixed the problem with using shift as the joint/bone modifier.

[14/8/98]
o Improved the drag & drop operation of the Project Manger Tree slightly.
o Right click on an item in the Project Manager Tree now gets you a popup
menu
  with common operations in it. Exactly which depends on what type of item
you click
  on (eg. right-clicking on a Keyframe get you a menu with Edit
Info,Rename,Replace & Delete in it).

[15/8/98]
o Model Info dialog now shows centre point of object as well.
o Rotate joint & locked rotate joint now show the angle (in degrees &
radians) in the view pane.
o "Save As Rsd" now actually works and saves as the RSD filename you
select.

[17/8/98]
o Added "Measure Angle" function.
o More performance optimisations in the texture view display code.
o Optimised the RecalculateVertexNormals() code (improves display speed).
o Play Preview (on PC) - right button click & drag to change viewing angle
  now works whilst a preview is playing...

==========
===
[4/8/98]: Public Release 1.5
          NOTES: The AR control stuff isn't disabled is this release, but
I've
         not released the Playstation side client yet, as I've yet to put
together
         a Yaroze libps built version (current version uses pro-dev librarys).
==========
===

--
Craig Graham,
EMAIL:cgraham@hinge.mistral.co.uk
==========
+++ REALITY DRIVER ERROR - PLEASE REBOOT UNIVERSE +++
--MESSAGE FILE 77 END: ./1 SCEE/yaroze/announce/000000081html.html

--MESSAGE FILE 78 START: ./1 SCEE/yaroze/announce/000000082html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: NEW MEMBERS WEBSITE
Date: 18 Aug 1998 14:46:25 GMT
Organization: SCEE
Lines: 12
Message-ID: <01bdca53$0c5475c0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hello all,

The new website is complete and running. We hope you find it much easier

to navigate and
find the files or documents you need. Please address problems and broken links
to the appropriate news group.

Regards,

The Net Yaroze Team
--MESSAGE FILE 78 END: ./1 SCEE/yaroze/announce/000000082html.html

--MESSAGE FILE 79 START: ./1 SCEE/yaroze/announce/000000083html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: NEW FILES AND DOCUMENTS
Date: 18 Aug 1998 14:46:27 GMT
Organization: SCEE
Lines: 10
Message-ID: <01bdca53$86372860$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hello all,

There are a number of new files located on the new site. These
include new tools and documents. Please feel free to roam around
the new site.

Regards,

The Net Yaroze Team
--MESSAGE FILE 79 END: ./1 SCEE/yaroze/announce/000000083html.html

--MESSAGE FILE 80 START: ./1 SCEE/yaroze/announce/000000084html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: TUTORIAL
Date: 18 Aug 1998 14:49:11 GMT
Organization: SCEE
Lines: 12
Message-ID: <01bdca53$f00e3080$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hello all,

There is a new tutorial on the website in the documents area.
There is no docs for the tutorial yet but the example code is
clean and has plenty of comments. Please feel free to give
feedback on what has been completed.

Regards,

George@SCEE
--MESSAGE FILE 80 END: ./1 SCEE/yaroze/announce/000000084html.html

--MESSAGE FILE 81 START: ./1 SCEE/yaroze/announce/000000085html.html

Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.austrian,scee.yaroze.freetalk.danish,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.english,scee.yaroze.freetalk.french,scee.yaroze.freetalk.german,scee.yaroze.freetalk.greek,scee.yaroze.freetalk.italian
Subject: SONY ECTS PARTY
Date: 18 Aug 1998 18:50:12 GMT
Organization: SCEE
Lines: 44
Message-ID: <01bdca5d$fc421380$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.announce:85
scee.yaroze.freetalk.austrian:4 scee.yaroze.freetalk.danish:1
scee.yaroze.freetalk.dutch:19 scee.yaroze.freetalk.english:1807
scee.yaroze.freetalk.french:39 scee.yaroze.freetalk.german:28
scee.yaroze.freetalk.greek:2 scee.yaroze.freetalk.italian:27

Hello all,

We have 5 tickets to be given to Net Yaroze members this year
at ECTS. The top 5 games submitted for the "ECTS cover disc"
will be given a ticket to the biggest ECTS party!! Remember there
is only 5 tickets so start coding those demos! The closing deadline
is SEPTEMBER 1st. For information on the "ECTS cover disc"
please read below.

This year for ECTS we are looking for the best Net Yaroze games/demos ever
produced by SCEE Members. This is a great opportunity to show off your
work
to thousands of ECTS attendees, including top European games journalists,
leading game industry representatives and of course, other Net Yaroze
members! We will in fact, be showing the best Net Yaroze games from all
around the world!

We here at SCEE are looking for the best games created by our SCEE Members.
If you would like us to consider your game/demo to be shown on our stand
please put your code no later than Monday 24th August to on your public FTP
site - please include a Read me file. Then mail to advise at the following
address ...

To: PS_Yaroze@playstation.sony.com
Subject:

your name
name of your game/demo
daytime telephone number

Please remember to include the title screen which can be found on the Net
Yaroze Members site in Tools / Development area / Filename demodisc.zip

Regards,

George@SCEE

--MESSAGE FILE 81 END: ./1 SCEE/yaroze/announce/000000085html.html

--MESSAGE FILE 82 START: ./1 SCEE/yaroze/announce/000000086html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.austrian,scee.yaroze.freetalk.danish,s
cee.yaroze.freetalk.dutch,scee.yaroze.freetalk.english,scee.yaroze.freetalk.fren
ch,scee.yaroze.freetalk.german,scee.yaroze.freetalk.greek,scee.yaroze.freetalk.i
talian
Subject: Re: SONY ECTS PARTY
Date: Tue, 18 Aug 1998 23:55:29 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <6rd1j4$l2e9@chuka.playstation.co.uk>
References: <01bdca5d$fc421380$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: modem101.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:86
scee.yaroze.freetalk.austrian:5 scee.yaroze.freetalk.danish:2
scee.yaroze.freetalk.dutch:20 scee.yaroze.freetalk.english:1813
scee.yaroze.freetalk.french:40 scee.yaroze.freetalk.german:29
scee.yaroze.freetalk.greek:3 scee.yaroze.freetalk.italian:28

>We have 5 tickets to be given to Net Yaroze members this year
>at ECTS. The top 5 games submitted for the "ECTS cover disc"
>will be given a ticket to the biggest ECTS party!! Remember there
>is only 5 tickets so start coding those demos! The closing deadline
>is SEPTEMBER 1st. For information on the "ECTS cover disc"
>please read below.

Right, 1st September, OK. Ties in nicely with GDUK, lots of time, etc...

>please put your code no later than Monday 24th August to on your public
FTP
>site - please include a Read me file. Then mail to advise at the
following

Erp! next Monday???? Which is it, George? I don't think I can have it
all tied up as neatly as I'd like it for 5 days time, unfortunately...
Is this just a cut-and-paste error (aah, they're fun)?

Nick F
----
http://www.saqnet.co.uk/users/nickf
http://www.n64gazetta.com
http://www.netyaroze-europe.com/~rookie1
ICQ #9464742
"That's impossible! Even for a computer..."

--MESSAGE FILE 82 END: ./1 SCEE/yaroze/announce/000000086html.html

--MESSAGE FILE 83 START: ./1 SCEE/yaroze/announce/000000087html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: THE IMMACULATE COLLECTION
Date: 19 Aug 1998 07:48:42 GMT

Organization: SCEE
Lines: 18
Message-ID: <01bdcae1$fb75dde0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi all,

As this section is new on the website I shall explain it.
"The Immaculate Collection" is a collection of games or
demos done by Net Yaroze Members. To put it simple,
they are the best of best. To have your game/demo
on this top ten list simple post on the newsgroups where
it is, so we can evalulate it. Good-luck.

NOTE
For all those games/demos listed in "The Immaculate Collection"
and are not the current versions simply e-mail me directly the latest.

Regards,

George@SCEE
--MESSAGE FILE 83 END: ./1 SCEE/yaroze/announce/000000087html.html

--MESSAGE FILE 84 START: ./1 SCEE/yaroze/announce/000000088html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.austrian,scee.yaroze.freetalk.danish,s
cee.yaroze.freetalk.dutch,scee.yaroze.freetalk.english,scee.yaroze.freetalk.fren
ch,scee.yaroze.freetalk.german,scee.yaroze.freetalk.greek,scee.yaroze.freetalk.i
talian
Subject: Re: SONY ECTS PARTY
Date: 19 Aug 1998 08:02:09 GMT
Organization: SCEE
Lines: 34
Message-ID: <01bdcae4$42972d80$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bdca5d$fc421380$f2e832a2@gbain.wav.scee.sony.co.uk>
<6rd1j4$l2e9@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.announce:88
scee.yaroze.freetalk.austrian:6 scee.yaroze.freetalk.danish:3
scee.yaroze.freetalk.dutch:21 scee.yaroze.freetalk.english:1819
scee.yaroze.freetalk.french:41 scee.yaroze.freetalk.german:30
scee.yaroze.freetalk.greek:4 scee.yaroze.freetalk.italian:29

Hi all,

Oops. Yes, it is SEPTEMBER 1ST! This is the deadline
for submitting your games/demos for the ECTS cover disc.

P.S. Gotta love "cutt and past"

Regards,

George@SCEE

Nick Ferguson <nickf@saqnet.co.uk> wrote in article
<6rd1j4$l2e9@chuka.playstation.co.uk>...

> Right, 1st September, OK. Ties in nicely with GDUK, lots of time, etc...
>
> >please put your code no later than Monday 24th August to on your public
> FTP
> >site - please include a Read me file. Then mail to advise at the
> following
>
>
> Erp! next Monday???? Which is it, George? I don't think I can have it
> all tied up as neatly as I'd like it for 5 days time, unfortunately...
> Is this just a cut-and-paste error (aah, they're fun)?
>
> Nick F

--MESSAGE FILE 84 END: ./1 SCEE/yaroze/announce/000000088html.html

--MESSAGE FILE 85 START: ./1 SCEE/yaroze/announce/000000089html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Re: TUTORIAL
Date: Wed, 19 Aug 1998 10:46:09 +0200
Organization: Debri Productions
Lines: 21
Message-ID: <1de082h.151u7xu1qxosoxN@a1-88-126.a1.nl>
References: <01bdca53$f00e3080$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: a1-88-126.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

George Bain <George_Bain@Playstation.sony.com> wrote:

> Hello all,
>
> There is a new tutorial on the website in the documents area.
> There is no docs for the tutorial yet but the example code is
> clean and has plenty of comments. Please feel free to give
> feedback on what has been completed.
>
>
> Regards,
>
> George@SCEE

I want to use your code but I won't name you in my docs... Will you
attack me in public so I get lots of hits on my counter ;-)

hehehehehe, sorry.... just playing up.....

DEnnis....
--MESSAGE FILE 85 END: ./1 SCEE/yaroze/announce/000000089html.html

--MESSAGE FILE 86 START: ./1 SCEE/yaroze/announce/000000090html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce

Subject: Re: NEW MEMBERS WEBSITE
Date: Wed, 19 Aug 1998 10:46:11 +0200
Organization: Debri Productions
Lines: 27
Message-ID: <1de085w.gtu2217bx1rmN@a1-88-126.a1.nl>
References: <01bdca53$0c5475c0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: a1-88-126.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

George Bain <George_Bain@Playstation.sony.com> wrote:

> Hello all,
>
> The new website is complete and running. We hope you find it much easier
> to navigate and
> find the files or documents you need. Please address problems and broken
> links
> to the appropriate news group.
>
> Regards,
>
> The Net Yaroze Team

Uhhh..... If I don't like the new style, may I be honest and let you
know? I liked the frames-one better. The new black one needs more
loading and the black makes it a bit messy since you used some images
that were designed for a white background. Like the bleu bullets at the
Homepages-section. Now they have white (anti-aliassed) edges.
With less colour and graphics I think the page looks a bit boring. The
rather dark bleu text on the black background is harder to read and a
black background makes it more difficult to print.

but this is just my opinion....

Cheers DEnnis...
--MESSAGE FILE 86 END: ./1 SCEE/yaroze/announce/000000090html.html

--MESSAGE FILE 87 START: ./1 SCEE/yaroze/announce/000000091html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Re: NEW FILES AND DOCUMENTS
Date: Wed, 19 Aug 1998 10:46:13 +0200
Organization: Debri Productions
Lines: 16
Message-ID: <1de08hd.8iny64c3d1qmN@a1-88-126.a1.nl>
References: <01bdca53$86372860$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: a1-88-126.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

George Bain <George_Bain@Playstation.sony.com> wrote:

> Hello all,
>
> There are a number of new files located on the new site. These
> include new tools and documents. Please feel free to roam around
> the new site.
>
> Regards,
>
> The Net Yaroze Team

Cool. thanks!

Cheers DEnnis...
--MESSAGE FILE 87 END: ./1 SCEE/yaroze/announce/000000091html.html

--MESSAGE FILE 88 START: ./1 SCEE/yaroze/announce/000000092html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Re: THE IMMACULATE COLLECTION
Date: Wed, 19 Aug 1998 10:55:32 +0200
Organization: Debri Productions
Lines: 25
Message-ID: <1de08s8.7ef08m1av3sweN@a1-88-126.a1.nl>
References: <01bdcae1$fb75dde0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: 194.151.88.141
X-Newsreader: MacSOUP 2.3 (unregistered)

George Bain <George_Bain@Playstation.sony.com> wrote:

> Hi all,
>
> As this section is new on the website I shall explain it.
> "The Immaculate Collection" is a collection of games or
> demos done by Net Yaroze Members. To put it simple,
> they are the best of best. To have your game/demo
> on this top ten list simple post on the newsgroups where
> it is, so we can evalulate it. Good-luck.
>
>
> *NOTE*
> For all those games/demos listed in "The Immaculate Collection"
> and are not the current versions simply e-mail me directly the latest.
>
> Regards,
>
> George@SCEE

Idea is great, a bit like Nick's Demo-list. I do think that some more
games would be good. Why not make it a top 20 list? There is enough
around I think and it's hgetting more in a fast pace.

DEnnis...
--MESSAGE FILE 88 END: ./1 SCEE/yaroze/announce/000000092html.html

--MESSAGE FILE 89 START: ./1 SCEE/yaroze/announce/000000093html.html
Path: chuka.playstation.co.uk!news
From: "John Whitmore" <john@jwhit.demon.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: TUTORIAL
Date: Wed, 19 Aug 1998 11:07:58 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <6rebp4$l2e18@chuka.playstation.co.uk>
References: <01bdca53$f00e3080$f2e832a2@gbain.wav.scee.sony.co.uk>
<1de082h.151u7xu1qxosoxN@a1-88-126.a1.nl>
NNTP-Posting-Host: jwhit.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>I want to use your code but I won't name you in my docs... Will you

>attack me in public so I get lots of hits on my counter ;-)
>
>hehehehehe, sorry.... just playing up.....
>
>DEnnis....

    DEnnis,
        are you stirring the pot AGAIN??!!!

                John

--MESSAGE FILE 89 END: ./1 SCEE/yaroze/announce/000000093html.html

--MESSAGE FILE 90 START: ./1 SCEE/yaroze/announce/000000094html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Re: TUTORIAL
Date: Wed, 19 Aug 1998 20:51:38 +0200
Organization: Debri Productions
Lines: 19
Message-ID: <1de0op9.1bxa5m41rruilpN@a1-88-115.a1.nl>
References: <01bdca53$f00e3080$f2e832a2@gbain.wav.scee.sony.co.uk>
<1de082h.151u7xu1qxosoxN@a1-88-126.a1.nl> <6rebp4$l2e18@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-115.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

John Whitmore <john@jwhit.demon.co.uk> wrote:

> >I want to use your code but I won't name you in my docs... Will you
> >attack me in public so I get lots of hits on my counter ;-)
> >
> >hehehehehe, sorry.... just playing up.....
> >
> >DEnnis....
>
>   DEnnis,
>   are you stirring the pot AGAIN??!!!
>
>   John

Sorry, I shouldn't have done that. I was drunk when I wrote this...
please ignore... (if possible)

DEnnis..
--MESSAGE FILE 90 END: ./1 SCEE/yaroze/announce/000000094html.html

--MESSAGE FILE 91 START: ./1 SCEE/yaroze/announce/000000095html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.announce
Subject: Re: NEW MEMBERS WEBSITE
Date: Thu, 20 Aug 1998 02:06:15 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <35DB7687.772@manc.u-net.com>
References: <01bdca53$0c5475c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<1de085w.gtu2217bx1rmN@a1-88-126.a1.nl>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

DEnnis Brinkhuis wrote:
> Homepages-section. Now they have white (anti-aliassed) edges.
> With less colour and graphics I think the page looks a bit boring. The
> rather dark bleu text on the black background is harder to read and a
> black background makes it more difficult to print.

Hey DEn, funny you mention the dark blue text...
Take a look at who's entry is the last before the text buggers
up (hence who's fault it is....) you might find the name is
FAmiliar to you ... :)

Jim

I think I'm the only one whe MUCH prefers the new look.
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 91 END: ./1 SCEE/yaroze/announce/000000095html.html

--MESSAGE FILE 92 START: ./1 SCEE/yaroze/announce/000000096html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: TUTORIAL
Date: Thu, 20 Aug 1998 09:30:04 +0100
Organization: I wish!
Lines: 8
Message-ID: <35DBDE8C.2904@mdx.ac.uk>
References: <01bdca53$f00e3080$f2e832a2@gbain.wav.scee.sony.co.uk>
<1de082h.151u7xu1qxosoxN@a1-88-126.a1.nl> <6rebp4$l2e18@chuka.playstation.co.uk>
<1de0op9.1bxa5m41rruilpN@a1-88-115.a1.nl>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

DEnnis Brinkhuis wrote:
> Sorry, I shouldn't have done that. I was drunk when I wrote this...
> please ignore... (if possible)

Sorry, DEnnis (the MEnace) :) but when we met you on the course, you
said you didnt drink!! What really happened?

Rob
--MESSAGE FILE 92 END: ./1 SCEE/yaroze/announce/000000096html.html

--MESSAGE FILE 93 START: ./1 SCEE/yaroze/announce/000000097html.html
Path: chuka.playstation.co.uk!news
From: "Paul Holman" <Paul_Holman@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Stats-Man
Date: Thu, 20 Aug 1998 09:33:54 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <6rgno6$l2e21@chuka.playstation.co.uk>

NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.announce:97
scee.yaroze.freetalk.english:1843

FYI, we've run a few stats on the usage of the site.

Looks interesting - at least a quarter of possible Members access the site at least once a week. It will be interesting to see if
the new improved interface helps.

Incidentally, for those discussing the site - our goal was for ease of use and quick downloads. Another issue we faced is the vast
range of browsers used to access the site, which meant that the lowest common denominator had to be used (and even then those using
Palm Pilot ones may have a few problems). Interesting to compare to our "professional" site whereby 70% used IE 4 or above, and
almost all the rest used the latest versions of Netscape Navigaor....

Anyway, here's the top 15 files downloaded in the last month, congrats to "c_graham" !

1: /~c_graham/ftp/rsdanim1_4.zip
2: /~c_graham/ftp/pgirl.zip
3: /~shaughnj/ftp/bgedit.zip
4: /yaroze/ftp/scee/tutor/chap1.zip
5: /~c_graham/ftp/rsdanim_lib.zip
6: /~jwhitmor/ftp/escapev11.zip
7: /~middex2/ftp/gduk1.zip
8: /yaroze/ftp/scee/tutor/chap4.zip
9: /~MADMARK/ftp/AirlockP.zip
10: /~middx_uni/ftp/tutorial.zip
11: /yaroze/ftp/utils/graphic/timtool/timtool.zip
12: /yaroze/ftp/scee/tutor/chap8.zip
13: /~deruiter/ym.zip
=: /yaroze/ftp/scee/tutor/chap3.zip
15: /~deanmc/ftp/gduk1.zip
=: /~shaughnj/ftp/connect4.zip

--MESSAGE FILE 93 END: ./1 SCEE/yaroze/announce/000000097html.html

--MESSAGE FILE 94 START: ./1 SCEE/yaroze/announce/000000098html.html
Path: chuka.playstation.co.uk!news
From: "John Whitmore" <john@jwhit.demon.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: Thu, 20 Aug 1998 11:16:10 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <6rgt77$l2e23@chuka.playstation.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
NNTP-Posting-Host: jwhit.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:98
scee.yaroze.freetalk.english:1846

>1: /~c_graham/ftp/rsdanim1_4.zip
>2: /~c_graham/ftp/pgirl.zip
>3: /~shaughnj/ftp/bgedit.zip
>4: /yaroze/ftp/scee/tutor/chap1.zip
>5: /~c_graham/ftp/rsdanim_lib.zip
>6: /~jwhitmor/ftp/escapev11.zip
>7: /~middex2/ftp/gduk1.zip
>8: /yaroze/ftp/scee/tutor/chap4.zip
>9: /~MADMARK/ftp/AirlockP.zip
>10: /~middx_uni/ftp/tutorial.zip

Wow,
I'm like totally impressed...6th position, 2nd highest game.....cheers Sony you've just made my day (along with the fact I'm going out with my girlfriend for a drink!!!)....
John

John Whitmore
/jwhitmor

--MESSAGE FILE 94 END: ./1 SCEE/yaroze/announce/000000098html.html

--MESSAGE FILE 95 START: ./1 SCEE/yaroze/announce/000000099html.html
Path: chuka.playstation.co.uk!news
From: "John Whitmore" <john@jwhit.demon.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: Thu, 20 Aug 1998 11:18:52 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <6rgta6$l2e24@chuka.playstation.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<6rgt77$l2e23@chuka.playstation.co.uk>
NNTP-Posting-Host: jwhit.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:99
scee.yaroze.freetalk.english:1847

> Wow,
> I'm like totally impressed...6th position, 2nd highest
>game.....cheers Sony you've just made my day (along with the fact I'm going
>out with my girlfriend for a drink!!!)....

Sorry that should say EX girlfriend......hmmmmm

John

>John Whitmore
>/jwhitmor

>

--MESSAGE FILE 95 END: ./1 SCEE/yaroze/announce/000000099html.html

--MESSAGE FILE 96 START: ./1 SCEE/yaroze/announce/000000100html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: Thu, 20 Aug 1998 12:38:02 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <35DC0A9A.B33C3F0F@easynet.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<6rgt77$l2e23@chuka.playstation.co.uk> <6rgta6$l2e24@chuka.playstation.co.uk>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:100
scee.yaroze.freetalk.english:1849

John Whitmore wrote:

> >   Wow,
> >   I'm like totally impressed...6th position, 2nd highest
> >game.....cheers Sony you've just made my day (along with the fact I'm going
> >out with my girlfriend for a drink!!!)....
>
> Sorry that should say EX girlfriend......hmmmmm

Such are the sacrifices of being a coder.

I've pacified my partner by buying her lots of presents (books, CDs, Spanish
language courses) in an attempt to gain some time to do my GDUK entry.
Unfortunately we go away on holiday on Monday, so I've now got only 3 days left.

Oh well, here's looking forward to GDUK '99

Phil

--MESSAGE FILE 96 END: ./1 SCEE/yaroze/announce/000000100html.html

--MESSAGE FILE 97 START: ./1 SCEE/yaroze/announce/000000101html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Re: NEW MEMBERS WEBSITE
Date: Thu, 20 Aug 1998 14:28:22 +0200
Organization: Debri Productions
Lines: 21
Message-ID: <1de262t.v9l7k71mbnm4gN@a1-88-110.a1.nl>
References: <01bdca53$0c5475c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<1de085w.gtu2217bx1rmN@a1-88-126.a1.nl> <35DB7687.772@manc.u-net.com>
NNTP-Posting-Host: a1-88-110.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

James Shaughnessy <james@manc.u-net.com> wrote:

> DEnnis Brinkhuis wrote:
> > Homepages-section. Now they have white (anti-aliassed) edges.
> > With less colour and graphics I think the page looks a bit boring. The
> > rather dark bleu text on the black background is harder to read and a
> > black background makes it more difficult to print.
>
> Hey DEn, funny you mention the dark blue text...
> Take a look at who's entry is the last before the text buggers
> up (hence who's fault it is....) you might find the name is
> FAmiliar to you ... :)
>
> Jim
>
> I think I'm the only one whe MUCH prefers the new look.

hehehe.... thats no fault!! that getting attention without the use of
pictures... ;-)

DEnnis..
--MESSAGE FILE 97 END: ./1 SCEE/yaroze/announce/000000101html.html

--MESSAGE FILE 98 START: ./1 SCEE/yaroze/announce/000000102html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: Re: TUTORIAL
Date: Thu, 20 Aug 1998 14:28:29 +0200
Organization: Debri Productions
Lines: 20
Message-ID: <1de265k.64mld35ndp9qN@a1-88-110.a1.nl>
References: <01bdca53$f00e3080$f2e832a2@gbain.wav.scee.sony.co.uk>
<1de082h.151u7xu1qxosoxN@a1-88-126.a1.nl> <6rebp4$l2e18@chuka.playstation.co.uk>
<1de0op9.1bxa5m41rruilpN@a1-88-115.a1.nl> <35DBDE8C.2904@mdx.ac.uk>
NNTP-Posting-Host: a1-88-110.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Robert Swan <rs108@mdx.ac.uk> wrote:

> DEnnis Brinkhuis wrote:
> > Sorry, I shouldn't have done that. I was drunk when I wrote this...
> > please ignore... (if possible)
>
> Sorry, DEnnis (the MEnace) :) but when we met you on the course, you
> said you didnt drink!! What really happened?
>
> Rob

Thats true, I maybe drink once or twice a year. I don't like beer, but I
do have a 2L bottle of wiskey in my cupboard wich I mix with cola.
I only drink when I'm alone and very sad.... (thinking of my brother and
stuff).
But that just happens very occasionally. So don't think that I'm a
lonley alcoholic, the bottle is more than a year old and still not
empty.

DEnnis..
--MESSAGE FILE 98 END: ./1 SCEE/yaroze/announce/000000102html.html

--MESSAGE FILE 99 START: ./1 SCEE/yaroze/announce/000000103html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english

Subject: Re: Stats-Man
Date: Thu, 20 Aug 1998 14:10:46 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <35DC2056.C75DDB3A@hinge.mistral.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
NNTP-Posting-Host: d1-s3-35-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:103
scee.yaroze.freetalk.english:1853

Paul Holman wrote:

> Palm Pilot ones may have a few problems). Interesting to compare to our "professional" site whereby 70% used IE 4 or above, and
> almost all the rest used the latest versions of Netscape Navigaor....

The pro-site does look load's prettier - obviously not done by George(or by me either, I must have one of the crappest looking pages on
SCEE),
but the new-look pro pages take forever to load (the old one was better).

> Anyway, here's the top 15 files downloaded in the last month, congrats to "c_graham" !
>
> 1: /~c_graham/ftp/rsdanim1_4.zip

Do I win a prize for that ? A Gran Turismo compatible steering wheelwould go down nicely ;)

> 2: /~c_graham/ftp/pgirl.zip

I ripped that file from the Japan mirror and put my girfriends face on it(she'll be overjoyed at her new - found fame...).

> 3: /~shaughnj/ftp/bgedit.zip
> 4: /yaroze/ftp/scee/tutor/chap1.zip
> 5: /~c_graham/ftp/rsdanim_lib.zip

And I'll be right up there next month as well 'coz of the releaseof RsdANIM v1.5, RsdANIM_lib v2 & the forthcoming Action Replay
model & animation preview plugin for RsdANIM - Mario W. can back me up on how much people will want this one :)

Oh yeah - and I'll be finally putting a nice game demo using RsdANIM animations up there RSN as well ;)

Craig.

--MESSAGE FILE 99 END: ./1 SCEE/yaroze/announce/000000103html.html

--MESSAGE FILE 100 START: ./1 SCEE/yaroze/announce/000000104html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: Thu, 20 Aug 1998 14:13:24 +0100

Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <35DC20F4.E5B6A259@hinge.mistral.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<35DC2056.C75DDB3A@hinge.mistral.co.uk>
NNTP-Posting-Host: d1-s3-35-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:104
scee.yaroze.freetalk.english:1854

Craig Graham wrote:

> > Anyway, here's the top 15 files downloaded in the last month, congrats to "c_graham" !
> >
> > 1: /~c_graham/ftp/rsdanim1_4.zip
>
> Do I win a prize for that ? A Gran Turismo compatible steering wheelwould go down nicely ;)

Even better - how about a couple of tickets to the Sony ECTS party?

Craig.

--MESSAGE FILE 100 END: ./1 SCEE/yaroze/announce/000000104html.html

--MESSAGE FILE 101 START: ./1 SCEE/yaroze/announce/000000105html.html
Path: chuka.playstation.co.uk!scea!camsg001.camb.scee.sony.co.uk!
camsg001.camb.scee.sony.co.uk!localnews.wav.scee.sony.co.uk!not-for-mail
From: "Paul Holman, SCEE" <Paul_Holman@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: Thu, 20 Aug 1998 16:05:33 +0100
Organization: Sony Computer Entertainment Europe (Waverley House)
Lines: 15
Message-ID: <6rhdpatpj1@localnews.wav.scee.sony.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<35DC2056.C75DDB3A@hinge.mistral.co.uk>
NNTP-Posting-Host: publicweb.wav.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:105
scee.yaroze.freetalk.english:1855

Hi Craig,

Yes, the pro site was able to be built with lots of nice Java.

Although this is out of context, it shouldn't be slower - the actual "footprint" of the site (in terms of bytes that need to be downloaded) was cut dramatically. The only thing I can think of is that you have a very fast line, but a very slow speed client ? Take this to the pro' groups....

Paul

PS I can see it now, people downloading their file a few thousand times to bump up the hits... but I can think of a way it might work.

--MESSAGE FILE 101 END: ./1 SCEE/yaroze/announce/000000105html.html

--MESSAGE FILE 102 START: ./1 SCEE/yaroze/announce/000000106html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: 20 Aug 1998 18:26:05 GMT
Organization: SCEE
Lines: 18
Message-ID: <01bdcc04$9a0b28c0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<35DC2056.C75DDB3A@hinge.mistral.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.announce:106
scee.yaroze.freetalk.english:1857

Hi there,

This I have to see....

George

Craig Graham <c_graham@hinge.mistral.co.uk> wrote in article
<35DC2056.C75DDB3A@hinge.mistral.co.uk>...

> Oh yeah - and I'll be finally putting a nice game demo using RsdANIM
> animations up there RSN as well ;)
>
> Craig.
>
>
>
>
--MESSAGE FILE 102 END: ./1 SCEE/yaroze/announce/000000106html.html

--MESSAGE FILE 103 START: ./1 SCEE/yaroze/announce/000000107html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: 20 Aug 1998 18:26:27 GMT
Organization: SCEE
Lines: 26
Message-ID: <01bdcc04$a67bab20$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<35DC2056.C75DDB3A@hinge.mistral.co.uk> <35DC20F4.E5B6A259@hinge.mistral.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.announce:107
scee.yaroze.freetalk.english:1858

Hi there,

Dream a little more...

George

Craig Graham <c_graham@hinge.mistral.co.uk> wrote in article
<35DC20F4.E5B6A259@hinge.mistral.co.uk>...
>
>
> Craig Graham wrote:
>
> > > Anyway, here's the top 15 files downloaded in the last month,
congrats to "c_graham" !
> > >
> > > 1: /~c_graham/ftp/rsdanim1_4.zip
> >
> > Do I win a prize for that ? A Gran Turismo compatible steering
wheelwould go down nicely ;)
>
> Even better - how about a couple of tickets to the Sony ECTS party?
>
> Craig.
>
>
>
--MESSAGE FILE 103 END: ./1 SCEE/yaroze/announce/000000107html.html

--MESSAGE FILE 104 START: ./1 SCEE/yaroze/announce/000000108html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: Thu, 20 Aug 1998 20:56:04 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <35dc8abb.334957@news.playstation.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<6rgt77$l2e23@chuka.playstation.co.uk> <6rgta6$l2e24@chuka.playstation.co.uk>
<35DC0A9A.B33C3F0F@easynet.co.uk>
NNTP-Posting-Host: p45-francolin-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.announce:108
scee.yaroze.freetalk.english:1861

On Thu, 20 Aug 1998 12:38:02 +0100, Phil Gooch <philg@easynet.co.uk>
wrote:

>
>
>John Whitmore wrote:
>
>> >   Wow,
>> >   I'm like totally impressed...6th position, 2nd highest
>> >game.....cheers Sony you've just made my day (along with the fact I'm going
>> >out with my girlfriend for a drink!!!)....
>>
>> Sorry that should say EX girlfriend......hmmmmm
>
>Such are the sacrifices of being a coder.
>
>I've pacified my partner by buying her lots of presents (books, CDs, Spanish
>language courses) in an attempt to gain some time to do my GDUK entry.
>Unfortunately we go away on holiday on Monday, so I've now got only 3 days
left.
>
>Oh well, here's looking forward to GDUK '99
>
>Phil

>
>

I get no grief from mine at all no matter how long I spend coding at
night....mind you she does live in Russia.....

Richard

--MESSAGE FILE 104 END: ./1 SCEE/yaroze/announce/000000108html.html

--MESSAGE FILE 105 START: ./1 SCEE/yaroze/announce/000000109html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: Thu, 20 Aug 1998 22:42:07 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <35DC982F.E3200F19@hinge.mistral.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<35DC2056.C75DDB3A@hinge.mistral.co.uk>
<6rhdpatpj1@localnews.wav.scee.sony.co.uk>
NNTP-Posting-Host: d1-s43-75-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:109
scee.yaroze.freetalk.english:1863

Paul Holman, SCEE wrote:

> fast line, but a very slow speed client ?   Take this to the pro' groups....

Sorry I mentioned it here - althought, you did mention it first....

> Paul
>
> PS I can see it now, people downloading their file a few thousand times to
> bump up the hits... but I can think of a way it might work.

Hmmm.. I'd feel offended if I was that way inclined...

Craig.

--MESSAGE FILE 105 END: ./1 SCEE/yaroze/announce/000000109html.html

--MESSAGE FILE 106 START: ./1 SCEE/yaroze/announce/000000110html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: Thu, 20 Aug 1998 22:46:26 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <35DC9932.1E1B81C@hinge.mistral.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<35DC2056.C75DDB3A@hinge.mistral.co.uk>
<01bdcc04$9a0b28c0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: d1-s43-75-telehouse.mistral.co.uk
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:110
scee.yaroze.freetalk.english:1864

George Bain wrote:

> Hi there,
>
> This I have to see....
>

Ye of little faith....get Mark_Breugelmans to show you the logobeckRsdANIM
animations I mailled him (on PSX if he's got it setup)
- they appear in the game :)

> George

Craig.

--MESSAGE FILE 106 END: ./1 SCEE/yaroze/announce/000000110html.html

--MESSAGE FILE 107 START: ./1 SCEE/yaroze/announce/000000111html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Fri, 21 Aug 1998 12:15:25 +0100
Organization: Sony Computer Entertainment Europe
Lines: 18
Message-ID: <35DD56CD.5DBD791B@scee.sony.co.uk>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en
To: cgraham@hinge.mistral.co.uk
Xref: chuka.playstation.co.uk scee.yaroze.announce:111
scee.yaroze.programming.3d_graphics:841

The Zip file of RSDAnim is infected with a virus! Please check your system
IMMEDIATELY. We found it
with the _latest_ DAT files of Mcafee (http://www.mcafee.com). Mcafee states
that the virus is not
reparable, but other virus checkers have repaired it.

The virus is called W32.CIH.SPACEFILLER, and it will infect almost every EXE
within the system.

Kinda takes the sheen off that number one download status, huh? :O)

Cheers,

James

--
== James_Russell@scee.sony.co.uk +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Smiley faces were meant to be annoying.
--MESSAGE FILE 107 END: ./1 SCEE/yaroze/announce/000000111html.html

--MESSAGE FILE 108 START: ./1 SCEE/yaroze/announce/000000112html.html
Path: chuka.playstation.co.uk!news
From: "Sarah Bennett" <Sarah_bennett@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Important - Technical Requirements Checklist Document
Date: Fri, 21 Aug 1998 13:24:04 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <6rjo9t$d2j9@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

IMPORTANT:
We have published a document 'Technical Requirements for Net Yaroze
Software' which can be found on the Net Yaroze Members site in 'Documents'
http://www.netyaroze-europe.com/yaroze/docs/main.htm. The TRC document
contains a set of guidelines to which Net Yaroze software appearing on
published PlayStation titles (such as cover discs MUST comply. These include
requirements and recommendations on logo usage, naming conventions,
functionality, peripheral handling and user interface features.

--MESSAGE FILE 108 END: ./1 SCEE/yaroze/announce/000000112html.html

--MESSAGE FILE 109 START: ./1 SCEE/yaroze/announce/000000113html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Fri, 21 Aug 1998 14:28:32 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <35DD7600.F1FF6359@hinge.mistral.co.uk>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
<35DD56CD.5DBD791B@scee.sony.co.uk>
NNTP-Posting-Host: d1-s5-37-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:113
scee.yaroze.programming.3d_graphics:842

James Russell wrote:

> Kinda takes the sheen off that number one download status, huh? :O)

Bugger - thanks James....which V Killer sorts it out?

> James

Craig.

--MESSAGE FILE 109 END: ./1 SCEE/yaroze/announce/000000113html.html

--MESSAGE FILE 110 START: ./1 SCEE/yaroze/announce/000000114html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Fri, 21 Aug 1998 14:48:44 +0100
Organization: Sony Computer Entertainment Europe
Lines: 12
Message-ID: <35DD7ABC.47B2D4C3@scee.sony.co.uk>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
<35DD56CD.5DBD791B@scee.sony.co.uk> <35DD7600.F1FF6359@hinge.mistral.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:114
scee.yaroze.programming.3d_graphics:843

Craig Graham wrote:
>
> Bugger - thanks James....which V Killer sorts it out?

AntiViral Toolkit - http://www.avp.com/
Mcafee VirusScan - http://www.mcafee.com/

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

3 kinds of people: those who can count & those who can't.
--MESSAGE FILE 110 END: ./1 SCEE/yaroze/announce/000000114html.html

--MESSAGE FILE 111 START: ./1 SCEE/yaroze/announce/000000115html.html
Path: chuka.playstation.co.uk!news
From: "Sarah Bennett" <Sarah_bennett@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: GDUK Entries
Date: Fri, 21 Aug 1998 16:43:59 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <6rk40k$d2j10@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

All those entering the GDUK Competition - please could you create and send a
Read-me file with your game entry.

Thank you.

--MESSAGE FILE 111 END: ./1 SCEE/yaroze/announce/000000115html.html

--MESSAGE FILE 112 START: ./1 SCEE/yaroze/announce/000000116html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@Compuserve.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics

Subject: Re: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Fri, 21 Aug 1998 18:29:32 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <6rkb0a$d2j12@chuka.playstation.co.uk>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
<35DD56CD.5DBD791B@scee.sony.co.uk> <35DD7600.F1FF6359@hinge.mistral.co.uk>
<35DD7ABC.47B2D4C3@scee.sony.co.uk>
NNTP-Posting-Host: mfs2-dnbqy-166.gbr.compuserve.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:116
scee.yaroze.programming.3d_graphics:845

James Russell wrote in message <35DD7ABC.47B2D4C3@scee.sony.co.uk>...
>Craig Graham wrote:
>>
>> Bugger - thanks James....which V Killer sorts it out?
>
How dangerous is this Virus -
Are we talking major hard disk wipe out or just another bacteria type virus.
Does it affect EXEs only or data files as well

I had better get a virus checker pronto before my GDUK entry gets eaten!

Cheers

Nick (s)

--MESSAGE FILE 112 END: ./1 SCEE/yaroze/announce/000000116html.html

--MESSAGE FILE 113 START: ./1 SCEE/yaroze/announce/000000117html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Fri, 21 Aug 1998 19:16:14 +0100
Organization: Sony Computer Entertainment Europe
Lines: 17
Message-ID: <35DDB96E.AE8BE2F4@scee.sony.co.uk>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
<35DD56CD.5DBD791B@scee.sony.co.uk> <35DD7600.F1FF6359@hinge.mistral.co.uk>
<35DD7ABC.47B2D4C3@scee.sony.co.uk> <6rkb0a$d2j12@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:117
scee.yaroze.programming.3d_graphics:846

Nick Slaven wrote:
>
> How dangerous is this Virus -
> Are we talking major hard disk wipe out or just another bacteria type virus.
> Does it affect EXEs only or data files as well

Well, I had to install Windows again, and most of my other apps. Win32 EXEs are

the only ones
affected. It doesn't change the file size, and most apps _seem_ to work ok, but it completely
crashed my compilers and linkers, and it took ages to find out why. Mcafee didn't say if it did
anything other than replicate itself (ie, "on the Xth day of the Xth month 19XX it will wipe your
system"), but I'd get rid of it ASAP if I were you.

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Et tu, Bob?
--MESSAGE FILE 113 END: ./1 SCEE/yaroze/announce/000000117html.html

--MESSAGE FILE 114 START: ./1 SCEE/yaroze/announce/000000118html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <steve@microdot.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Fri, 21 Aug 1998 14:57:47 -0700
Organization: SCEA News Server
Lines: 38
Message-ID: <6rkq01$1qh5@scea>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
<35DD56CD.5DBD791B@scee.sony.co.uk> <35DD7600.F1FF6359@hinge.mistral.co.uk>
<35DD7ABC.47B2D4C3@scee.sony.co.uk> <6rkb0a$d2j12@chuka.playstation.co.uk>
<35DDB96E.AE8BE2F4@scee.sony.co.uk>
NNTP-Posting-Host: gateway.connext.com
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:118
scee.yaroze.programming.3d_graphics:847

James Russell wrote in message <35DDB96E.AE8BE2F4@scee.sony.co.uk>...
>Nick Slaven wrote:
>>
>> How dangerous is this Virus -
>> Are we talking major hard disk wipe out or just another bacteria type
virus.
>> Does it affect EXEs only or data files as well

It replicates in Win95 program files. It's a nasty bugger... Depending on
what version you have, on the 26th of any given month, it will attempt to
nuke your FlashBIOS and the MBRs of your hard disks. I was able to
disinfect my systems with Norton and everything still seems to work fine.

>
>Well, I had to install Windows again, and most of my other apps. Win32 EXEs
are the only ones
>affected. It doesn't change the file size, and most apps _seem_ to work ok,
but it completely
>crashed my compilers and linkers, and it took ages to find out why. Mcafee
didn't say if it did
>anything other than replicate itself (ie, "on the Xth day of the Xth month
19XX it will wipe your
>system"), but I'd get rid of it ASAP if I were you.
>

I agree... ASAP.

>--
>== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
>== Developer Support Engineer - Sony Computer Entertainment Europe
>
>Et tu, Bob?

-Steve

--MESSAGE FILE 114 END: ./1 SCEE/yaroze/announce/000000118html.html

--MESSAGE FILE 115 START: ./1 SCEE/yaroze/announce/000000119html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Sat, 22 Aug 1998 03:22:01 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <6rlago$d2j14@chuka.playstation.co.uk>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
<35DD56CD.5DBD791B@scee.sony.co.uk> <35DD7600.F1FF6359@hinge.mistral.co.uk>
<35DD7ABC.47B2D4C3@scee.sony.co.uk> <6rkb0a$d2j12@chuka.playstation.co.uk>
<35DDB96E.AE8BE2F4@scee.sony.co.uk> <6rkq01$1qh5@scea>
NNTP-Posting-Host: mfs2-dnbqz-011.gbr.compuserve.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:119
scee.yaroze.programming.3d_graphics:848

Steve Spiller wrote in message <6rkq01$1qh5@scea>...
>It replicates in Win95 program files. It's a nasty bugger... Depending on
>what version you have, on the 26th of any given month, it will attempt to
>nuke your FlashBIOS and the MBRs of your hard disks.

Yikes !!

>>Well, I had to install Windows again, and most of my other apps.

McAffee reported around 350 infected exes & wouldn't fix em,
fortunately its a new PC (windows 98) & not much installed on it,
it seemed simpler to nuke the hard disk & reinstall, this was after
allowing McAffee to delete explorer - kind of like sawing off the branch
your sat on.

Didn't take too long, honest!

Nick (S)

--MESSAGE FILE 115 END: ./1 SCEE/yaroze/announce/000000119html.html

--MESSAGE FILE 116 START: ./1 SCEE/yaroze/announce/000000120html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>

Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Sat, 22 Aug 1998 10:25:05 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <35DE8E71.F9E8214B@hinge.mistral.co.uk>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
<35DD56CD.5DBD791B@scee.sony.co.uk> <35DD7600.F1FF6359@hinge.mistral.co.uk>
<35DD7ABC.47B2D4C3@scee.sony.co.uk> <6rkb0a$d2j12@chuka.playstation.co.uk>
<35DDB96E.AE8BE2F4@scee.sony.co.uk> <6rkq01$1qh5@scea>
<6rlago$d2j14@chuka.playstation.co.uk>
NNTP-Posting-Host: d1-s51-83-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:120
scee.yaroze.programming.3d_graphics:850

Nick Slaven wrote:

> Steve Spiller wrote in message <6rkq01$1qh5@scea>...
> >It replicates in Win95 program files. It's a nasty bugger... Depending on
> >what version you have, on the 26th of any given month, it will attempt to
> >nuke your FlashBIOS and the MBRs of your hard disks.
>
> Yikes !!
>
> >>Well, I had to install Windows again, and most of my other apps.

I've used AVP (as recommended by James Russell) to clean the virusoff my system
- it spotted all the infected files & repaired them.
System's clean now.....no re-install needed, takes about half an hour.

> Didn't take too long, honest!

Sorry for the inconvenience, I've no idea where it came from, but I'll
replace the archive with a clean one later this weekend......

> Nick (S)

Craig.

--MESSAGE FILE 116 END: ./1 SCEE/yaroze/announce/000000120html.html

--MESSAGE FILE 117 START: ./1 SCEE/yaroze/announce/000000121html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Sat, 22 Aug 1998 11:42:13 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 38
Message-ID: <6rm7c4$d2j15@chuka.playstation.co.uk>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
<35DD56CD.5DBD791B@scee.sony.co.uk> <35DD7600.F1FF6359@hinge.mistral.co.uk>
<35DD7ABC.47B2D4C3@scee.sony.co.uk> <6rkb0a$d2j12@chuka.playstation.co.uk>
<35DDB96E.AE8BE2F4@scee.sony.co.uk> <6rkq01$1qh5@scea>

<6rlago$d2j14@chuka.playstation.co.uk> <35DE8E71.F9E8214B@hinge.mistral.co.uk>
NNTP-Posting-Host: ld55-007.lon.compuserve.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:121
scee.yaroze.programming.3d_graphics:851

Craig Graham wrote in message <35DE8E71.F9E8214B@hinge.mistral.co.uk>...
>Nick Slaven wrote:
>I've used AVP (as recommended by James Russell) to clean the virusoff my
system
>- it spotted all the infected files & repaired them.
>System's clean now.....no re-install needed, takes about half an hour.

In hindsite it was rather a rash decision & should have checked out AVP 1st,
however Mr Carling, Mr Black & Mr Label outvoted me by 3 to 1.

>Sorry for the inconvenience, I've no idea where it came from, but I'll
>replace the archive with a clean one later this weekend......

No problems - its not your fault.

Back to rsdanim....

What do you reckon to auto bone placement in rsdanim.
Currently You have to create groups for the limbs & other bits of your model
& then
create bones that lie inside the points of the group.
The likelyhood is that the group ends will be connected to other groups, so
this already
defines where the bone ends will be. This would work for "skinned" models as
well
since the bone end would be the average of all the points that exist in 2
joining groups.

cheers

Nick (S)

--MESSAGE FILE 117 END: ./1 SCEE/yaroze/announce/000000121html.html

--MESSAGE FILE 118 START: ./1 SCEE/yaroze/announce/000000122html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: Sun, 23 Aug 1998 16:54:50 +1200
Organization: Sidhe Interactive
Lines: 21
Message-ID: <6ro6so$d2j17@chuka.playstation.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<35DC2056.C75DDB3A@hinge.mistral.co.uk>
NNTP-Posting-Host: p18-max6.wlg.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scee.yaroze.announce:122
scee.yaroze.freetalk.english:1898

Craig Graham wrote in message <35DC2056.C75DDB3A@hinge.mistral.co.uk>...
>Paul Holman wrote:
>And I'll be right up there next month as well 'coz of the releaseof RsdANIM
v1.5, RsdANIM_lib v2 & the forthcoming Action Replay
>model & animation preview plugin for RsdANIM - Mario W. can back me
>up on how much people will want this one :)

Hmmm, realtime PSX preview mode via AR controllable from the PC - yeah, I
think people around here will be pretty keen :)

With the rate Craig is adding features expect RSDAnim to be at the top of
the downloads list for a while.

Mario
mario@sidhe.co.nz
www.sidhe.co.nz

--MESSAGE FILE 118 END: ./1 SCEE/yaroze/announce/000000122html.html

--MESSAGE FILE 119 START: ./1 SCEE/yaroze/announce/000000123html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: 23 Aug 1998 09:42:00 GMT
Organization: SCEE
Lines: 31
Message-ID: <01bdce16$f27072e0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<35DC2056.C75DDB3A@hinge.mistral.co.uk> <6ro6so$d2j17@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.announce:123
scee.yaroze.freetalk.english:1899

Hi there,

Maybe, but expect RSDAnim to go through alot of virus checkers first....

George

Mario Wynands <mario@sidhe.co.nz> wrote in article
<6ro6so$d2j17@chuka.playstation.co.uk>...
> Craig Graham wrote in message <35DC2056.C75DDB3A@hinge.mistral.co.uk>...
> >Paul Holman wrote:
> >And I'll be right up there next month as well 'coz of the releaseof
RsdANIM
> v1.5, RsdANIM_lib v2 & the forthcoming Action Replay
> >model & animation preview plugin for RsdANIM - Mario W. can back me
> >up on how much people will want this one :)
>
>
> Hmmm, realtime PSX preview mode via AR controllable from the PC - yeah, I
> think people around here will be pretty keen :)
>
> With the rate Craig is adding features expect RSDAnim to be at the top of
> the downloads list for a while.
>

>
> Mario
> mario@sidhe.co.nz
> www.sidhe.co.nz
>
>
>
>
--MESSAGE FILE 119 END: ./1 SCEE/yaroze/announce/000000123html.html

--MESSAGE FILE 120 START: ./1 SCEE/yaroze/announce/000000124html.html
Path: chuka.playstation.co.uk!news
From: Ian Thompson <A2595042@infotrade.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Sun, 23 Aug 1998 11:30:20 +0100
Organization: The PC Shop
Lines: 23
Message-ID: <35DFEF3C.505F1303@infotrade.co.uk>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
<35DD56CD.5DBD791B@scee.sony.co.uk> <35DD7600.F1FF6359@hinge.mistral.co.uk>
<35DD7ABC.47B2D4C3@scee.sony.co.uk> <6rkb0a$d2j12@chuka.playstation.co.uk>
<35DDB96E.AE8BE2F4@scee.sony.co.uk> <6rkq01$1qh5@scea>
<6rlago$d2j14@chuka.playstation.co.uk> <35DE8E71.F9E8214B@hinge.mistral.co.uk>
<6rm7c4$d2j15@chuka.playstation.co.uk>
Reply-To: A2595042@infotrade.co.uk
NNTP-Posting-Host: usr124.infotrade.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:124
scee.yaroze.programming.3d_graphics:853

Trashed my system.

I should have updated my version of Norton's.

I had to reload everything.

Although I have back ups of my code I have lost all my old news group data. : (

Is there anyway of downloading all the old newsgroups data (It's was a great
source of help)
as a block.

I have tried FTP but cannot get access via my FTP software.

Any suggestions?

Cheers,

Ian

Craig, it's not your fault. It happens to the best of us mate.

--MESSAGE FILE 120 END: ./1 SCEE/yaroze/announce/000000124html.html

--MESSAGE FILE 121 START: ./1 SCEE/yaroze/announce/000000125html.html
Path: chuka.playstation.co.uk!news

From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: DOWNLOADS - IMPORTANT
Date: 23 Aug 1998 10:44:22 GMT
Organization: SCEE
Lines: 11
Message-ID: <01bdce1f$a612cd40$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

NOTE

Although all checks have been done to unsure that files are not
infected with a virus, please check all files that you download
with a virus checker as a second precaution.

Regards,

George@SCEE
--MESSAGE FILE 121 END: ./1 SCEE/yaroze/announce/000000125html.html

--MESSAGE FILE 122 START: ./1 SCEE/yaroze/announce/000000126html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Stats-Man
Date: Sun, 23 Aug 1998 13:28:28 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <35E00AEC.83D5B21A@hinge.mistral.co.uk>
References: <6rgno6$l2e21@chuka.playstation.co.uk>
<35DC2056.C75DDB3A@hinge.mistral.co.uk> <6ro6so$d2j17@chuka.playstation.co.uk>
<01bdce16$f27072e0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: d3-s7-163-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:126
scee.yaroze.freetalk.english:1900

George Bain wrote:

> Hi there,
>
> Maybe, but expect RSDAnim to go through alot of virus checkers first....

(sticks tongue out, blows rasberry)

> George

Craig.

--MESSAGE FILE 122 END: ./1 SCEE/yaroze/announce/000000126html.html

--MESSAGE FILE 123 START: ./1 SCEE/yaroze/announce/000000127html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics

Subject: Re: RSD ANIM 1.5 - URGENT - VIRUS INFECTION
Date: Sun, 23 Aug 1998 17:02:13 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <6rpego$3604@chuka.playstation.co.uk>
References: <01bdca0a$929ba700$230b0a0a@Angela1.intelligent-group.com>
<35DD56CD.5DBD791B@scee.sony.co.uk> <35DD7600.F1FF6359@hinge.mistral.co.uk>
<35DD7ABC.47B2D4C3@scee.sony.co.uk> <6rkb0a$d2j12@chuka.playstation.co.uk>
<35DDB96E.AE8BE2F4@scee.sony.co.uk> <6rkq01$1qh5@scea>
NNTP-Posting-Host: lon-dnbsj-219.gbr.compuserve.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:127
scee.yaroze.programming.3d_graphics:854

Steve Spiller wrote in message <6rkq01$1qh5@scea>...
>It replicates in Win95 program files. It's a nasty bugger... Depending on
>what version you have, on the 26th of any given month, it will attempt to
>nuke your FlashBIOS and the MBRs of your hard disks. I was able to
>disinfect my systems with Norton and everything still seems to work fine.

Does Norton (Win 95 V2.01 here) have a different name for this virus, I've
checked
my (recently installed!) copy, & the W32.CIH.SPACEFILLER name does not
appear in the list. I've the most up to date definition file (19/08/98).

Nick (S)

--MESSAGE FILE 123 END: ./1 SCEE/yaroze/announce/000000127html.html

--MESSAGE FILE 124 START: ./1 SCEE/yaroze/announce/000000128html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce
Subject: ECTS CARDS!!!
Date: Tue, 25 Aug 1998 17:42:11 +0200
Organization: Debri Productions
Lines: 35
Message-ID: <1debm4r.1yxs6cd8042aaN@a1-88-130.a1.nl>
NNTP-Posting-Host: a1-88-130.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

I'm hunting for those ECTS cards now for a wile and I tried to get them
from every souce I have. I now have 2 cards registrated on my name. For
the rest I got lots of brochures.... I chuck most of them in the bin.
Now I just started reading this and I noticed that the little form on
thise brochures is also an free entry card. I never payed attention to
it and I had in mind thet the form had to be sent in or be faxed, thats
also what the form tells. But... there is also the option to bring the
filled in form to the ECTS. In that case you do need to get in the que
at the show (wich can be loooong). Anyhow, I still have about 9 forms.
I have 2 cards for direct access (with my name on them) and I could sent
the other 7 out for them who want them. Notice that if you have the
large brochure (that comes with the personalized cards) also has 2 forms
on it. So.... a personized card gets you in the easy way without que,
the forms get you in for free, but do expect a que. If you have a form
but not a personal ticket, try to fax, mail or register at the site to
avoid the que.

AND........

For all Net Yaroze-members.....
Shall we meet at the sony-stand every day at 13.00 hours? That way we can meet eachother in person. The sonystand is supposed to be large, so we'll be at the Net Yaroze section. Maybe sony can even make a special Net Yaroze meetingpoint for us... that would be a good idea....
And please try to sent in a picture of you to put with the profiles on my profile-list. This way you can recognize some of the members (maybe). If your profile is not on the list, please sent me your profile with a jpg-picture (name the picture after your membername)

ok...

hope to meet you all at the ECTS...

DEnnis....
--MESSAGE FILE 124 END: ./1 SCEE/yaroze/announce/000000128html.html

--MESSAGE FILE 125 START: ./1 SCEE/yaroze/announce/000000129html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: RsdANIM - no more releases :(
Date: Tue, 25 Aug 1998 17:55:49 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <35E2EC95.FA63D55B@hinge.mistral.co.uk>
NNTP-Posting-Host: d2-s20-114-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1945
scee.yaroze.announce:129

Unfortunately, I've just lost my nice cosy day job (embedded systems), so I'll have to put a lot of my time into finding, getting into & making

a good show of, a new job.

So......I'm afraid as of now I'll be stopping all work on RsdANIM, ARS and the nice game demo I was intending to release. This is for the forseable future......

Sorry, but I gotta pay the rent....

Craig Graham.
(this, on top of the virus - good grief...)

--MESSAGE FILE 125 END: ./1 SCEE/yaroze/announce/000000129html.html

--MESSAGE FILE 126 START: ./1 SCEE/yaroze/announce/000000130html.html
Path: chuka.playstation.co.uk!news
From: "Carlos Pieterse" <john-doe@image.dk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Re: RsdANIM - no more releases :(
Date: Tue, 25 Aug 1998 22:15:52 +0200
Organization: PlayStation Net Yaroze (SCEE)

Lines: 30
Message-ID: <6rv613$pdo9@chuka.playstation.co.uk>
References: <35E2EC95.FA63D55B@hinge.mistral.co.uk>
NNTP-Posting-Host: p301-106.ppp.get2net.dk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1948
scee.yaroze.announce:130

Hi Craig,

Sad to hear.... (Anyway, I think you'll have lots of job opportunities with
your capabilities, tough!)

You've previously talked about releasing the source for RSDANIM.->
I think it'll be good idea at this point to release it, as there's still
many bugs and improvements to be made, someone might want to continue
updating it!

Furthermore: good luck finding a new job!


```
org sys
ld hl,message
.loop
ld a,(hl)
inc hl
or a
ret z
call sys_printchar
jr loop
.message db "You're one cool guy!",0
```

Regards,

Carlos Pieterse

--MESSAGE FILE 126 END: ./1 SCEE/yaroze/announce/000000130html.html

--MESSAGE FILE 127 START: ./1 SCEE/yaroze/announce/000000131html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Re: RsdANIM - no more releases :(
Date: 26 Aug 1998 07:46:38 GMT
Organization: SCEE
Lines: 25
Message-ID: <01bdd062$49255e00$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <35E2EC95.FA63D55B@hinge.mistral.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1950
scee.yaroze.announce:131

Hi there,

Lets hope it had nothing to do with infecting dozens of people with a virus
:(

George

Craig Graham <c_graham@hinge.mistral.co.uk> wrote in article
<35E2EC95.FA63D55B@hinge.mistral.co.uk>...
> Unfortunately, I've just lost my nice cosy day job (embedded systems),
> so I'll have to put a lot of my time into finding, getting into & making
>
> a good show of, a new job.
>
> So......I'm afraid as of now I'll be stopping all work on RsdANIM,
> ARS and the nice game demo I was intending to release. This is for
> the forseable future......
>
> Sorry, but I gotta pay the rent....
>
> Craig Graham.
> (this, on top of the virus - good grief...)
>
>
>
--MESSAGE FILE 127 END: ./1 SCEE/yaroze/announce/000000131html.html

--MESSAGE FILE 128 START: ./1 SCEE/yaroze/announce/000000132html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Re: RsdANIM - no more releases :(
Date: Wed, 26 Aug 1998 10:35:49 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <35E3D6F5.69EF9079@hinge.mistral.co.uk>
References: <35E2EC95.FA63D55B@hinge.mistral.co.uk>
<01bdd062$49255e00$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: d3-s47-203-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1952
scee.yaroze.announce:132

George Bain wrote:

> Hi there,
>
> Lets hope it had nothing to do with infecting dozens of people with a virus
> :(

George - can you lay off the virus bit. The fact that my name is plasteredall
over the SCEE yaroze site (and implied on the ProDev site as well) is
gonna make it hard enough to get another job as it is.

And no, it's got bugger all to do with the virus - most of my work is in
embedded systems, I only coded Playstation stuff for fun, and a bit of
pro stuff just for the challenge (I didn't even get payed from the last PSX
project I worked on).

> George

Craig.

--MESSAGE FILE 128 END: ./1 SCEE/yaroze/announce/000000132html.html

--MESSAGE FILE 129 START: ./1 SCEE/yaroze/announce/000000133html.html
Path: chuka.playstation.co.uk!news
From: "Sarah Bennett" <Sarah_bennett@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: IMPORTANT calling all GDUK Competitors
Date: Thu, 27 Aug 1998 12:14:02 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 48
Message-ID: <6s3ee8$ckr6@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

GDUK 98 Competition

For all you hard working Net Yaroze Members who are entering into the GDUK 98 Competition you may have realised that you only have a few programming days left until the submission date!

I will be collating entries for all Categories within GDUK 98 created on a Yaroze and will burn a gold disc for each category which I will then forward to Scottish Enterprise for judging.

In order that we receive all entries by the Competition closing date please read the following carefully ...

* Zip up your game and e-mail ...
  To: PS_Yaroze@playstation.sony.com
  Subject: GDUK 98 Entry
  Please include a contact telephone number for Tuesday 1st September.

* Code must arrive at SCEE on Monday 31st August.

* Fax or e-mail your GDUK 98 Submission Form(s) to Sarah Bennett at 0171-390 4324 or
  To: PS_Yaroze@playstation.sony.com
  Subject: GDUK Submission Forms
  ... by Monday 31st August so that we are able to sort the competition entries into categories and
  burn the relevant discs.

* You look through the GDUK rules once again on their site http://www.gduk.co.uk/html/first.html

In addition to this it would be a good idea to check out the new Technical Requirements Checklist document at http://www.netyaroze-europe.com/yaroze/docs/yartrc10.htm and see if your game complies with these requirements.

FYI, If you have any questions, I can be contacted today, Friday and Tuesday on 0171-447 1649. I look forward to seeing your entries!

Regards
Sarah Bennett
Net Yaroze Project Manager

--MESSAGE FILE 129 END: ./1 SCEE/yaroze/announce/000000133html.html

--MESSAGE FILE 130 START: ./1 SCEE/yaroze/announce/000000134html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.announce
Subject: Re: IMPORTANT calling all GDUK Competitors
Date: Thu, 27 Aug 1998 12:44:45 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <6s3gu8$ckr8@chuka.playstation.co.uk>
References: <6s3ee8$ckr6@chuka.playstation.co.uk>
NNTP-Posting-Host: lon-dnbsj-230.gbr.compuserve.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Sarah Bennett wrote in message <6s3ee8$ckr6@chuka.playstation.co.uk>...
>GDUK 98 Competition
>In order that we receive all entries by the Competition closing date please
>read the following carefully ...
>
>*   Fax or e-mail your GDUK 98 Submission Form(s) to Sarah Bennett at
>0171-390 4324 or
>   To: PS_Yaroze@playstation.sony.com
>   Subject: GDUK Submission Forms
>   ... by Monday 31st August so that we are able to sort the competition
>entries into categories and
>   burn the relevant discs.
>

I take it that the submission form must include the documentation relating
to the
game - ie the background, user instructions, concept etc - or are we
required to
post this separately?

Nick S

--MESSAGE FILE 130 END: ./1 SCEE/yaroze/announce/000000134html.html

--MESSAGE FILE 131 START: ./1 SCEE/yaroze/announce/000000135html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Re: IMPORTANT calling all GDUK Competitors
Date: 27 Aug 1998 13:52:12 GMT
Organization: SCEE
Lines: 28
Message-ID: <01bdd15e$89fe0920$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6s3ee8$ckr6@chuka.playstation.co.uk>
<6s3gu8$ckr8@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi Nick,

Please, include documentation with your game if possible.
It would be nice to know who did the game, instructions, etc....

Regards,

George@SCEE

Nick Slaven <NickSlaven@compuserve.com> wrote in article
<6s3gu8$ckr8@chuka.playstation.co.uk>...

> I take it that the submission form must include the documentation
relating
> to the
> game - ie the background, user instructions, concept etc - or are we
> required to
> post this separately?
>
> Nick S
>
>
>
>
>
--MESSAGE FILE 131 END: ./1 SCEE/yaroze/announce/000000135html.html

--MESSAGE FILE 132 START: ./1 SCEE/yaroze/announce/000000136html.html
Path: chuka.playstation.co.uk!news
From: "Ben James" <elvis@enterprise.net>
Newsgroups: scee.yaroze.announce
Subject: Re: IMPORTANT calling all GDUK Competitors
Date: Thu, 27 Aug 1998 21:40:23 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <6s4g75$ckr13@chuka.playstation.co.uk>
References: <6s3ee8$ckr6@chuka.playstation.co.uk>
<6s3gu8$ckr8@chuka.playstation.co.uk>
NNTP-Posting-Host: ppp184.enterprise.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>I take it that the submission form must include the documentation relating
>to the
>game - ie the background, user instructions, concept etc - or are we
>required to
>post this separately?

Dang, this is confusing! I'm going to just print out my games readme file
and post that to GDUK with the submission form. Then, email Sony the game,
the readme file and the details on the submission form. If that's not enough
then I don't know what is.

--MESSAGE FILE 132 END: ./1 SCEE/yaroze/announce/000000136html.html

--MESSAGE FILE 133 START: ./1 SCEE/yaroze/announce/000000137html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.announce
Subject: Re: IMPORTANT calling all GDUK Competitors
Date: Fri, 28 Aug 1998 01:13:40 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25

Message-ID: <35E5F634.43CD@manc.u-net.com>
References: <6s3ee8$ckr6@chuka.playstation.co.uk>
<6s3gu8$ckr8@chuka.playstation.co.uk> <6s4g75$ckr13@chuka.playstation.co.uk>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Ben James wrote:
> Dang, this is confusing! I'm going to just print out my games readme
> file and post that to GDUK with the submission form. Then, email Sony
> the game, the readme file and the details on the submission form. If
> that's not enough then I don't know what is.

Email Sony the game? I thought they wanted it on your ftp webpage and
just email them your phone number for Tuesday in a notice that your
entering to ps_yaroze. Mmm.
Well I guessed the same as you and posted a printed README.TXT with my
submission form to GDUK (it can't hurt can it!) and assume Sony just
need the details that are on the form -- NOT an actual signed copy
(otherwise how would you email it?) I think Sony will print out
the entries' README.TXT's for collective submission with the gold discs
(or if not it makes no difference as all the games files will be
on the CDs anyhoo so the judges oh, would need a Yaroze to read them..)
Now I'm confused. To be safe just zip your entire Hard Disk and
email it to them. Sorry I'm getting silly now. This kind of
tomfoolery belongs in scee..freetalk so I'll go.
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 133 END: ./1 SCEE/yaroze/announce/000000137html.html

--MESSAGE FILE 134 START: ./1 SCEE/yaroze/announce/000000138html.html
Path: chuka.playstation.co.uk!news
From: "Ben James" <elvis@enterprise.net>
Newsgroups: scee.yaroze.announce
Subject: Re: IMPORTANT calling all GDUK Competitors
Date: Fri, 28 Aug 1998 12:34:21 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <6s64jb$ckr17@chuka.playstation.co.uk>
References: <6s3ee8$ckr6@chuka.playstation.co.uk>
<6s3gu8$ckr8@chuka.playstation.co.uk> <6s4g75$ckr13@chuka.playstation.co.uk>
<35E5F634.43CD@manc.u-net.com>
NNTP-Posting-Host: max04-190.enterprise.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>Email Sony the game? I thought they wanted it on your ftp webpage and
>just email them your phone number for Tuesday in a notice that your
>entering to ps_yaroze. Mmm.

Check out the first message in this thread. It says:

*   Zip up your game and e-mail ...
     To: PS_Yaroze@playstation.sony.com
     Subject: GDUK 98 Entry
     Please include a contact telephone number for Tuesday 1st September.

I guess that must mean they want our games emailed to them...

--MESSAGE FILE 134 END: ./1 SCEE/yaroze/announce/000000138html.html

--MESSAGE FILE 135 START: ./1 SCEE/yaroze/announce/000000139html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.codewarrior
Subject: Code Warrior and Net Yaroze
Date: 28 Aug 1998 15:59:51 GMT
Organization: SCEE
Lines: 21
Message-ID: <01bdd239$8fe59ac0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.announce:139
scee.yaroze.programming.codewarrior:334

To all members,

Due to some confusion with members using CW we will
clarify some issues.

a) CW is fully endorsed by SCEE
b) The only issue is that you cannot use MWDebugIO in a program submitted
for a demo disk. You have to use the batch file method of preloading
graphics and accessing them from a preconfigured address.

Regards,

The Net Yaroze Team

--MESSAGE FILE 135 END: ./1 SCEE/yaroze/announce/000000139html.html

--MESSAGE FILE 136 START: ./1 SCEE/yaroze/announce/000000140html.html
Path: chuka.playstation.co.uk!news
From: Ian Thompson <A2595042@infotrade.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Re: RsdANIM - no more releases :(
Date: Sat, 29 Aug 1998 20:19:05 +0100
Organization: The PC Shop
Lines: 26
Message-ID: <35E85429.3DE93EC4@infotrade.co.uk>
References: <35E2EC95.FA63D55B@hinge.mistral.co.uk>
Reply-To: A2595042@infotrade.co.uk
NNTP-Posting-Host: usr239.infotrade.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2003
scee.yaroze.announce:140

Sorry to see you go Craig,

Thanks for all the hard work on RSDAnim & ARS.

Best of luck in the future.

Ian

Craig Graham wrote:

> Unfortunately, I've just lost my nice cosy day job (embedded systems),
> so I'll have to put a lot of my time into finding, getting into & making
>
> a good show of, a new job.
>
> So......I'm afraid as of now I'll be stopping all work on RsdANIM,
> ARS and the nice game demo I was intending to release. This is for
> the forseable future......
>
> Sorry, but I gotta pay the rent....
>
> Craig Graham.
> (this, on top of the virus - good grief...)

--MESSAGE FILE 136 END: ./1 SCEE/yaroze/announce/000000140html.html

--MESSAGE FILE 137 START: ./1 SCEE/yaroze/announce/000000141html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.english,scee.yaroze.mydemos
Subject: Got a GDUK entry? READ THIS!
Date: Sun, 30 Aug 1998 10:12:04 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 42
Message-ID: <6sb58u$kuv1@chuka.playstation.co.uk>
NNTP-Posting-Host: 195.2.150.9
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:141
scee.yaroze.freetalk.english:2008 scee.yaroze.mydemos:247

Hiya all,

    Seeing as the next 48 hours should see a glut of GDUK and ECTS demos making an appearance, I just wanted to remind people that when they put their demos on-line, could they PLEASE notify me so I can put a note of it on my Member Demo's list? I've noticed a few games have already gone up on *.mydemos (Pushy IIb, the rolling ball game) without me being mailed about it :-(
    Now, I'm not some demo-regulation facist (oh no I'm not!) but if people aren't going to mail me the details of their demos I can't see the point in maintaining the site - after all, if I don't get notification of demos, people are going to spend time browsing around the ng, website etc to try and find them which is what my page is meant to prevent. I hoped to provide a COMPREHENSIVE list of all SCEE and SCEA demos, which I know I currently don't because the aforementioned games (and maybe more?) are missing. I've covered a few demos 'manually' after I found them (Grav 1.3, ECTS version of Blitter Boy) but I can't be arsed making a habit of it! I realise some people might feel that it

isn't worth mailing me if they have just released an early beta or small update, but the whole point of the site is to provide links to ALL the Yaroze demos on one handy page, and if people start making exceptions then it rather defeats the point...

C'mon people - do you want a Member Demo's page or don't you? Those of you who have NO IDEA what I'm talking about (where have you been?) visit my NY page below... - remember to use the form provided to submit details of the demos...

http://www.netyaroze-europe.com/~rookie1/demos/demos.htm

Cheers for listening to this rant - I hope I'm mega-busy with updates over the next few days!!!

Nick "only happy when it rains" F
---
http://www.saqnet.co.uk/users/nickf
http://www.n64gazetta.com
http://www.netyaroze-europe.com/~rookie1
ICQ #9464742
"That's impossible! Even for a computer..."

--MESSAGE FILE 137 END: ./1 SCEE/yaroze/announce/000000141html.html

--MESSAGE FILE 138 START: ./1 SCEE/yaroze/announce/000000142html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.codewarrior
Subject: Re: Code Warrior and Net Yaroze
Date: Mon, 31 Aug 1998 18:39:43 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <35EADFDF.F1B54B78@ndirect.co.uk>
References: <01bdd239$8fe59ac0$f2e832a2@gbain.wav.scee.sony.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-28.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:142
scee.yaroze.programming.codewarrior:338

George Bain wrote:

> To all members,
>
> Due to some confusion with members using CW we will
> clarify some issues.
>
> a) CW is fully endorsed by SCEE
> b) The only issue is that you cannot use MWDebugIO in a program submitted
> for a demo disk. You have to use the batch file method of preloading
> graphics and accessing them from a preconfigured address.
>
> Regards,
>
> The Net Yaroze Team

Sorry George, but I have yet another question.

Do we HAVE to use the batch file method of preloading? Would it be possible to put my graphics/sound files in a sub-directory on the CD and load the files from within the program using CdReadFile()? (Just like we do for the standard sound files etc.) We could even agree to use our member IDs for sub-directory name to save any name confilcts on disk! All my programs are designed to work this way. In fact a couple of projects I've been working on need to do this as I can't fit it all the main RAM at the same time. Obviously I can provide a batch file which loads the executable only.

Herbs

--MESSAGE FILE 138 END: ./1 SCEE/yaroze/announce/000000142html.html

--MESSAGE FILE 139 START: ./1 SCEE/yaroze/announce/000000143html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.codewarrior
Subject: Re: Code Warrior and Net Yaroze
Date: 31 Aug 1998 19:03:01 GMT
Organization: SCEE
Lines: 37
Message-ID: <01bdd4ae$b4258e00$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bdd239$8fe59ac0$f2e832a2@gbain.wav.scee.sony.co.uk>
<35EADFDF.F1B54B78@ndirect.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.announce:143
scee.yaroze.programming.codewarrior:339

Hi there,

Yes, you have to use the batch file method of preloading. Don't forget that you can use the "DATA" directory on the Net Yaroze CD when loading any of these files for your game.

Regards,

George@SCEE

Alex Herbert <aherbert@ndirect.co.uk> wrote in article
<35EADFDF.F1B54B78@ndirect.co.uk>...

> Sorry George, but I have yet another question.
>
> Do we HAVE to use the batch file method of preloading? Would it be
possible
> to put my graphics/sound files in a sub-directory on the CD and load the
> files from within the program using CdReadFile()? (Just like we do for
the
> standard sound files etc.) We could even agree to use our member IDs for
> sub-directory name to save any name confilcts on disk! All my programs
are
> designed to work this way. In fact a couple of projects I've been
working on
> need to do this as I can't fit it all the main RAM at the same time.
> Obviously I can provide a batch file which loads the executable only.

>
>
> Herbs
>
>
--MESSAGE FILE 139 END: ./1 SCEE/yaroze/announce/000000143html.html

--MESSAGE FILE 140 START: ./1 SCEE/yaroze/announce/000000144html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Re: RsdANIM - no more releases :(
Date: 31 Aug 1998 22:54:01 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <slrn6umao5.id.tjs@longford.cs.monash.edu.au>
References: <35E2EC95.FA63D55B@hinge.mistral.co.uk>
<01bdd062$49255e00$f2e832a2@gbain.wav.scee.sony.co.uk>
<35E3D6F5.69EF9079@hinge.mistral.co.uk>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2040
scee.yaroze.announce:144

On Wed, 26 Aug 1998 10:35:49 +0100, Craig Graham wrote:
>George Bain wrote:
>
>> Hi there,
>>
>> Lets hope it had nothing to do with infecting dozens of people with a virus
>> :(
>
>George - can you lay off the virus bit. The fact that my name is plasteredall
>over the SCEE yaroze site (and implied on the ProDev site as well) is
>gonna make it hard enough to get another job as it is.
>
>And no, it's got bugger all to do with the virus - most of my work is in
>embedded systems, I only coded Playstation stuff for fun, and a bit of
>pro stuff just for the challenge (I didn't even get payed from the last PSX
>project I worked on).
>
I don't really know where to follow up on this... There are too many
threads to cope with... :) Anyway, one final bit of information which (if
it's true, and the source is reasonably reliable) proves completely that
Craig can't be held responsible:

"EA has released free demos of its latest Wing Commander game. Of course,
 the demo included the recently dreaded win95.CIH virus..."

Toby. [mmm... that's one insidious virus...]
--MESSAGE FILE 140 END: ./1 SCEE/yaroze/announce/000000144html.html

--MESSAGE FILE 141 START: ./1 SCEE/yaroze/announce/000000145html.html
Path: chuka.playstation.co.uk!news
From: "James Banks" <net.yaroze@virgin.net>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Re: RsdANIM - no more releases :(
Date: Wed, 2 Sep 1998 19:19:49 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <6sk28p$l6j9@chuka.playstation.co.uk>
References: <35E2EC95.FA63D55B@hinge.mistral.co.uk>

<01bdd062$49255e00$f2e832a2@gbain.wav.scee.sony.co.uk>
<35E3D6F5.69EF9079@hinge.mistral.co.uk>
<slrn6umao5.id.tjs@longford.cs.monash.edu.au>
NNTP-Posting-Host: p36-thrush-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.2110.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2093
scee.yaroze.announce:145

Toby Sargeant wrote in message ...
>On Wed, 26 Aug 1998 10:35:49 +0100, Craig Graham wrote:
>>George Bain wrote:
>>
>>> Hi there,
>>>
>>> Lets hope it had nothing to do with infecting dozens of people with a
virus
>>> :(
>>
>>George - can you lay off the virus bit. The fact that my name is
plasteredall
>>over the SCEE yaroze site (and implied on the ProDev site as well) is
>>gonna make it hard enough to get another job as it is.
>>
>Anyway, one final bit of information which (if
>it's true, and the source is reasonably reliable) proves completely that
>Craig can't be held responsible:
>
>"EA has released free demos of its latest Wing Commander game. Of course,
> the demo included the recently dreaded win95.CIH virus..."
>
>Toby. [mmm... that's one insidious virus...]

    Too bloody true, I think the Yaroze neighbourhood will miss Craig's
RSDAnim program and the new version of ARS that was going to be released.
Craig you will definitely be missed !!

Cheers for the excellent programs,

James

--MESSAGE FILE 141 END: ./1 SCEE/yaroze/announce/000000145html.html

--MESSAGE FILE 142 START: ./1 SCEE/yaroze/announce/000000146html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Re: RsdANIM - no more releases :(
Date: Sat, 5 Sep 1998 17:42:44 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <6srpm7$66615@chuka.playstation.co.uk>
References: <35E2EC95.FA63D55B@hinge.mistral.co.uk>
<01bdd062$49255e00$f2e832a2@gbain.wav.scee.sony.co.uk>
<35E3D6F5.69EF9079@hinge.mistral.co.uk>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2195

scee.yaroze.announce:146

George's comment was totally uncalled for! The whole sorry point of viruses is that they get spread by 'carriers'. Craig is just an unwitting carrier and victim of the mindless prats who create the viruses.

JohnT

Craig Graham wrote in message <35E3D6F5.69EF9079@hinge.mistral.co.uk>...
>George Bain wrote:
>
>> Hi there,
>>
>> Lets hope it had nothing to do with infecting dozens of people with a virus
>> :(
>
>George - can you lay off the virus bit. The fact that my name is plasteredall
>over the SCEE yaroze site (and implied on the ProDev site as well) is
>gonna make it hard enough to get another job as it is.
>
>And no, it's got bugger all to do with the virus - most of my work is in
>embedded systems, I only coded Playstation stuff for fun, and a bit of
>pro stuff just for the challenge (I didn't even get payed from the last PSX
>project I worked on).
>
>> George
>
>Craig.
>
>

--MESSAGE FILE 142 END: ./1 SCEE/yaroze/announce/000000146html.html

--MESSAGE FILE 143 START: ./1 SCEE/yaroze/announce/000000147html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.announce
Subject: FLibraries and Yaroze Development Template
Date: Fri, 11 Sep 1998 18:56:24 +0100
Organization: The Hex Heroes
Lines: 28
Message-ID: <35F96448.A56@writeme.com>
NNTP-Posting-Host: atl5-030.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Crikey, being able to post to .announce eh?
Let's hope I've got something interesting to say...

I've spent a substantial chunk of my recent life getting a new project off the ground.

I've taken my old controller library, added NeGcon, mouse and GunCon-45 support (which just happens to be better than the commercial implementations). There's a powerful new analogue clipping routine for making sure your controllers behave. All fully explained in example code.

There's a screen library chucked in to make things as easy as possible
for you (fixing a couple of display bugs en route) and a logic library
for keeping everything in check.

The most helpful addition however is my Yaroze development template - a
general purpose, very comprehensible yet superbly flexible beginning for
all your projects (I use it to start all of mine...)

Newbies should find it provides a handy start, Yaroze veteran coders can
use it to get their projects underway in double-quick time.

Give it a try - what have you got to lose?

[FLIBS1_0.ZIP]   @   http://www.netyaroze-europe.com/~mrfrosty/

James (~mrfrosty)
--MESSAGE FILE 143 END: ./1 SCEE/yaroze/announce/000000147html.html

--MESSAGE FILE 144 START: ./1 SCEE/yaroze/announce/000000148html.html
Path: chuka.playstation.co.uk!news
From: "Christoph L[illegible]rig" <CLuerig@aol.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.codewarrior
Subject: Re: Code Warrior and Net Yaroze
Date: Sun, 13 Sep 1998 18:48:14 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 62
Message-ID: <35FBF74E.F34C8B67@aol.com>
References: <01bdd239$8fe59ac0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: 170-22-49.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en] (Win95; I)
To: George Bain <George_Bain@Playstation.sony.com>
Xref: chuka.playstation.co.uk scee.yaroze.announce:148
scee.yaroze.programming.codewarrior:352

George Bain wrote:

> To all members,
>
> Due to some confusion with members using CW we will
> clarify some issues.
>
> a) CW is fully endorsed by SCEE
> b) The only issue is that you cannot use MWDebugIO in a program submitted
> for a demo disk. You have to use the batch file method of preloading
> graphics and accessing them from a preconfigured address.
>
> Regards,
>
> The Net Yaroze Team

  >>
Subject:
             Contest Conditions
        Date:
             11 Mar 1998 10:51:08 -0000
       From:
             Lewis_Evans@Playstation.sony.com
 Organization:

Sony Computer Entertainment Europe - 119.SS5
Newsgroups:
scee.yaroze.beginners

by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id CAA13469
for <news@playstation.co.uk>; Wed, 11 Mar 1998 02:55:47 -0800 (PST)
From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

Hello!
I start programming on the playstation using the Metroworks CodeWarrior.
For the most comptetions, that are announced around this are, the explicit usage of NY Playstation libraries is required. Does this imply, that it is not allowed
to make use of the MW IO functions to access files on the PC, or is it not even allowed to use the CodeWarrior at all to compile the final version, as this development environment adopts the libraries shipped with the NY?
Thanks
Christoph

You can feel free to use both CodeWarrior and the MW IO functions.

Lewis

<<

--MESSAGE FILE 144 END: ./1 SCEE/yaroze/announce/000000148html.html

--MESSAGE FILE 145 START: ./1 SCEE/yaroze/announce/000000149html.html
Path: chuka.playstation.co.uk!news
From: "Christoph L[illegible]rig" <CLuerig@aol.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.codewarrior
Subject: Re: Code Warrior and Net Yaroze
Date: Sun, 13 Sep 1998 18:54:12 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <35FBF8B3.79960A02@aol.com>
References: <01bdd239$8fe59ac0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: 170-22-49.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.02 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:149
scee.yaroze.programming.codewarrior:353

Ouops,

There seems to be some more confusion. I handed in a version, that does not make use of MWDebuGIO but accesses the CDROM. I tested the CDROM access function with some files, that are supplied with the demo disc. I also handed

in two test programs that do not need to load any files at all. Both test

programs have been compiled using CodeWarrior. One program makes use of the heap area and the other one does not. Since I never got any replies, whether one of the program works, I deduced, that at least one does not. If this is the case, there is a principal problem using CW.

Christoph L[illegible]rig

George Bain wrote:

> To all members,
>
> Due to some confusion with members using CW we will
> clarify some issues.
>
> a) CW is fully endorsed by SCEE
> b) The only issue is that you cannot use MWDebugIO in a program submitted
> for a demo disk. You have to use the batch file method of preloading
> graphics and accessing them from a preconfigured address.
>
> Regards,
>
> The Net Yaroze Team

--MESSAGE FILE 145 END: ./1 SCEE/yaroze/announce/000000149html.html

--MESSAGE FILE 146 START: ./1 SCEE/yaroze/announce/000000150html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups:
scea.yaroze.programming.gnu_compiler,scee.yaroze.announce,scee.yaroze.programmin
g.gnu_compiler
Subject: YarozeMaster with AR
Date: Mon, 14 Sep 1998 16:25:25 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <6tj908$45l6@chuka.playstation.co.uk>
NNTP-Posting-Host: 212.206.211.33
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.programming.gnu_compiler:102
scee.yaroze.announce:150 scee.yaroze.programming.gnu_compiler:245

Hi there,

I would like to announce the release of YarozeMaster v2.1.
The major update is the Action Replay file Server (ARS). ARS is originally
from Craig Graham, but is now also available in YarozeMaster v2.1.

Regards!

--MESSAGE FILE 146 END: ./1 SCEE/yaroze/announce/000000150html.html

--MESSAGE FILE 147 START: ./1 SCEE/yaroze/announce/000000151html.html

Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: TUTORIAL - Code Warrior Converted
Date: 14 Sep 1998 14:55:07 GMT
Organization: SCEE
Lines: 11
Message-ID: <01bddf8c$a36eb940$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hello all,

There is a new tutorial on the website in the documents area.
There is no docs for the tutorial yet but the example code is
clean and has plenty of comments. Please feel free to give
feedback on what has been completed.

Regards,

George@SCEE
--MESSAGE FILE 147 END: ./1 SCEE/yaroze/announce/000000151html.html

--MESSAGE FILE 148 START: ./1 SCEE/yaroze/announce/000000152html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: TIMTOOL V3.0
Date: 14 Sep 1998 14:57:09 GMT
Organization: SCEE
Lines: 8
Message-ID: <01bddf8c$ec6fb040$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

New version of the TimTool is ready for download.
Please install in a new directory and annouce any bugs
in the appropiate news groups.

Regards,

George@SCEE
--MESSAGE FILE 148 END: ./1 SCEE/yaroze/announce/000000152html.html

--MESSAGE FILE 149 START: ./1 SCEE/yaroze/announce/000000153html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Tutorials, examples, etc, etc
Date: Tue, 15 Sep 1998 11:32:54 +0100
Organization: Sony Computer Entertainment Europe
Lines: 15
Message-ID: <35FE4256.B73FE0EE@scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

As the current maintainer of the 'Official' Yaroze Programming FAQ, I'd like it to contain a list of
all the wonderful reference material that people have created, so that new members have an jumping
off point. If you have created any tutorials, libraries, references or utilities that you think
other people would benefit from, please email me and I'll put it in. At this stage, I'm keeping it
purely technical, so no diaries or game source code links, thanks.

Cheers,

James

--
== James_Russell@scee.sony.co.uk +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Socrates last words: "I drank WHAT?"
--MESSAGE FILE 149 END: ./1 SCEE/yaroze/announce/000000153html.html

--MESSAGE FILE 150 START: ./1 SCEE/yaroze/announce/000000154html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: TUTORIAL - Code Warrior Converted Again!
Date: 16 Sep 1998 09:57:47 GMT
Organization: SCEE
Lines: 12
Message-ID: <01bde0f5$78446700$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi all,

I have fixed all the Code Warrior programs so that they will
work with Code Warrior Version 2.0 and above.

Regards,

George@SCEE

--MESSAGE FILE 150 END: ./1 SCEE/yaroze/announce/000000154html.html

--MESSAGE FILE 151 START: ./1 SCEE/yaroze/announce/000000155html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: SOUND TOOL - WAV2VAG2
Date: 16 Sep 1998 15:55:20 GMT
Organization: SCEE
Lines: 13
Message-ID: <01bde127$639ab7a0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi all,

New version of this conversion tool. It now allows
looping.

Regards,

George@SCEE

--MESSAGE FILE 151 END: ./1 SCEE/yaroze/announce/000000155html.html

--MESSAGE FILE 152 START: ./1 SCEE/yaroze/announce/000000156html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Ed Federmeyer <Ed_Federmeyer@mw.3com.com>
Newsgroups: scea.yaroze.announce,scee.yaroze.announce
Subject: PAL Eater v1.0
Date: Wed, 16 Sep 1998 16:18:18 -0500
Organization: SCEA News Server
Lines: 27
Message-ID: <36002B1A.5B84E6F1@mw.3com.com>
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.announce:100 scee.yaroze.announce:156

Hey all you SCEA members, don't you wish you could see what our
SCEE friends are up to, but that really great game or demo only comes
as an executable without source, and you don't have a TV that supports
the PAL format? Well, give "PAL Eater v1.0" a try... It's a DOS
program that takes a PAL-only Net Yaroze executable and converts
it to an NTSC Net Yaroze executable!

You can get it from my web page:
http://www.scea.sony.com/net/yaroze/pages/efedermeyer.html

Source and documentation is included if you are curious about how
this program works. I should mention that since I don't have the
official specs on all the file formats and compiler outputs, I can't
guarantee it will work on ALL programs, but it did work on all of
the dozen or so I tried it on. If you find a program it fails to
convert, let me know and I'll try to fix it.

I don't have a Mac, otherwise I would have provided a Mac
version as well. If anyone wants to port it, that'd be great. I only
had to make a few changes (ulong/ushort already defined, O_BINARY
wasn't defined) to make it compile on a Sun, so a Linux port
should be easy as well, for anyone who wants to support that
platform.

Have fun with all the new games and demos this opens up to you!
Ed Federmeyer

--MESSAGE FILE 152 END: ./1 SCEE/yaroze/announce/000000156html.html

--MESSAGE FILE 153 START: ./1 SCEE/yaroze/announce/000000157html.html
Path: chuka.playstation.co.uk!news
From: "Mark O'Shea" <o_shea@post12.tele.dk>
Newsgroups: scee.yaroze.announce
Subject: MiniCompetition Results are up

Date: Mon, 21 Sep 1998 17:49:32 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <6u5svb$fsh9@chuka.playstation.co.uk>
NNTP-Posting-Host: ip77.hinxr1.ras.tele.dk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

The MiniCompetition is finished, done, kaput. And the winner is Nick Fergusson by an overwhelming 100%. Though just two people voted for the second round, anyway....

hey ho

--MESSAGE FILE 153 END: ./1 SCEE/yaroze/announce/000000157html.html

--MESSAGE FILE 154 START: ./1 SCEE/yaroze/announce/000000158html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <ferguson@hkstar.com>
Newsgroups: scee.yaroze.announce
Subject: Re: MiniCompetition Results are up
Date: Tue, 22 Sep 1998 00:24:57 +0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <6u5vkr$fsh10@chuka.playstation.co.uk>
References: <6u5svb$fsh9@chuka.playstation.co.uk>
NNTP-Posting-Host: 202.82.241.174
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

You love me! You really love me!

hem

Cheers "anonymous voters" who voted for me (not). Your cheques are in the mail.

Nick "dual 3DFX?" F

--MESSAGE FILE 154 END: ./1 SCEE/yaroze/announce/000000158html.html

--MESSAGE FILE 155 START: ./1 SCEE/yaroze/announce/000000159html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: TOP 10 DOWNLOADS Aug 22- Sept 22 1998
Date: 23 Sep 1998 14:03:39 GMT
Organization: SCEE
Lines: 20
Message-ID: <01bde696$facf1480$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

1: /yaroze/ftp/scee/tutor/chap2.zip : 148]
2: /yaroze/ftp/scee/tutor/chap1.zip : 136]
3: /yaroze/ftp/scee/tutor/chap6.zip : 135]

4: /yaroze/ftp/scee/tutor/chap9.zip : 121]
5: /yaroze/ftp/scee/tutor/chap4.zip : 117]
6: /yaroze/ftp/scee/tutor/chap7.zip : 109]
7: /yaroze/ftp/scee/tutor/chap8.zip : 108]
8: /yaroze/ftp/scee/tutor/chap3.zip : 103]
9: /~middex2/ftp/gduk1.zip : 100]
10: /yaroze/ftp/scee/tutor/chap5.zip : 99]
11: /~charlie/ftp/tsyaroze.zip : 98]
12: /yaroze/ftp/docs/tod1.zip : 93]
13: /yaroze/ftp/docs/periph.zip : 88]
14: /yaroze/ftp/docs/fileformat.zip : 84]
15: /yaroze/ftp/tools/snd_pc/vabtool.zip : 83]

--MESSAGE FILE 155 END: ./1 SCEE/yaroze/announce/000000159html.html

--MESSAGE FILE 156 START: ./1 SCEE/yaroze/announce/000000160html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.announce
Subject: Re: TOP 10 DOWNLOADS Aug 22- Sept 22 1998
Date: 23 Sep 1998 14:08:31 GMT
Organization: SCEE
Lines: 33
Message-ID: <01bde697$a8ae7e60$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bde696$facf1480$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Glad to see people are downloading my tutorial.
I hope that it's helping everyone out! Also, Adventure
Game and Total Soccer are big downloads.

Regards,

George@SCEE

George Bain <George_Bain@Playstation.sony.com> wrote in article
<01bde696$facf1480$f2e832a2@gbain.wav.scee.sony.co.uk>...
>
>
>
> 1: /yaroze/ftp/scee/tutor/chap2.zip : 148]
> 2: /yaroze/ftp/scee/tutor/chap1.zip : 136]
> 3: /yaroze/ftp/scee/tutor/chap6.zip : 135]
> 4: /yaroze/ftp/scee/tutor/chap9.zip : 121]
> 5: /yaroze/ftp/scee/tutor/chap4.zip : 117]
> 6: /yaroze/ftp/scee/tutor/chap7.zip : 109]
> 7: /yaroze/ftp/scee/tutor/chap8.zip : 108]
> 8: /yaroze/ftp/scee/tutor/chap3.zip : 103]
> 9: /~middex2/ftp/gduk1.zip : 100]
> 10: /yaroze/ftp/scee/tutor/chap5.zip : 99]
> 11: /~charlie/ftp/tsyaroze.zip : 98]
> 12: /yaroze/ftp/docs/tod1.zip : 93]
> 13: /yaroze/ftp/docs/periph.zip : 88]
> 14: /yaroze/ftp/docs/fileformat.zip : 84]
> 15: /yaroze/ftp/tools/snd_pc/vabtool.zip : 83]
>
>
>
--MESSAGE FILE 156 END: ./1 SCEE/yaroze/announce/000000160html.html

--MESSAGE FILE 157 START: ./1 SCEE/yaroze/announce/000000161html.html
Path: chuka.playstation.co.uk!news
From: "Paolo B." <hunter@sc.trinakria.it>
Newsgroups: scee.yaroze.announce
Subject: help me
Date: Thu, 01 Oct 1998 16:05:53 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <36138C40.CAA57B76@sc.trinakria.it>
NNTP-Posting-Host: m2-sc.trinakria.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [it] (Win95; I)

hi, i'm paolo
i need a routine for to play some animation file (.avi, flc, str,mov ecc..) , someone can help me ?

please contact me by e-mail at : hunter@sc.trinakria.it

thx

--MESSAGE FILE 157 END: ./1 SCEE/yaroze/announce/000000161html.html

--MESSAGE FILE 158 START: ./1 SCEE/yaroze/announce/000000162html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.announce
Subject: Memcard Format Utility
Date: Sun, 11 Oct 1998 21:44:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <362118C2.37CF@manc.u-net.com>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Dear Points Of View,

There is a new memory card format utility in "getting started",
by Michael Koziniak of Dev Support, which came to my attention
thanks to the new regularly-updated news section. I suspect that
he and a few other Dev Support engineers would never stoop low
enough to read the Yaroze FAQ which tells us of a much easier
method -- just type "format bu10:" in siocons.

It will however be of use to Mac owners I suspect, who cannot use
siocons in this direct way, so maybe the information should be
adjusted accordingly?

Also, the zip file in question actually contains another copy
of itself padding it all out to 27K, luckily this doesn't recur to
infinitum..

yours sincerely,

A Viewer
--MESSAGE FILE 158 END: ./1 SCEE/yaroze/announce/000000162html.html

--MESSAGE FILE 159 START: ./1 SCEE/yaroze/announce/000000163html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.mydemos,scee.yaroze.announce
Subject: Re: Demo competition REMINDER - ONE MONTH TO GO
Date: Fri, 30 Oct 1998 14:20:51 +0000
Organization: Sony Computer Entertainment Europe
Lines: 20
Message-ID: <3639CB43.B7126D99@scee.sony.co.uk>
References: <360D2E59.C32F9DA@scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b2 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:305 scee.yaroze.announce:163

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=== Entries for the Demo Competition must be received by 11:59pm, Sunday Nov
29th 1998. ===

That gives you one month from today! You've had a month to contemplate ideas, so
now is the
time to start panicking and actually code it up.

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--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

A male and his money are soon fools.
--MESSAGE FILE 159 END: ./1 SCEE/yaroze/announce/000000163html.html

--MESSAGE FILE 160 START: ./1 SCEE/yaroze/announce/000000164html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce,scee.yaroze.english.freetalk
Subject: Non NY members
Date: 16 Nov 1998 19:36:36 GMT
Organization: Sony Computer Entertainment Europe
Lines: 14
Message-ID: <72pus4$dvm2@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0

Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

To all NY members,

Recently there seems to be alot of people accessing the NY newsgroups
who are NOT NY members. If any NY members notice people that shouldn't
be accessing these newsgroups or the members website please e-mail
"ps_yaroze@playstation.sony.com". Remember that it hurts legit NY
members when non NY members access the private newsgroups and website
for free. Keep a lookout for outsiders!!

Regards,

George

--MESSAGE FILE 160 END: ./1 SCEE/yaroze/announce/000000164html.html

--MESSAGE FILE 161 START: ./1 SCEE/yaroze/announce/000000165html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Non NY members
Date: Mon, 16 Nov 1998 20:26:39 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <72q1u5$dvm3@chuka.playstation.co.uk>
References: <72pus4$dvm2@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-73.androderm.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi George,
I'm amazed it hasn't happened earlier than this(alot anyways)......
But can I just point out how hard it is, several members send messages
to the NG's from parents/brothers/sisters or whatever - PC's (and Macs;-)
that are set up differently, for example a post in the 2D group is from
Sonia Pursley but the sig is - Miles I'm not saying this person is a baaad
man or anything but... you know what I mean.

Pete.
(needle in a haystack)or(thorn in the side)

George Bain wrote in message <72pus4$dvm2@chuka.playstation.co.uk>...
>
>To all NY members,
>
>Recently there seems to be alot of people accessing the NY newsgroups
>who are NOT NY members. If any NY members notice people that shouldn't
>be accessing these newsgroups or the members website please e-mail
>"ps_yaroze@playstation.sony.com". Remember that it hurts legit NY
>members when non NY members access the private newsgroups and website
>for free. Keep a lookout for outsiders!!
>
>Regards,
>
>George
>

--MESSAGE FILE 161 END: ./1 SCEE/yaroze/announce/000000165html.html

--MESSAGE FILE 162 START: ./1 SCEE/yaroze/announce/000000166html.html
Path: chuka.playstation.co.uk!news
From: "Nigel Critten" <Nigel@gameware.demon.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Web site open
Date: Tue, 17 Nov 1998 20:32:02 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <72smdn$dvm11@chuka.playstation.co.uk>
NNTP-Posting-Host: gameware.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Well, the subject says it all, I'm created the my Yaroze web site and it's
online, I've even started the diary.

Nigel

--MESSAGE FILE 162 END: ./1 SCEE/yaroze/announce/000000166html.html

--MESSAGE FILE 163 START: ./1 SCEE/yaroze/announce/000000167html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce,scee.yaroze.english.freetalk
Subject: Re: Non NY members
Date: Wed, 18 Nov 1998 10:06:28 +0100
Organization: Debri Productions
Lines: 23
Message-ID: <1dinuwv.8y4dv11hvgkxeN@a1-88-133.a1.nl>
References: <72pus4$dvm2@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-133.a1.nl
X-Newsreader: MacSOUP 2.3

George Bain <george_bain@playstation.sony.com> wrote:

> To all NY members,
>
> Recently there seems to be alot of people accessing the NY newsgroups
> who are NOT NY members. If any NY members notice people that shouldn't
> be accessing these newsgroups or the members website please e-mail
> "ps_yaroze@playstation.sony.com". Remember that it hurts legit NY
> members when non NY members access the private newsgroups and website
> for free. Keep a lookout for outsiders!!
>
> Regards,
>
> George

I did not notice anything yet.. But if you find out that this happens,
just cansel the membership of the person that gave away his name and
password. From the other side I get the impression that things are
moving more and more public. And that does not only happen by choice.

DEnnis..
--MESSAGE FILE 163 END: ./1 SCEE/yaroze/announce/000000167html.html

--MESSAGE FILE 164 START: ./1 SCEE/yaroze/announce/000000168html.html

Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Demo Competition - last entries due Midnight Sunday 29th November, 1998
Date: Fri, 27 Nov 1998 17:28:50 +0000
Organization: Sony Computer Entertainment Europe
Lines: 7
Message-ID: <365EE152.57D69CF4@scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b2 [en] (Win95; I)
X-Accept-Language: en

2 days to go...

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Programming is an art form that fights back.
--MESSAGE FILE 164 END: ./1 SCEE/yaroze/announce/000000168html.html

--MESSAGE FILE 165 START: ./1 SCEE/yaroze/announce/000000169html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: ANNOUNCE: RSDANIM 1.6 RELEASED
Date: Mon, 28 Dec 1998 10:21:45 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <36875BB9.9BDFFEAD@hinge.mistral.co.uk>
NNTP-Posting-Host: d1-s0-32-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:169
scee.yaroze.programming.3d_graphics:1093

As the title say's, release 1.6 of RsdANIM is on my Yaroze WWW site as I
write.

Archive includes a few samples, a new version of the RsdANIM_lib
playstation library,
updated help files and the program itself.

Lot's of new toys, but no improvements in compatibility (ie. still
unlikely to work on NT
and still not fond of 3DFX cards).

There's much I could say, but you can download it to find out.....

Craig.
http://www.netyaroze-europe.com/~c_graham/

--MESSAGE FILE 165 END: ./1 SCEE/yaroze/announce/000000169html.html

--MESSAGE FILE 166 START: ./1 SCEE/yaroze/announce/000000170html.html

Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: ANNOUNCE: RSDANIM 1.6 RELEASED
Date: Mon, 28 Dec 1998 16:08:30 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <3687ACFE.D7B43771@hinge.mistral.co.uk>
References: <36875BB9.9BDFFEAD@hinge.mistral.co.uk>
NNTP-Posting-Host: d2-s39-133-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:170
scee.yaroze.programming.3d_graphics:1094

Craig Graham wrote:

> Lot's of new toys, but no improvements in compatibility (ie. still
> unlikely to work on NT
> and still not fond of 3DFX cards).

Although, that said Mario say's it works on his machine now
(with a card Viper550, whatever that may be....).

Craig.

--MESSAGE FILE 166 END: ./1 SCEE/yaroze/announce/000000170html.html

--MESSAGE FILE 167 START: ./1 SCEE/yaroze/announce/000000171html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: ANNOUNCE: RSDANIM 1.6 RELEASED
Date: Tue, 29 Dec 1998 11:01:29 +1300
Organization: Sidhe Interactive
Lines: 23
Message-ID: <768unk$22920@chuka.playstation.co.uk>
References: <36875BB9.9BDFFEAD@hinge.mistral.co.uk>
<3687ACFE.D7B43771@hinge.mistral.co.uk>
NNTP-Posting-Host: p51-max11.wlg.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scee.yaroze.announce:171
scee.yaroze.programming.3d_graphics:1095

Craig Graham wrote in message <3687ACFE.D7B43771@hinge.mistral.co.uk>...
>Craig Graham wrote:
>
>> Lot's of new toys, but no improvements in compatibility (ie. still
>> unlikely to work on NT
>> and still not fond of 3DFX cards).
>
>Although, that said Mario say's it works on his machine now
>(with a card Viper550, whatever that may be....).

Previously I had problems with the DirectX acceleration and random crashes,

but with the new version these problems have gone away. So if you had
problems before give this new version a try. Its worth it.

The Diamond Viper 550 is a Riva 128 TNT card.

Mario
mario@sidhe.co.nz
www.sidhe.co.nz

--MESSAGE FILE 167 END: ./1 SCEE/yaroze/announce/000000171html.html

--MESSAGE FILE 168 START: ./1 SCEE/yaroze/announce/000000172html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: ANNOUNCE: RSDANIM 1.6 RELEASED
Date: Mon, 28 Dec 1998 22:51:58 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <36880B8E.4D37B9D8@hinge.mistral.co.uk>
References: <36875BB9.9BDFFEAD@hinge.mistral.co.uk>
<3687ACFE.D7B43771@hinge.mistral.co.uk> <768unk$22920@chuka.playstation.co.uk>
NNTP-Posting-Host: d3-s22-178-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:172
scee.yaroze.programming.3d_graphics:1096

Mario Wynands wrote:

> Previously I had problems with the DirectX acceleration and random crashes,
> but with the new version these problems have gone away. So if you had
> problems before give this new version a try. Its worth it.

:)

> The Diamond Viper 550 is a Riva 128 TNT card.

That explains it. The RivaTNT chipset can do rendering to a window (as can the
S3 and Videologic chipsets). 3DFX enforces full screen only (apart from the
Voodoo Rush chipset, but that's full of crap bugs anyway).

Steve Spiller reckon's I'm not handling the error from the 3Dfx running out of
memory
creating the Z-Buffer's, and that's why it doesn't work with a 3Dfx - maybe
someone
in the Brighton area wants to lend me a 3Dfx for a week or two & I'll have a
look?

> Mario

Craig.

--MESSAGE FILE 168 END: ./1 SCEE/yaroze/announce/000000172html.html

--MESSAGE FILE 169 START: ./1 SCEE/yaroze/announce/000000173html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <ferguson@hkstar.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.programming.3d_graphics
Subject: Re: Viper 550
Date: Tue, 29 Dec 1998 08:20:33 +0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <7697v9$22922@chuka.playstation.co.uk>
References: <36875BB9.9BDFFEAD@hinge.mistral.co.uk>
<3687ACFE.D7B43771@hinge.mistral.co.uk> <768unk$22920@chuka.playstation.co.uk>
NNTP-Posting-Host: ip-54-33.dialup.hkstar.com
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scee.yaroze.announce:173
scee.yaroze.programming.3d_graphics:1097

Mario Wynands wrote in message <768unk$22920@chuka.playstation.co.uk>...
>
>The Diamond Viper 550 is a Riva 128 TNT card.

Well, it's a Riva *TNT* card, the successor to the Riva 128. 2x AGP, 16MB,
excellent 2D and 3D (rivalling Voodoo 2 performance) and the ability to cope
with 32-bit colour and resolutions over 800x600 (with v. little loss of
speed). Yeah, the TNTs are kick-ass cards.

(They'd better be as I plan on buying one today!)

Nick "better stop these irrelevant posts" F

--MESSAGE FILE 169 END: ./1 SCEE/yaroze/announce/000000173html.html

--MESSAGE FILE 170 START: ./1 SCEE/yaroze/announce/000000174html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: EMERGENCY! VIRUS WARNING!
Date: Mon, 04 Jan 1999 09:56:50 +0000
Organization: Sony Computer Entertainment Europe
Lines: 26
Message-ID: <36909062.19AF9F7B@scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:174
scee.yaroze.freetalk.english:3236

Hi everyone,

w32.cih.spacefiller has cropped up again - this EXTREMELY NASTY virus (e.g trash
hard disk, wipe PC
BIOS) has been lurking within Javier's Project Builder application
(Pbuilder.zip). If you have
downloaded it and run the setup, then please check your machine immediately! You

can download
checkers from:

http://www.mcafee.com/

http://pspl.com/download/cleancih.htm

http://www.elusiv.net/killcih.html

A search for "spacefiller" on Altavista turned up a whole lot of links if the above ones don't work.

Oh, and er, happy new year!

Cheers,

James

--
== James_Russell@scee.sony.co.uk +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

A little greed can get you lots of stuff.
--MESSAGE FILE 170 END: ./1 SCEE/yaroze/announce/000000174html.html

--MESSAGE FILE 171 START: ./1 SCEE/yaroze/announce/000000175html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: EMERGENCY! VIRUS WARNING!
Date: Mon, 04 Jan 1999 12:52:09 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <3690B979.2D1F8A47@hinge.mistral.co.uk>
References: <36909062.19AF9F7B@scee.sony.co.uk>
NNTP-Posting-Host: d1-s37-69-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:175
scee.yaroze.freetalk.english:3237

James Russell wrote:

> Hi everyone,
>
> w32.cih.spacefiller has cropped up again - this EXTREMELY NASTY virus (e.g trash hard disk, wipe PC
> BIOS) has been lurking within Javier's Project Builder application (Pbuilder.zip). If you have
>

Grief - I read the header and thought you were gonna say that I'd done it again - can you check the latest RsdANIM archive to make sure it's clean for me James...

> Oh, and er, happy new year!

I think we're gonna have to have a submissions procedure for PC programs on the

site before
much longer aren't we :(

> James

Craig.

--MESSAGE FILE 171 END: ./1 SCEE/yaroze/announce/000000175html.html

--MESSAGE FILE 172 START: ./1 SCEE/yaroze/announce/000000176html.html
Path: chuka.playstation.co.uk!news
From: Javier Ventoso <javier0003@mundivia.es>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: EMERGENCY! VIRUS WARNING!
Date: Mon, 04 Jan 1999 14:59:37 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <3690C949.7634DCA4@mundivia.es>
References: <36909062.19AF9F7B@scee.sony.co.uk>
NNTP-Posting-Host: info19555181138.mundivia.es
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b2 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:176
scee.yaroze.freetalk.english:3239

I'm sorry boys!, I'll update a free virus version as soon as I can.

Javier.

--MESSAGE FILE 172 END: ./1 SCEE/yaroze/announce/000000176html.html

--MESSAGE FILE 173 START: ./1 SCEE/yaroze/announce/000000177html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: EMERGENCY! VIRUS WARNING!
Date: Mon, 04 Jan 1999 15:34:16 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <3690DF77.5CE1991C@hinge.mistral.co.uk>
References: <36909062.19AF9F7B@scee.sony.co.uk> <3690C949.7634DCA4@mundivia.es>
NNTP-Posting-Host: d3-s47-203-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:177
scee.yaroze.freetalk.english:3240

Javier Ventoso wrote:

> I'm sorry boys!, I'll update a free virus version as soon as I can.

Happens to the best of us occasionally :(

> Javier.

Craig.

--MESSAGE FILE 173 END: ./1 SCEE/yaroze/announce/000000177html.html

--MESSAGE FILE 174 START: ./1 SCEE/yaroze/announce/000000178html.html
Path: chuka.playstation.co.uk!scea!camsg001.camb.scee.sony.co.uk!
camsg001.camb.scee.sony.co.uk!www.wav.scee.sony.co.uk!not-for-mail
From: "Paul Holman" <Paul_Holman@scee.sony.co.uk>
Newsgroups:
scee.dev.announce,scee.gen.announce,scee.gen.problems.internet,scee.yaroze.annou
nce
Subject: SCEE Server Downtime
Date: Mon, 4 Jan 1999 10:35:08 -0000
Organization: SCEE Waverley
Lines: 9
Message-ID: <76q8p0$h7m$1@www.wav.scee.sony.co.uk>
NNTP-Posting-Host: pholman.wav.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

As a result of essential maintenance work, all SCEE Web site and News
servers will be down at the following dates and times.

Date of outage : Tuesday 5 / 1 / 1999

Time of outage : 7:30am - 8:45am (GMT)

--MESSAGE FILE 174 END: ./1 SCEE/yaroze/announce/000000178html.html

--MESSAGE FILE 175 START: ./1 SCEE/yaroze/announce/000000179html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce
Subject: Level Mappers Required
Date: 14 Jan 1999 16:22:32 GMT
Organization: Sony Computer Entertainment Europe
Lines: 28
Message-ID: <77l5k8$6d04@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=ISO-8859-1
X-Newsreader: WinVN 0.99.8 (x86 32bit)

Level Mappers Required

PictureHouse Software is a small London based development team working
exclusively for Sony. We are the team who wrote Die Hard Trilogy, and have
formed our own company to design and program original PlayStation games.

Our first game is nearing the end of development and we need additional level
mappers to build environments, program and place enemies. We use a fairly
complex enemy programming language to determine how enemies behave so
applicants must have not only some game-play smarts but also general
programming skills (algorithm design etc.).

The position offered is initially a temporary one, lasting around six months. This may be extended for an exceptional candidate, with the additional possibility of a promotion to trainee/support programmer.

Salary from £12,000 p.a. depending on experience and ability.

Please send CV and examples of your work as Yaroze executables, or on video tape to:

Simon Pick
PictureHouse Software Ltd
7A Lower Grosvenor Place
London
SW1W 0EN

--MESSAGE FILE 175 END: ./1 SCEE/yaroze/announce/000000179html.html

--MESSAGE FILE 176 START: ./1 SCEE/yaroze/announce/000000180html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Level Mappers Required
Date: Thu, 14 Jan 1999 20:38:45 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <369E55D4.5BC484B@hinge.mistral.co.uk>
References: <77l5k8$6d04@chuka.playstation.co.uk>
NNTP-Posting-Host: d1-s8-40-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

George Bain wrote:

> Salary from £12,000 p.a. depending on experience and ability.

We'll all rush for that one ;)

BTW. Pixel Logic pay that for the same sort of post but in Sheffield (you can live on that in Sheffield, I doubt you can in London). They'll pay more for programmers, and are looking at the moment according to my friend who works there - and are interested in Yaroze folks as well (my sources tell me at least two yaroze programmers have had interview's there - one didn't get a job 'coz his code was spaghetti stylee, the other guy may get hired).

Craig.
even a nurse makes more than 12K (just)

--MESSAGE FILE 176 END: ./1 SCEE/yaroze/announce/000000180html.html

--MESSAGE FILE 177 START: ./1 SCEE/yaroze/announce/000000181html.html
Path: chuka.playstation.co.uk!news
From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Level Mappers Required
Date: Fri, 15 Jan 1999 14:26:01 +0000

Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <369F4FF9.BFDBF5A8@easynet.co.uk>
References: <77l5k8$6d04@chuka.playstation.co.uk>
<369E55D4.5BC484B@hinge.mistral.co.uk>
NNTP-Posting-Host: 194.205.68.227
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Craig Graham wrote:

> Craig.
> even a nurse makes more than 12K (just)

Yeah, when are we going to see news items about the low rate of pay of games programmers? It's a national disgrace :)

Phil

--MESSAGE FILE 177 END: ./1 SCEE/yaroze/announce/000000181html.html

--MESSAGE FILE 178 START: ./1 SCEE/yaroze/announce/000000182html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Level Mappers Required
Date: Fri, 15 Jan 1999 20:05:45 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <77o791$hoo4@chuka.playstation.co.uk>
References: <77l5k8$6d04@chuka.playstation.co.uk>
<369E55D4.5BC484B@hinge.mistral.co.uk>
NNTP-Posting-Host: mfs-pci-bqz-vty170.as.wcom.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Craig Graham wrote in message <369E55D4.5BC484B@hinge.mistral.co.uk>...
>BTW. Pixel Logic pay that for the same sort of post but in Sheffield

>(you can live on that in Sheffield, I doubt you can in London).
When was the last time you were in steel city!

>They'll pay more for programmers, and are looking at the moment according 16-21k for new games programmers, more for experienced.

Nick S

--MESSAGE FILE 178 END: ./1 SCEE/yaroze/announce/000000182html.html

--MESSAGE FILE 179 START: ./1 SCEE/yaroze/announce/000000183html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce

Subject: Re: Level Mappers Required
Date: Sat, 16 Jan 1999 13:48:51 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <36A098C3.DEFE78D5@hinge.mistral.co.uk>
References: <77l5k8$6d04@chuka.playstation.co.uk>
<369E55D4.5BC484B@hinge.mistral.co.uk> <77o791$hoo4@chuka.playstation.co.uk>
NNTP-Posting-Host: d2-s3-97-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Nick Slaven wrote:

> Craig Graham wrote in message <369E55D4.5BC484B@hinge.mistral.co.uk>...
> >BTW. Pixel Logic pay that for the same sort of post but in Sheffield
>
> >(you can live on that in Sheffield, I doubt you can in London).
> When was the last time you were in steel city!

Erm....I was out around Ecclesall Road about 3 weeks ago, I'll be back up
there
the last weekend of the month. Probaly in the White Lion (up from The Bridge)
then on to the Music Factory via the Beer Engine.

> >They'll pay more for programmers, and are looking at the moment according
> 16-21k for new games programmers, more for experienced.

So - it was you.....

> Nick S

Craig.

--MESSAGE FILE 179 END: ./1 SCEE/yaroze/announce/000000183html.html

--MESSAGE FILE 180 START: ./1 SCEE/yaroze/announce/000000184html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Level Mappers Required
Date: Sun, 17 Jan 1999 11:46:18 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <77slbe$hoo7@chuka.playstation.co.uk>
References: <77l5k8$6d04@chuka.playstation.co.uk>
<369E55D4.5BC484B@hinge.mistral.co.uk> <77o791$hoo4@chuka.playstation.co.uk>
<36A098C3.DEFE78D5@hinge.mistral.co.uk>
NNTP-Posting-Host: mfs-pci-bqz-vty105.as.wcom.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Craig Graham wrote in message <36A098C3.DEFE78D5@hinge.mistral.co.uk>...
>Erm....I was out around Ecclesall Road about 3 weeks ago, I'll be back up
there
>the last weekend of the month. Probaly in the White Lion (up from The
Bridge)

>then on to the Music Factory via the Beer Engine.
hey, Yaroze meet in Sheffield! - think I may be away that weekend - darn

>So - it was you.....
well they've contacted me, but I hav'nt had an interview,
so I'm not the Bolognaise Kid ;-)

Nick S

--MESSAGE FILE 180 END: ./1 SCEE/yaroze/announce/000000184html.html

--MESSAGE FILE 181 START: ./1 SCEE/yaroze/announce/000000185html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.english,scee.yaroze.mydemos
Subject: Net Yaroze Fame Game - OPM
Date: 18 Jan 1999 16:58:22 GMT
Organization: Sony Computer Entertainment Europe
Lines: 15
Message-ID: <77vp7e$hoo12@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:185
scee.yaroze.freetalk.english:3291 scee.yaroze.mydemos:386

To all members,

We are currently looking for any great games for
the next Official PlayStation Magazine Cover Disc.
If any members have any great stuff to show us please
announce your game on the appropriate newsgroups or
e-mail me directly.

Regards,

George@SCEE

--MESSAGE FILE 181 END: ./1 SCEE/yaroze/announce/000000185html.html

--MESSAGE FILE 182 START: ./1 SCEE/yaroze/announce/000000186html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Level Mappers Required
Date: Tue, 19 Jan 1999 14:18:14 +0000
Organization: The Hex Heroes
Lines: 11
Message-ID: <36A49426.1C005236@writeme.com>
References: <77l5k8$6d04@chuka.playstation.co.uk>
<369E55D4.5BC484B@hinge.mistral.co.uk> <77o791$hoo4@chuka.playstation.co.uk>
NNTP-Posting-Host: hestia.dai.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (X11; I; SunOS 5.5.1 sun4u)

Nick Slaven wrote:

> >They'll pay more for programmers, and are looking at the moment according
> 16-21k for new games programmers, more for experienced.

I'm job hunting at the moment - I was told it was reasonable to expect 14-16k (North) for a recent graduate with no industry experience... is this about right?

James.

--MESSAGE FILE 182 END: ./1 SCEE/yaroze/announce/000000186html.html

--MESSAGE FILE 183 START: ./1 SCEE/yaroze/announce/000000187html.html
Path: chuka.playstation.co.uk!news
From: Christoph Luerig <cpluerig@immd9.informatik.uni-erlangen.de>
Newsgroups: scee.yaroze.announce
Subject: Job in Scotland
Date: Wed, 20 Jan 1999 15:24:13 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 135
Message-ID: <36A5E70D.BC327A70@immd9.informatik.uni-erlangen.de>
NNTP-Posting-Host: faui90.informatik.uni-erlangen.de
Mime-Version: 1.0
Content-Type: multipart/alternative; boundary="------------
1F27E7F743D870790013DEFE"
X-Mailer: Mozilla 4.04C-SGI [en] (X11; I; IRIX 6.3 IP32)

--------------1F27E7F743D870790013DEFE
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Hello all!

Yesterday I got an e-mail from a collegue from a university in Scotland,
who is offering a job in computer graphics
reserach. I have attached the e-mail. Have a look yourself. The
requirements are also listed on the web-page. I do not know
this group personally, but there list of publications looks quite
interesting ...

From: rn@scms.rgu.ac.uk
Received: (qmail 23983 invoked from network); 19 Jan 1999 13:28:09 -0000
Received: from detritus.scms.rgu.ac.uk (HELO petritus) (193.62.32.170)
  by master.scms.rgu.ac.uk with SMTP; 19 Jan 1999 13:28:09 -0000
To: "Bannatyne, Mark W. McK." <mwbannatyne@tech.purdue.edu>,
        "DI Gernot Opriessnig" <gernot.opriessnig@ifb.tu-graz.ac.at>,
        banisse@sbu.ac.uk, blob@cpsc.ucalgary.ca, geoff@otago.ac.nz,
        hagen@informatik.uni-kl.de, Stefanie.Hahmann@imag.fr,
        thalmann@cui.unige.ch, thalmann@lig.di.epfl.ch, dreger@inf.ethz.ch,
        grossm@inf.ethz.ch, cspywong@comp.polyu.edu.hk, rynson@cs.cityu.edu.hk,
        e.rabae3@vwmail.de, piesk@khm.de, galin@cc.ec-lyon.fr,
        jarek@cc.gatech.edu, kchui@mae.cuhk.edu.hk,
        roediger@informatik.uni-bremen.de, fox@cs.ucdavis.edu,
        brainerd@cse.ucsc.edu, weik@tnt.uni_hannover.de,
        ktmiura@eng.shizuoka.ac.jp, ikedo@u-aizu.ac.jp,
        sarfraz@ccse.kfupm.edu.sa, cpluerig@immd9.informatik.uni-erlangen.de,
        rn@rgu.ac.uk
Date: Tue, 19 Jan 1999 13:28:13 -0000

Subject: Job available in Scotland ...
X-mailer: Pegasus Mail for Win32 (v3.01a)
Status: ORf

<FontFamily><param>Arial</param><smaller>Here at the Robert Gordon University, Aberdeen (Scotland) we are about to advertise a
job vacancy for a Research Fellow/Assistant (1Year Fixed Term): Ref. No. T044 in the
field of Virtual Sculpting in Computer Graphics.

This project aims to develop mouse-based sculpting tools which act directly on a flexible virtual object, such that the sculpted object can then be animated. Objects are
based on a form of NURBS surface and existing software allows the user to interact
with the object in a virtual 3- D environment. The current tools are quite simple and
need to be extended, but in such a way that the user feels they are interacting directly
with the object, not with its mathematical structure.

Further particulars will be found at:

<underline><color><param>0000,8000,0000</param>http://www.scms.rgu.ac.uk/staff/rn/job_details.html

</underline></color>Closing date Feb 5th 1999.

Please forward this as appropriate.

Bob Noble

The Robert Gordon University, Aberdeen

  Christoph Luerig

--------------1F27E7F743D870790013DEFE
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<HTML>
Hello all!

<P>Yesterday I got an e-mail from a collegue from a university in Scotland, who is offering a job in computer graphics

reserach. I have attached the e-mail. Have a look yourself. The requirements are also listed on the web-page. I do not know

this group personally, but there list of publications looks quite interesting
...

<P>---------------------------------
<PRE>From: rn@scms.rgu.ac.uk
Received: (qmail 23983 invoked from network); 19 Jan 1999 13:28:09 -0000
Received: from detritus.scms.rgu.ac.uk (HELO petritus) (193.62.32.170)
  by master.scms.rgu.ac.uk with SMTP; 19 Jan 1999 13:28:09 -0000
To: "Bannatyne, Mark W. McK." <mwbannatyne@tech.purdue.edu>,
        "DI Gernot Opriessnig"
<gernot.opriessnig@ifb.tu-graz.ac.at>,
        banisse@sbu.ac.uk,
blob@cpsc.ucalgary.ca, geoff@otago.ac.nz,
        hagen@informatik.uni-kl.de,

Stefanie.Hahmann@imag.fr,
        thalmann@cui.unige.ch,
thalmann@lig.di.epfl.ch, dreger@inf.ethz.ch,
        grossm@inf.ethz.ch,
cspywong@comp.polyu.edu.hk, rynson@cs.cityu.edu.hk,
        e.rabae3@vwmail.de, piesk@khm.de,
galin@cc.ec-lyon.fr,
        jarek@cc.gatech.edu,
kchui@mae.cuhk.edu.hk,
        roediger@informatik.uni-bremen.de,
fox@cs.ucdavis.edu,
        brainerd@cse.ucsc.edu,
weik@tnt.uni_hannover.de,
        ktmiura@eng.shizuoka.ac.jp, ikedo@u-
aizu.ac.jp,
        sarfraz@ccse.kfupm.edu.sa,
cpluerig@immd9.informatik.uni-erlangen.de,
        rn@rgu.ac.uk
Date: Tue, 19 Jan 1999 13:28:13 -0000
Subject: Job available in Scotland ...
X-mailer: Pegasus Mail for Win32 (v3.01a)
Status: ORf

<FontFamily><param>Arial</param><smaller>Here at the Robert Gordon
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job vacancy for a Research Fellow/Assistant (1Year Fixed Term): Ref. No. T044 in
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This project aims to develop mouse-based sculpting tools which act directly on
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flexible virtual object, such that the sculpted object can then be
animated. Objects are
based on a form of NURBS surface and existing software allows the user to
interact
with the object in a virtual 3- D environment. The current tools are quite
simple and
need to be extended, but in such a way that the user feels they are interacting
directly
with the object, not with its mathematical structure.

Further particulars will be found at:

<underline><color><param>0000,8000,0000</param><A
HREF="http://www.scms.rgu.ac.uk/staff/rn/job_details.html">http://
www.scms.rgu.ac.uk/staff/rn/job_details.html</A>

</underline></color>Closing date Feb 5th 1999.

Please forward this as appropriate.

Bob Noble

The Robert Gordon University, Aberdeen

----------</PRE>
  Christoph Luerig</HTML>

--------------1F27E7F743D870790013DEFE--

--MESSAGE FILE 183 END: ./1 SCEE/yaroze/announce/000000187html.html

--MESSAGE FILE 184 START: ./1 SCEE/yaroze/announce/000000188html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups:
scea.yaroze.programming.gnu_compiler,scee.yaroze.announce,scee.yaroze.programmin
g.gnu_compiler
Subject: Re: YarozeMaster with AR
Date: Wed, 20 Jan 1999 10:24:41 -0500
Organization: SCEA News Server
Lines: 12
Message-ID: <7880l1$2po2@scea>
References: <6tj908$45l6@chuka.playstation.co.uk>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.programming.gnu_compiler:110
scee.yaroze.announce:188 scee.yaroze.programming.gnu_compiler:294

YarozeMaster is fantastic. I love it.
Any chance we could see a customizable link to some external editor when we
double click on source files? Or (hope i'm not pushing it) some sort of
management/flagging system where we can flag resource files for upload to
avoid resending 300k+ files each run?

:)
great idea/program so far though...

-charles

--MESSAGE FILE 184 END: ./1 SCEE/yaroze/announce/000000188html.html

--MESSAGE FILE 185 START: ./1 SCEE/yaroze/announce/000000189html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Demo Competition - last entries due Midnight Sunday 29th November,
1998
Date: Fri, 29 Jan 1999 18:54:10 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <78svvu$ccr7@chuka.playstation.co.uk>
References: <365EE152.57D69CF4@scee.sony.co.uk>
NNTP-Posting-Host: modem-59.lamivudine.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

When's the next Demo Competition, James?

Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

James Russell wrote in message <365EE152.57D69CF4@scee.sony.co.uk>...
>2 days to go...
>
>--
>== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
>== Developer Support Engineer - Sony Computer Entertainment Europe

>
>Programming is an art form that fights back.

--MESSAGE FILE 185 END: ./1 SCEE/yaroze/announce/000000189html.html

--MESSAGE FILE 186 START: ./1 SCEE/yaroze/announce/000000190html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce
Subject: Net Yaroze - Out of Stock !
Date: 23 Feb 1999 11:21:53 GMT
Organization: Sony Computer Entertainment Europe
Lines: 52
Message-ID: <7au30h$erp37@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

"Net Yaroze - Out of Stock !"

1) Why will sales of Net Yaroze be stopping ?

"On 28th February 1997, Net Yaroze was released by SCEE, six months after the Japanese launch. The last two years have proven to be a huge success with Net Yaroze being sold across most of Europe and Australia. In particular we were pleased to see Net Yaroze being used by NNN Universities. However, in the last month a major order was shipped to a University in Singapore, and we are now rapidly running out of stock.

We have therefore taken the decision to suspend general sales of Net Yaroze, so that a stock of units can be held in reserve for the needs of our current academic community.

At the beginning of March we will be placing an announcment on http://www.scee.sony.co.uk/, but wanted to ensure that our current Net Yaroze members were informed of the reasons behind our plans before they are publically unveiled."

2) Will the Net Yaroze members website close down?

No, the website will continue to be available for the use of existing members, and as originally promised there are no plans for any additional future fees.

3) Will the Net Yaroze members newsgroups close down?

No, the newsgroups will continue to be available.

4) Will support from Sony Net Yaroze Engineers stop?

No, support will continue to be available. Indeed, many of the people here at SCEE (and many other PlayStation development companies) started out as Net Yaroze members, and continue to particpate.

5) Will the "Fame Game" competition continue on the Official PlayStation Magazine?

Yes, the "Fame Game" competition has been enormously successful with both readers of the OPM and with giving Fame to Net Yaroze members. The competition will continue, and we'll actively be looking to promote the best games and demos, publishing them when ever good material is available.

In addition, we are in speaking with the Scottish Games Alliance about this years competition, and again we will be promoting the Net Yaroze titles (which last year dominated the awards).

6) Will there be a Net Yaroze 2?

There are no official announcements regarding any form of successor to PlayStation. If any plans are released, we'll let everyone know.

--MESSAGE FILE 186 END: ./1 SCEE/yaroze/announce/000000190html.html

--MESSAGE FILE 187 START: ./1 SCEE/yaroze/announce/000000191html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Tue, 23 Feb 1999 17:02:23 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 79
Message-ID: <7aun04$erp39@chuka.playstation.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
NNTP-Posting-Host: th-en139-011.pool.dircon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I don't know what others are thinking about this, but after the recent article in OPSM, I believe it was hoped more people would join the program, which would therefore expand the number of ideas, and quality games in the Yaroze community.
On the other hand, it may improve the overall quality of members' skills, building up an expertise of knowledge...
Anyway, who knows, we'll just have to see what happens, which sort of ruins the whole point of this e-mail, so I'll shut up now, and let you draw your own conclusions

Rikki

George Bain wrote in message <7au30h$erp37@chuka.playstation.co.uk>...
>"Net Yaroze - Out of Stock !"
>
>1) Why will sales of Net Yaroze be stopping ?
>
>"On 28th February 1997, Net Yaroze was released by SCEE, six months after
the
>Japanese launch. The last two years have proven to be a huge success with
Net
>Yaroze being sold across most of Europe and Australia. In particular we
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>pleased to see Net Yaroze being used by NNN Universities. However, in
the
>last month a major order was shipped to a University in Singapore, and we
are
>now rapidly running out of stock.
>
>We have therefore taken the decision to suspend general sales of Net
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>that a stock of units can be held in reserve for the needs of our current
>academic community.
>
>At the beginning of March we will be placing an announcment on
>http://www.scee.sony.co.uk/, but wanted to ensure that our current Net
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>members were informed of the reasons behind our plans before they are

>publically unveiled."
>
>2) Will the Net Yaroze members website close down?
>
>No, the website will continue to be available for the use of existing
members,
>and as originally promised there are no plans for any additional future
fees.
>
>3) Will the Net Yaroze members newsgroups close down?
>
>No, the newsgroups will continue to be available.
>
>4) Will support from Sony Net Yaroze Engineers stop?
>
>No, support will continue to be available.   Indeed, many of the people
here at
>SCEE (and many other PlayStation development companies) started out as Net
>Yaroze members, and continue to particpate.
>
>5) Will the "Fame Game" competition continue on the Official PlayStation
>Magazine?
>
>Yes, the "Fame Game" competition has been enormously successful with both
>readers of the OPM and with giving Fame to Net Yaroze members.   The
>competition will continue, and we'll actively be looking to promote the
best
>games and demos, publishing them when ever good material is available.
>
>In addition, we are in speaking with the Scottish Games Alliance about this
>years competition, and again we will be promoting the Net Yaroze titles
(which
>last year dominated the awards).
>
>6) Will there be a Net Yaroze 2?
>
>There are no official announcements regarding any form of successor to
>PlayStation.   If any plans are released, we'll let everyone know.
>

--MESSAGE FILE 187 END: ./1 SCEE/yaroze/announce/000000191html.html

--MESSAGE FILE 188 START: ./1 SCEE/yaroze/announce/000000192html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Tue, 23 Feb 1999 21:53:40 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <36D32364.AD0C1F1@hinge.mistral.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
NNTP-Posting-Host: 195.184.231.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

This is going to add weight to the "go hack" approach. It'll become the only
way in for an amateurs to have a play.

I can see a lot of people going down the re-flashed AR or pirated yaroze route (there's an ISO of the yaroze CD with the access card check hacked out going around).

Now the officially endorsed route has closed, I'll not be able to critise anyone going into that.....as long as they don't use pirated software of course.

Craig.
Ever so slightly depressed by that news.

--MESSAGE FILE 188 END: ./1 SCEE/yaroze/announce/000000192html.html

--MESSAGE FILE 189 START: ./1 SCEE/yaroze/announce/000000193html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Wed, 24 Feb 1999 03:17:10 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <7avrbr$9po3@chuka.playstation.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
NNTP-Posting-Host: th-usr02-50.ndirect.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi George,

From Sony's point of view, how successful has the Net Yaroze really been? I guess that if it has been hugely successful, there will probably be a Net Yaroze 2, otherwise I guess not.

Anyhow, this is rather sad news. What's the stock situation at SCEI?

Herbs

--MESSAGE FILE 189 END: ./1 SCEE/yaroze/announce/000000193html.html

--MESSAGE FILE 190 START: ./1 SCEE/yaroze/announce/000000194html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: 24 Feb 1999 08:30:05 GMT
Organization: Sony Computer Entertainment Europe
Lines: 35
Message-ID: <7b0dad$9po4@chuka.playstation.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
<7avrbr$9po3@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

Hi Alex,

I would have to say that is was successful. There are now thousands

of Net Yaroze's across the world and it's anyone's guess how many
use them to code. If they do, then that's more PlayStation programmers
coding PlayStation games. A new breed of young console game programmers
have emerged from this project.

P.S. NY Forever!

Regards,

George@SCEE

In article <7avrbr$9po3@chuka.playstation.co.uk>, aherbert@ndirect.co.uk
says...
>
>Hi George,
>
>
>From Sony's point of view, how successful has the Net Yaroze really been? I
>guess that if it has been hugely successful, there will probably be a Net
>Yaroze 2, otherwise I guess not.
>
>Anyhow, this is rather sad news. What's the stock situation at SCEI?
>
>
>Herbs
>
>
>
>

--MESSAGE FILE 190 END: ./1 SCEE/yaroze/announce/000000194html.html

--MESSAGE FILE 191 START: ./1 SCEE/yaroze/announce/000000195html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Fri, 26 Feb 1999 00:49:32 +1300
Organization: Sidhe Interactive
Lines: 19
Message-ID: <7b3cs8$9po16@chuka.playstation.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
<7avrbr$9po3@chuka.playstation.co.uk> <7b0dad$9po4@chuka.playstation.co.uk>
NNTP-Posting-Host: p20-max5.wlg.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

George Bain wrote in message <7b0dad$9po4@chuka.playstation.co.uk>...
>Hi Alex,
>
>I would have to say that is was successful. There are now thousands
>of Net Yaroze's across the world and it's anyone's guess how many
>use them to code. If they do, then that's more PlayStation programmers
>coding PlayStation games. A new breed of young console game programmers
>have emerged from this project.

And a startup Playstation developer or two :)

Mario Wynands

Sidhe Interactive
mario@sidhe.co.nz
www.sidhe.co.nz

--MESSAGE FILE 191 END: ./1 SCEE/yaroze/announce/000000195html.html

--MESSAGE FILE 192 START: ./1 SCEE/yaroze/announce/000000196html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Thu, 25 Feb 1999 19:11:07 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <7b478t$9po17@chuka.playstation.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
<7avrbr$9po3@chuka.playstation.co.uk> <7b0dad$9po4@chuka.playstation.co.uk>
<7b3cs8$9po16@chuka.playstation.co.uk>
NNTP-Posting-Host: vil-93.village.gre.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Oh well, looks like you can scrap that FAQ you were doing Mario!

Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

Mario Wynands wrote in message <7b3cs8$9po16@chuka.playstation.co.uk>...
>George Bain wrote in message <7b0dad$9po4@chuka.playstation.co.uk>...
>>Hi Alex,
>>
>>I would have to say that is was successful. There are now thousands
>>of Net Yaroze's across the world and it's anyone's guess how many
>>use them to code. If they do, then that's more PlayStation programmers
>>coding PlayStation games. A new breed of young console game programmers
>>have emerged from this project.
>
>
>And a startup Playstation developer or two :)
>
>
>Mario Wynands
>Sidhe Interactive
>mario@sidhe.co.nz
>www.sidhe.co.nz
>
>

--MESSAGE FILE 192 END: ./1 SCEE/yaroze/announce/000000196html.html

--MESSAGE FILE 193 START: ./1 SCEE/yaroze/announce/000000197html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Fri, 26 Feb 1999 08:54:01 +1300
Organization: Sidhe Interactive
Lines: 18

Message-ID: <7b498l$9po18@chuka.playstation.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
<7avrbr$9po3@chuka.playstation.co.uk> <7b0dad$9po4@chuka.playstation.co.uk>
<7b3cs8$9po16@chuka.playstation.co.uk> <7b478t$9po17@chuka.playstation.co.uk>
NNTP-Posting-Host: p17-max8.wlg.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Rad wrote in message <7b478t$9po17@chuka.playstation.co.uk>...
>Oh well, looks like you can scrap that FAQ you were doing Mario!

Yeah, no point now really seeing as it was pitched at people interested in
in buying one. I don't particularly feel like testing my developer NDA by
making suggestions involving Action Replays and visits to dodgy websites
either :)

Regards

Mario Wynands
Sidhe Interactive
mario@sidhe.co.nz
www.sidhe.co.nz

--MESSAGE FILE 193 END: ./1 SCEE/yaroze/announce/000000197html.html

--MESSAGE FILE 194 START: ./1 SCEE/yaroze/announce/000000198html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Thu, 25 Feb 1999 22:07:20 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <36D5C998.10198E45@hinge.mistral.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
<7avrbr$9po3@chuka.playstation.co.uk> <7b0dad$9po4@chuka.playstation.co.uk>
<7b3cs8$9po16@chuka.playstation.co.uk> <7b478t$9po17@chuka.playstation.co.uk>
<7b498l$9po18@chuka.playstation.co.uk>
NNTP-Posting-Host: d1-s13-45-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Mario Wynands wrote:

> Rad wrote in message <7b478t$9po17@chuka.playstation.co.uk>...
> >Oh well, looks like you can scrap that FAQ you were doing Mario!
>
> Yeah, no point now really seeing as it was pitched at people interested in
> in buying one. I don't particularly feel like testing my developer NDA by
> making suggestions involving Action Replays and visits to dodgy websites
> either :)

heh heh heh.

> Mario Wynands

Craig.

--MESSAGE FILE 194 END: ./1 SCEE/yaroze/announce/000000198html.html

--MESSAGE FILE 195 START: ./1 SCEE/yaroze/announce/000000199html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Thu, 25 Feb 1999 20:23:45 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 39
Message-ID: <7b4oed$9po21@chuka.playstation.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
<36D32364.AD0C1F1@hinge.mistral.co.uk>
NNTP-Posting-Host: dialup137-84.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

>I can see a lot of people going down the re-flashed AR or pirated yaroze
>route (there's an ISO of the yaroze CD with the access card check hacked
>out going around).
>
>Now the officially endorsed route has closed, I'll not be able to critise
anyone
>going into that.....as long as they don't use pirated software of course.

    Right - although I can't see anyone getting particularly far without pirated libs... (tho' when people in the industry use ARs you have to admit it seems a most reasonable way to do it). Also, the people hacking the PS tend to be people who wouldn't buy a NY on general principle anyway (even if they're often quite happy to use pirate NY libs - hooray for hypocrisy).

    When somebody mails me about "hacking the PS-X" these days, I tend to say "Don't bother". This news just makes me even more likely to do that, seeing as the guys mailing me will never get a NY anyway. Plus, "hackers" tend to produce hacks or demos - 'games' as such are pretty unusual from outside official member sites, and it's games I'm interested in (not that that's strictly relevant - just an observation)...

hem

>Ever so slightly depressed by that news.

    Mmmm. Sad, but inevitable, I guess. Sooner than I expected, though... :-/

Nick F
---
www.saqnet.co.uk/users/nickf
www.loonygames.com
www.netyaroze-europe.com/~rookie1

"Game over, man. Game over!"

--MESSAGE FILE 195 END: ./1 SCEE/yaroze/announce/000000199html.html

--MESSAGE FILE 196 START: ./1 SCEE/yaroze/announce/000000200html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Fri, 26 Feb 1999 06:09:57 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 45
Message-ID: <36D63AB4.CE73D547@hinge.mistral.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
<36D32364.AD0C1F1@hinge.mistral.co.uk> <7b4oed$9po21@chuka.playstation.co.uk>
NNTP-Posting-Host: 195.184.231.41
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Nick Ferguson wrote:

> >I can see a lot of people going down the re-flashed AR or pirated yaroze
> >route (there's an ISO of the yaroze CD with the access card check hacked
> >out going around).
> >
> >Now the officially endorsed route has closed, I'll not be able to critise
> anyone
> >going into that.....as long as they don't use pirated software of course.
>
>   Right - although I can't see anyone getting particularly far without
> pirated libs... (tho' when people in the industry use ARs you have to admit
> it seems a most reasonable way to do it). Also, the people hacking the PS

Although that said, no-one in the industry would ever admit to using an AR commercially.

> tend to be people who wouldn't buy a NY on general principle anyway (even if
> they're often quite happy to use pirate NY libs - hooray for hypocrisy).

Silly really.

>   When somebody mails me about "hacking the PS-X" these days, I tend to
> say "Don't bother". This news just makes me even more likely to do that,

Sorry, I didn't mean that. I meant that with the yaroze door closed, the ONLY route available to the budding game programmer who wants to work with a PSX is the AR route - so you cann't very well say "buy a yaroze" when they cann't. A shame, as the best thing about the yaroze is actually the newsgroups and person
to person support (the pro support isn't really like that, with a couple of exceptions).
Maybe SCEE should produce an officially sanctioned re-flash, and sell it with a news/www server access id (if their short on Yaroze machines, it'd make perfect
sense).

> Nick F

Craig.

--MESSAGE FILE 196 END: ./1 SCEE/yaroze/announce/000000200html.html

--MESSAGE FILE 197 START: ./1 SCEE/yaroze/announce/000000201html.html
Path: chuka.playstation.co.uk!news
From: James Duffield <J.Duffield@btinternet.com>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Sun, 28 Feb 1999 09:18:09 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <36D909CF.2D22A405@btinternet.com>
References: <7au30h$erp37@chuka.playstation.co.uk>
<7avrbr$9po3@chuka.playstation.co.uk> <7b0dad$9po4@chuka.playstation.co.uk>
<7b3cs8$9po16@chuka.playstation.co.uk> <7b478t$9po17@chuka.playstation.co.uk>
<7b498l$9po18@chuka.playstation.co.uk> <36D5C998.10198E45@hinge.mistral.co.uk>
NNTP-Posting-Host: host5-99-44-214.btinternet.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 (Macintosh; I; PPC)
X-Accept-Language: en

Can Sony tell us if Codewarrior is still going to be
supported by Metrowerks, and if not where will
Codewarrior users get support from, as i can't see
Sony being much help.

Cheers

James D

--MESSAGE FILE 197 END: ./1 SCEE/yaroze/announce/000000201html.html

--MESSAGE FILE 198 START: ./1 SCEE/yaroze/announce/000000202html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: 3 Mar 1999 18:43:48 GMT
Organization: Sony Computer Entertainment Europe
Lines: 27
Message-ID: <7bjvt4$9he19@chuka.playstation.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
<7avrbr$9po3@chuka.playstation.co.uk> <7b0dad$9po4@chuka.playstation.co.uk>
<7b3cs8$9po16@chuka.playstation.co.uk> <7b478t$9po17@chuka.playstation.co.uk>
<7b498l$9po18@chuka.playstation.co.uk> <36D5C998.10198E45@hinge.mistral.co.uk>
<36D909CF.2D22A405@btinternet.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

Hi James,

Yes, SCE and Metrowerks will continue to support
Codewarrior. A new version of Codewarrior will
be released very shortly.

Regards,

George@SCEE

In article <36D909CF.2D22A405@btinternet.com>, J.Duffield@btinternet.com
says...
>
>Can Sony tell us if Codewarrior is still going to be
>supported by Metrowerks, and if not where will
>Codewarrior users get support from, as i can't see
>Sony being much help.
>
>Cheers
>
>James D
>

--MESSAGE FILE 198 END: ./1 SCEE/yaroze/announce/000000202html.html

--MESSAGE FILE 199 START: ./1 SCEE/yaroze/announce/000000203html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Net Yaroze Fame Game - OPM
Date: 8 Mar 1999 10:36:00 GMT
Organization: Sony Computer Entertainment Europe
Lines: 13
Message-ID: <7c096g$l2g7@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:203
scee.yaroze.freetalk.english:3715

To all members,

We are currently looking for any great games for
the next Official PlayStation Magazine Cover Disc.
If any members have any great stuff to show us please
announce your game on the appropriate newsgroups or
e-mail me directly.

Regards,

George@SCEE

--MESSAGE FILE 199 END: ./1 SCEE/yaroze/announce/000000203html.html

--MESSAGE FILE 200 START: ./1 SCEE/yaroze/announce/000000204html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Fame Game - OPM
Date: Wed, 10 Mar 1999 00:19:05 -0800
Organization: SCEA News Server
Lines: 23
Message-ID: <36E62AF9.EEBC549@znet.com>
References: <7c096g$l2g7@chuka.playstation.co.uk>
NNTP-Posting-Host: scts1-22.znet.net
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; U)
Xref: chuka.playstation.co.uk scee.yaroze.announce:204
scee.yaroze.freetalk.english:3740

George Bain wrote:
>
> To all members,
>
> We are currently looking for any great games for
> the next Official PlayStation Magazine Cover Disc.
> If any members have any great stuff to show us please
> announce your game on the appropriate newsgroups or
> e-mail me directly.
>
> Regards,
>
> George@SCEE

Do you accept stuff from American members (if PAL compatible)?
The US Official Playstation magazine never put a
yaroze program on its disc... snobs...

kirk

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 200 END: ./1 SCEE/yaroze/announce/000000204html.html

--MESSAGE FILE 201 START: ./1 SCEE/yaroze/announce/000000205html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Fame Game - OPM
Date: 10 Mar 1999 09:19:36 GMT
Organization: Sony Computer Entertainment Europe
Lines: 24
Message-ID: <7c5df8$cij7@chuka.playstation.co.uk>
References: <7c096g$l2g7@chuka.playstation.co.uk> <36E62AF9.EEBC549@znet.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:205
scee.yaroze.freetalk.english:3742

Hi Kirk,

Yes, sure do! Just make sure that you have the game
running in PAL mode. The game also has to have music,
game play, etc...

Regards,

George@SCEE

In article <36E62AF9.EEBC549@znet.com>, kbender@znet.com says...

>Do you accept stuff from American members (if PAL compatible)?

>The US Official Playstation magazine never put a
>yaroze program on its disc... snobs...
>
>kirk
>
>---
>Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
>http://www.scea.sony.com/net/yaroze/pages/kbender.html

--MESSAGE FILE 201 END: ./1 SCEE/yaroze/announce/000000205html.html

--MESSAGE FILE 202 START: ./1 SCEE/yaroze/announce/000000206html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: URGENT! NY SCEE website and newsgroups
Date: 25 Mar 1999 14:23:32 GMT
Organization: Sony Computer Entertainment Europe
Lines: 13
Message-ID: <7ddgt4$6v3@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:206
scee.yaroze.freetalk.english:3823

To all members,

The website and newsgroups have been down since March 19th and we
are currently trying to fix the problem. However it seems that some
members can access while others can't. The FTP area is still accessible
by all members. Sorry for any inconvenience that this might have caused
and we hope to be running 100% by this weekend.

Regards,

The Net Yaroze Team

--MESSAGE FILE 202 END: ./1 SCEE/yaroze/announce/000000206html.html

--MESSAGE FILE 203 START: ./1 SCEE/yaroze/announce/000000207html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Website and newsgroups now working
Date: 26 Mar 1999 17:25:00 GMT
Organization: Sony Computer Entertainment Europe
Lines: 12
Message-ID: <7dgftc$lmc4@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:207
scee.yaroze.freetalk.english:3827

To all members,

The website and newsgroups should now be working. We apologise
for any inconvenience that this might have caused.

If anyone is still experiencing any problems accessing the members
website or newsgroups please e-mail ps_yaroze@playstation.sony.com.

Regards,

Net Yaroze Team

--MESSAGE FILE 203 END: ./1 SCEE/yaroze/announce/000000207html.html

--MESSAGE FILE 204 START: ./1 SCEE/yaroze/announce/000000208html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups now working
Date: Fri, 26 Mar 1999 09:26:36 -0800
Organization: SCEA News Server
Lines: 17
Message-ID: <36FBC34C.BF15CB79@vmlabs.com>
References: <7dgftc$lmc4@chuka.playstation.co.uk>
NNTP-Posting-Host: vmlabs35.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:208
scee.yaroze.freetalk.english:3828

Hmm, I just tried and it still doesn't work for me. I will try again
a bit later.

Scott

> To all members,
>
> The website and newsgroups should now be working. We apologise
> for any inconvenience that this might have caused.
>
> If anyone is still experiencing any problems accessing the members
> website or newsgroups please e-mail ps_yaroze@playstation.sony.com.
>
> Regards,
>
> Net Yaroze Team
--MESSAGE FILE 204 END: ./1 SCEE/yaroze/announce/000000208html.html

--MESSAGE FILE 205 START: ./1 SCEE/yaroze/announce/000000209html.html
Path: chuka.playstation.co.uk!news
From: Tones <slick@yaroze2000.freeserve.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups now working
Date: Fri, 26 Mar 1999 18:02:21 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <36FBCBAD.440B36CF@yaroze2000.freeserve.co.uk>
References: <7dgftc$lmc4@chuka.playstation.co.uk>
NNTP-Posting-Host: 193.82.133.244
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.announce:209
scee.yaroze.freetalk.english:3829

Thanks for that, George!

I think you all did a sterling job of getting them back up & running.
Also, apologies for pestering you with emails - I know a support
position can get very stressful when you've got people on your back
every 5 seconds!

Incidentally, what sort of server are you running off ? Let me guess,
NT based right ?!
If it is....oh - what - a - surprise!

Anyway, thanks once again - it feels good to get yer voice back!

Cheers!

Tones 8)

--MESSAGE FILE 205 END: ./1 SCEE/yaroze/announce/000000209html.html

--MESSAGE FILE 206 START: ./1 SCEE/yaroze/announce/000000210html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups now working
Date: Fri, 26 Mar 1999 18:18:22 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <7dgj1k$lmc5@chuka.playstation.co.uk>
References: <7dgftc$lmc4@chuka.playstation.co.uk>
NNTP-Posting-Host: dialup137-12.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:210
scee.yaroze.freetalk.english:3830

>The website and newsgroups should now be working. We apologise
>for any inconvenience that this might have caused.

Yahoo! Life has meaning again! :)

Nick "only half joking" F
---
www.saqnet.co.uk/users/nickf
www.loonygames.com
www.netyaroze-europe.com/~rookie1

"They will never get me onto one of
those dreadful starships!"

--MESSAGE FILE 206 END: ./1 SCEE/yaroze/announce/000000210html.html

--MESSAGE FILE 207 START: ./1 SCEE/yaroze/announce/000000211html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english

Subject: Re: Website and newsgroups now working
Date: Fri, 26 Mar 1999 11:14:44 -0800
Organization: SCEA News Server
Lines: 13
Message-ID: <36FBDCA4.D192EFFB@vmlabs.com>
References: <7dgftc$lmc4@chuka.playstation.co.uk> <36FBC34C.BF15CB79@vmlabs.com>
NNTP-Posting-Host: vmlabs35.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.announce:211
scee.yaroze.freetalk.english:3832

George,

Tried again and it still doesn't work. Since Tones and Nick could get
in I guess it's just broken for me. Can someone have a look at it for
me?

Scott

> Hmm, I just tried and it still doesn't work for me. I will try again
> a bit later.
>
> Scott
--MESSAGE FILE 207 END: ./1 SCEE/yaroze/announce/000000211html.html

--MESSAGE FILE 208 START: ./1 SCEE/yaroze/announce/000000212html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups now working
Date: 27 Mar 1999 11:09:13 GMT
Organization: Sony Computer Entertainment Europe
Lines: 36
Message-ID: <7die8p$lmc13@chuka.playstation.co.uk>
References: <7dgftc$lmc4@chuka.playstation.co.uk> <36FBC34C.BF15CB79@vmlabs.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:212
scee.yaroze.freetalk.english:3836

Hey Scott, (and SCEA members)

Opps!

I think it might take until next week for the SCEA members
to log onto the SCEE website and newsgroups. We only have
the backup of SCEE members and will need to arrange the
backup of the SCEA members. Sorry for this all.

Regards,

George

In article <36FBC34C.BF15CB79@vmlabs.com>, scartier@vmlabs.com says...
>
>Hmm, I just tried and it still doesn't work for me. I will try again
>a bit later.
>
>Scott
>
>
>> To all members,
>>
>> The website and newsgroups should now be working. We apologise
>> for any inconvenience that this might have caused.
>>
>> If anyone is still experiencing any problems accessing the members
>> website or newsgroups please e-mail ps_yaroze@playstation.sony.com.
>>
>> Regards,
>>
>> Net Yaroze Team

--MESSAGE FILE 208 END: ./1 SCEE/yaroze/announce/000000212html.html

--MESSAGE FILE 209 START: ./1 SCEE/yaroze/announce/000000213html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups now working
Date: 27 Mar 1999 11:11:20 GMT
Organization: Sony Computer Entertainment Europe
Lines: 34
Message-ID: <7dieco$lmc14@chuka.playstation.co.uk>
References: <7dgftc$lmc4@chuka.playstation.co.uk>
<36FBCBAD.440B36CF@yaroze2000.freeserve.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:213
scee.yaroze.freetalk.english:3837

Hey Slick,

Not a problem. I'm no web server guru but all I know
was that the website and newsgroups are using some
Netscape stuff and the FTP using a Unix box. That's why
the FTP was still up and running! A stable OS!!

George

In article <36FBCBAD.440B36CF@yaroze2000.freeserve.co.uk>,
slick@yaroze2000.freeserve.co.uk says...
>
>Thanks for that, George!
>
>I think you all did a sterling job of getting them back up & running.
>Also, apologies for pestering you with emails - I know a support
>position can get very stressful when you've got people on your back
>every 5 seconds!
>

>Incidentally, what sort of server are you running off ? Let me guess,
>NT based right ?!
>If it is....oh - what - a - surprise!
>
>Anyway, thanks once again - it feels good to get yer voice back!
>
>Cheers!
>
>Tones 8)
>

--MESSAGE FILE 209 END: ./1 SCEE/yaroze/announce/000000213html.html

--MESSAGE FILE 210 START: ./1 SCEE/yaroze/announce/000000214html.html
Path: chuka.playstation.co.uk!news
From: "Tones" <slick@yaroze2000.freeserve.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups now working
Date: Sun, 28 Mar 1999 11:50:49 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <7dl1lo$19r2@chuka.playstation.co.uk>
References: <7dgftc$lmc4@chuka.playstation.co.uk>
<36FBCBAD.440B36CF@yaroze2000.freeserve.co.uk>
<7dieco$lmc14@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-121.santa.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:214
scee.yaroze.freetalk.english:3848

> George wrote....
>That's why
>the FTP was still up and running! A stable OS!!
>
>George

Haha!

Our system at work runs on 2 Dec Alpha 4100's running Dec Unix v4 (if that means anything to you!). The other department use NT quite alot - NT is pants, it crashes more times that the stock market and if you forget your password your buggered!!!

Long live UNIX! Viva UNIX!

Cheers!

Tones 8)
UNIX Appreciation society Inc.

--MESSAGE FILE 210 END: ./1 SCEE/yaroze/announce/000000214html.html

--MESSAGE FILE 211 START: ./1 SCEE/yaroze/announce/000000215html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups now working
Date: Mon, 29 Mar 1999 20:39:29 -0500
Organization: Identical Software

Lines: 17
Message-ID: <37002B51.4F0196C1@identicalsoftware.com>
References: <7dgftc$lmc4@chuka.playstation.co.uk> <36FBC34C.BF15CB79@vmlabs.com>
<7die8p$lmc13@chuka.playstation.co.uk>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.35 i486)
Xref: chuka.playstation.co.uk scee.yaroze.announce:215
scee.yaroze.freetalk.english:3854

Does that mean us poor SCEAers who have never been allowed to access the
SCEE site will be allowed on then? (Not that I have the time to look
around anyway.)

Dennis Payne
dulsi@identicalsoftware.com

George Bain wrote:
>
> Hey Scott, (and SCEA members)
>
> Opps!
>
> I think it might take until next week for the SCEA members
> to log onto the SCEE website and newsgroups. We only have
> the backup of SCEE members and will need to arrange the
> backup of the SCEA members. Sorry for this all.
--MESSAGE FILE 211 END: ./1 SCEE/yaroze/announce/000000215html.html

--MESSAGE FILE 212 START: ./1 SCEE/yaroze/announce/000000216html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups now working
Date: 30 Mar 1999 08:22:08 GMT
Organization: Sony Computer Entertainment Europe
Lines: 17
Message-ID: <7dq1jg$mtg4@chuka.playstation.co.uk>
References: <7dgftc$lmc4@chuka.playstation.co.uk> <36FBC34C.BF15CB79@vmlabs.com>
<7die8p$lmc13@chuka.playstation.co.uk> <37002B51.4F0196C1@identicalsoftware.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:216
scee.yaroze.freetalk.english:3857

Hi there,

Sure why not.

George

In article <37002B51.4F0196C1@identicalsoftware.com>,
dulsi@identicalsoftware.com says...
>
>Does that mean us poor SCEAers who have never been allowed to access the
>SCEE site will be allowed on then? (Not that I have the time to look
>around anyway.)
>

>Dennis Payne
>dulsi@identicalsoftware.com

--MESSAGE FILE 212 END: ./1 SCEE/yaroze/announce/000000216html.html

--MESSAGE FILE 213 START: ./1 SCEE/yaroze/announce/000000218html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.announce
Subject: hello
Date: Sun, 11 Apr 1999 15:04:01 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <7esud6$s5q8@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967287.environment.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

hello

--MESSAGE FILE 213 END: ./1 SCEE/yaroze/announce/000000218html.html

--MESSAGE FILE 214 START: ./1 SCEE/yaroze/announce/000000219html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups now working
Date: Wed, 14 Apr 1999 23:00:49 +0200
Organization: Debri Productions
Lines: 18
Message-ID: <1dq85hx.aefwrr1hwaejyN@a1-88-138.a1.nl>
References: <7dgftc$lmc4@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-138.a1.nl
X-Newsreader: MacSOUP 2.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:219
scee.yaroze.freetalk.english:3901

George Bain <george_bain@playstation.sony.com> wrote:

> To all members,
>
> The website and newsgroups should now be working. We apologise
> for any inconvenience that this might have caused.
>
> If anyone is still experiencing any problems accessing the members
> website or newsgroups please e-mail ps_yaroze@playstation.sony.com.
>

Could you next time put this message also on the NY-mailinglist? If I
still can't enter, I can't read what you wrote here.
But Thanks for getting me in again.. My nose was totally empty..

Cheer,

DEnnis..
--MESSAGE FILE 214 END: ./1 SCEE/yaroze/announce/000000219html.html

--MESSAGE FILE 215 START: ./1 SCEE/yaroze/announce/000000220html.html

Path: chuka.playstation.co.uk!news
From: Subnormal <subnormal79@hotmail.com>
Newsgroups: scee.yaroze.announce
Subject: Re: hello
Date: Fri, 30 Apr 1999 17:22:12 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <37295A23.B0658E50@hotmail.com>
References: <7esud6$s5q8@chuka.playstation.co.uk>
NNTP-Posting-Host: 203.108.136.27
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (Win95; I)

Hello

--MESSAGE FILE 215 END: ./1 SCEE/yaroze/announce/000000220html.html

--MESSAGE FILE 216 START: ./1 SCEE/yaroze/announce/000000221html.html
Path: chuka.playstation.co.uk!news
From: "Ed Fear" <ed@directxbeginners.freeserve.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze - Out of Stock !
Date: Sun, 13 Jun 1999 21:54:10 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <7k15gr$hn79@chuka.playstation.co.uk>
References: <7au30h$erp37@chuka.playstation.co.uk>
<7avrbr$9po3@chuka.playstation.co.uk> <7b0dad$9po4@chuka.playstation.co.uk>
<7b3cs8$9po16@chuka.playstation.co.uk> <7b478t$9po17@chuka.playstation.co.uk>
<7b498l$9po18@chuka.playstation.co.uk> <36D5C998.10198E45@hinge.mistral.co.uk>
<36D909CF.2D22A405@btinternet.com> <7bjvt4$9he19@chuka.playstation.co.uk>
NNTP-Posting-Host: 62.136.200.82
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

The thing that shocked me much was an article in Future Gamer stating that
it had not been a sucess and that there was few decent games.

Ed :)

--MESSAGE FILE 216 END: ./1 SCEE/yaroze/announce/000000221html.html

--MESSAGE FILE 217 START: ./1 SCEE/yaroze/announce/000000222html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups:
scee.yaroze.announce,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yar
oze.mydemos,scee.yaroze.problems.internet,scee.yaroze.problems.mac,scee.yaroze.p
roblems.pc,scee.yaroze.profile,scee.yaroze.programming.2d_graphics,scee.yaroze.p
rogramming.3d_graphics,scee.yaroze.programming.codewarrior,scee.yaroze.programmi
ng.gnu_compiler,scee.yaroze.programming.libraries,scee.yaroze.programming.sound,
scee.yaroze.event
Subject: test
Date: 18 Jun 1999 07:26:57 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <7kcsc1$4fj10@chuka.playstation.co.uk>

NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:222 scee.yaroze.beginners:851
scee.yaroze.freetalk.english:4196 scee.yaroze.mydemos:447
scee.yaroze.problems.internet:88 scee.yaroze.problems.mac:42
scee.yaroze.problems.pc:205 scee.yaroze.profile:167
scee.yaroze.programming.2d_graphics:999 scee.yaroze.programming.3d_graphics:1360
scee.yaroze.programming.codewarrior:483 scee.yaroze.programming.gnu_compiler:323
scee.yaroze.programming.libraries:220 scee.yaroze.programming.sound:248
scee.yaroze.event:135

this is a test

--MESSAGE FILE 217 END: ./1 SCEE/yaroze/announce/000000222html.html

--MESSAGE FILE 218 START: ./1 SCEE/yaroze/announce/000000223html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups:
scee.yaroze.announce,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yar
oze.mydemos,scee.yaroze.problems.internet,scee.yaroze.problems.mac,scee.yaroze.p
roblems.pc,scee.yaroze.profile,scee.yaroze.programming.2d_graphics,scee.yaroze.p
rogramming.3d_graphics,scee.yaroze.programming.codewarrior,scee.yaroze.programmi
ng.gnu_compiler,scee.yaroze.programming.libraries,scee.yaroze.programming.sound,
scee.yaroze.event
Subject: test
Date: 19 Jun 1999 13:05:03 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <7kg4hv$4fj20@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:223 scee.yaroze.beginners:857
scee.yaroze.freetalk.english:4199 scee.yaroze.mydemos:449
scee.yaroze.problems.internet:89 scee.yaroze.problems.mac:43
scee.yaroze.problems.pc:206 scee.yaroze.profile:170
scee.yaroze.programming.2d_graphics:1000
scee.yaroze.programming.3d_graphics:1361 scee.yaroze.programming.codewarrior:484
scee.yaroze.programming.gnu_compiler:324 scee.yaroze.programming.libraries:221
scee.yaroze.programming.sound:249 scee.yaroze.event:136

Mike test 2

--MESSAGE FILE 218 END: ./1 SCEE/yaroze/announce/000000223html.html

--MESSAGE FILE 219 START: ./1 SCEE/yaroze/announce/000000224html.html
Path: chuka.playstation.co.uk!news
From: "Ed Fear" <ed@directxbeginners.freeserve.co.uk>
Newsgroups:
scee.yaroze.announce,scee.yaroze.freetalk.english,scee.yaroze.programming.2d_gra
phics
Subject: Bristol Yaroze Meet
Date: Sat, 19 Jun 1999 19:39:20 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <7kgns4$4fj23@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-77.name13.dialup.pol.co.uk
X-Priority: 3

X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Xref: chuka.playstation.co.uk scee.yaroze.announce:224
scee.yaroze.freetalk.english:4200 scee.yaroze.programming.2d_graphics:1002

Please read the scee.yaroze.event newsgroup for information on this South of England Yaroze Meet.

Ed :)

--MESSAGE FILE 219 END: ./1 SCEE/yaroze/announce/000000224html.html

--MESSAGE FILE 220 START: ./1 SCEE/yaroze/announce/000000225html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.event,scee.yaroze.freetalk.english
Subject: ECTS "guest list" info!
Date: Wed, 18 Aug 1999 21:14:10 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <7pf43v$htr13@chuka.playstation.co.uk>
NNTP-Posting-Host: dialup137-21.saqnet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.announce:225 scee.yaroze.event:157
scee.yaroze.freetalk.english:4506

Hi all,

In an attempt to sort out everyone's ECTS activities (and eventually, the world) I have created the "Net Yaroze ECTS Guest List". Check it out at www.netyaroze-europe.com/~rookie1

More "excitement" (in the form of mega-diary entries) coming soon.

Nick F
----
www.saqnet.co.uk/users/nickf
www.loonygames.com
www.netyaroze-europe.com/~rookie1

"You were nearly a gerbil sandwich!"

--MESSAGE FILE 220 END: ./1 SCEE/yaroze/announce/000000225html.html

--MESSAGE FILE 221 START: ./1 SCEE/yaroze/announce/000000226html.html
Path: chuka.playstation.co.uk!debri
From: debri@dds.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce,scee.yaroze.event,scee.yaroze.freetalk.english
Subject: Re: ECTS "guest list" info!
Date: Thu, 19 Aug 1999 12:01:22 +0200
Organization: DEbri
Lines: 9
Message-ID: <1dws9d6.bik2jgqyrb1oN@a1-88-122.a1.nl>
References: <7pf43v$htr13@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-122.a1.nl
X-Newsreader: MacSOUP 2.3

Xref: chuka.playstation.co.uk scee.yaroze.announce:226 scee.yaroze.event:158
scee.yaroze.freetalk.english:4507

Nick Ferguson <nickf@saqnet.co.uk> wrote:

> www.netyaroze-europe.com/~rookie1

I could not find it, am I turning blind?

Cheers,

DEnnis..
--MESSAGE FILE 221 END: ./1 SCEE/yaroze/announce/000000226html.html

--MESSAGE FILE 222 START: ./1 SCEE/yaroze/announce/000000227html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.event,scee.yaroze.freetalk.english
Subject: Re: ECTS "guest list" info!
Date: Thu, 19 Aug 1999 11:04:21 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <7pgkuq$htr14@chuka.playstation.co.uk>
References: <7pf43v$htr13@chuka.playstation.co.uk> <1dws9d6.bik2jgqyrb1oN@a1-88-
122.a1.nl>
NNTP-Posting-Host: th-gt141-011.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.announce:227 scee.yaroze.event:159
scee.yaroze.freetalk.english:4508

> Nick Ferguson <nickf@saqnet.co.uk> wrote:
>
> > www.netyaroze-europe.com/~rookie1
>
> I could not find it, am I turning blind?

Yes, it's at the top, in the newsflash bit. Though Nick probably doesn't
want people skipping past without looking at his homepage, go here
http://www.netyaroze-europe.com/~rookie1/ects.htm but keep it a bit quiet ;)

> Cheers,
>
> DEnnis..

Rikki

--MESSAGE FILE 222 END: ./1 SCEE/yaroze/announce/000000227html.html

--MESSAGE FILE 223 START: ./1 SCEE/yaroze/announce/000000228html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.event,scee.yaroze.freetalk.english
Subject: Re: ECTS "guest list" info!
Date: Thu, 19 Aug 1999 13:16:05 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <7phjr7$htr16@chuka.playstation.co.uk>
References: <7pf43v$htr13@chuka.playstation.co.uk> <1dws9d6.bik2jgqyrb1oN@a1-88-

122.a1.nl> <7pgkuq$htr14@chuka.playstation.co.uk>
NNTP-Posting-Host: dialup137-114.saqnet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.announce:228 scee.yaroze.event:162
scee.yaroze.freetalk.english:4511

> > > www.netyaroze-europe.com/~rookie1
> >
> > I could not find it, am I turning blind?
>
> Yes, it's at the top, in the newsflash bit. Though Nick probably doesn't
> want people skipping past without looking at his homepage, go here
> http://www.netyaroze-europe.com/~rookie1/ects.htm but keep it a bit quiet
;)

Yes, I admit it, I'm a counter-slut (like everyone else). Sorry if the page
was hard to find - I'll admit it was a rather "lazy" update.

Nick F

--MESSAGE FILE 223 END: ./1 SCEE/yaroze/announce/000000228html.html

--MESSAGE FILE 224 START: ./1 SCEE/yaroze/announce/000000229html.html
Path: chuka.playstation.co.uk!news
From: "HPMAN" <mwa.p@infonie.fr>
Newsgroups: scee.yaroze.announce,scee.yaroze.event,scee.yaroze.freetalk.english
Subject: Re: ECTS "guest list" info!
Date: Thu, 19 Aug 1999 20:58:34 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <7phk1m$htr17@chuka.playstation.co.uk>
References: <7pf43v$htr13@chuka.playstation.co.uk>
NNTP-Posting-Host: ppp-119-116.infonie.fr
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.announce:229 scee.yaroze.event:163
scee.yaroze.freetalk.english:4512

Hi !
    Isn't the ECTS a press only show ?
    How do you get a pass ?

Nick Ferguson <nickf@saqnet.co.uk> a crit dans le message :
7pf43v$htr13@chuka.playstation.co.uk...
> Hi all,
>
> In an attempt to sort out everyone's ECTS activities (and eventually, the
> world) I have created the "Net Yaroze ECTS Guest List". Check it out at
> www.netyaroze-europe.com/~rookie1
>
> More "excitement" (in the form of mega-diary entries) coming soon.
>
> Nick F
> -------------

> www.saqnet.co.uk/users/nickf
> www.loonygames.com
> www.netyaroze-europe.com/~rookie1
>
> "You were nearly a gerbil sandwich!"
>
>

--MESSAGE FILE 224 END: ./1 SCEE/yaroze/announce/000000229html.html

--MESSAGE FILE 225 START: ./1 SCEE/yaroze/announce/000000230html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.event,scee.yaroze.freetalk.english
Subject: Re: ECTS "guest list" info!
Date: Fri, 20 Aug 1999 13:31:56 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <7pjhn5$8mo1@chuka.playstation.co.uk>
References: <7pf43v$htr13@chuka.playstation.co.uk>
<7phk1m$htr17@chuka.playstation.co.uk>
NNTP-Posting-Host: dialup137-110.saqnet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.announce:230 scee.yaroze.event:164
scee.yaroze.freetalk.english:4514

HPMAN <mwa.p@infonie.fr> wrote in message
news:7phk1m$htr17@chuka.playstation.co.uk...
> Hi !
>   Isn't the ECTS a press only show ?
>   How do you get a pass ?

I am press - www.loonygames.com

And if you think that doesn't count, guess again. Loonygames is getting
pretty big now! :)

Nick F

--MESSAGE FILE 225 END: ./1 SCEE/yaroze/announce/000000230html.html

--MESSAGE FILE 226 START: ./1 SCEE/yaroze/announce/000000231html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.event,scee.yaroze.freetalk.english
Subject: Re: ECTS "guest list" info!
Date: Sun, 22 Aug 1999 16:06:33 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <935337993.259545891@news.playstation.co.uk>
References: <7pf43v$htr13@chuka.playstation.co.uk>
<7phk1m$htr17@chuka.playstation.co.uk>
NNTP-Posting-Host: d4-s41-43-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: quoted-printable

X-NewsReader: kexpress 0.8.0
Xref: chuka.playstation.co.uk scee.yaroze.announce:231 scee.yaroze.event:166
scee.yaroze.freetalk.english:4526

"HPMAN" <mwa.p@infonie.fr> wrote:
>Hi !
>   Isn't the ECTS a press only show ?
>   How do you get a pass ?

Fill in the application on their WWW page - just invent
a company name and job title, they never check.

A guy I worked with alway's attends as=20
 "Technical Tea-boy, Shit Systems Inc."
I'll not spoil things for him by letting on who he really works for...

Alternatively, just ring the tickets line on the day, complain that
your pass didn't arrive (you registered by post, if they ask). They'll
give a password to use with the folks at the pass desk at the door,
who'll print you a pass for free anyway...(I did this last year because
my pass really hadn't turned up).

Craig.
(there on the sunday, probably hanging with the lads from Pixelogic)
--MESSAGE FILE 226 END: ./1 SCEE/yaroze/announce/000000231html.html

--MESSAGE FILE 227 START: ./1 SCEE/yaroze/announce/000000232html.html
Path: chuka.playstation.co.uk!debri
From: debri@dds.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce,scee.yaroze.event,scee.yaroze.freetalk.english
Subject: Re: ECTS "guest list" info!
Date: Mon, 23 Aug 1999 11:31:39 +0200
Organization: DEbri
Lines: 28
Message-ID: <1dwzmb2.1ys7niktujtjgN@[194.151.88.143]>
References: <7pf43v$htr13@chuka.playstation.co.uk>
<7phk1m$htr17@chuka.playstation.co.uk>
<935337993.259545891@news.playstation.co.uk>
NNTP-Posting-Host: 194.151.88.143
X-Newsreader: MacSOUP 2.3
Xref: chuka.playstation.co.uk scee.yaroze.announce:232 scee.yaroze.event:168
scee.yaroze.freetalk.english:4529

Craig Graham <c_graham@hinge.mistral.co.uk> wrote:

> "HPMAN" <mwa.p@infonie.fr> wrote:
> >Hi !
> >   Isn't the ECTS a press only show ?
> >   How do you get a pass ?
>
> Fill in the application on their WWW page - just invent
> a company name and job title, they never check.
>
> A guy I worked with alway's attends as
> "Technical Tea-boy, Shit Systems Inc."
> I'll not spoil things for him by letting on who he really works for...
>
> Alternatively, just ring the tickets line on the day, complain that
> your pass didn't arrive (you registered by post, if they ask). They'll
> give a password to use with the folks at the pass desk at the door,
> who'll print you a pass for free anyway...(I did this last year because
> my pass really hadn't turned up).
>

> Craig.
> (there on the sunday, probably hanging with the lads from Pixelogic)

How evil we all are.. I signed in for another pass. This time I used as
name: Lekker Ding
Thats dutch for something like Horney chunk heheheheh

DEnnis..
--MESSAGE FILE 227 END: ./1 SCEE/yaroze/announce/000000232html.html

--MESSAGE FILE 228 START: ./1 SCEE/yaroze/announce/000000233html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups:
scee.yaroze.announce,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yar
oze.mydemos,scee.yaroze.problems.internet,scee.yaroze.problems.mac,scee.yaroze.p
roblems.pc,scee.yaroze.profile,scee.yaroze.programming.2d_graphics,scee.yaroze.p
rogramming.3d_graphics,scee.yaroze.programming.codewarrior,scee.yaroze.programmi
ng.gnu_compiler,scee.yaroze.programming.libraries,scee.yaroze.programming.sound,
scee.yaroze.event
Subject: test
Date: 31 Aug 1999 16:07:15 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <7qgujj$702@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:233 scee.yaroze.beginners:905
scee.yaroze.freetalk.english:4582 scee.yaroze.mydemos:508
scee.yaroze.problems.internet:94 scee.yaroze.problems.mac:44
scee.yaroze.problems.pc:207 scee.yaroze.profile:183
scee.yaroze.programming.2d_graphics:1067
scee.yaroze.programming.3d_graphics:1400 scee.yaroze.programming.codewarrior:489
scee.yaroze.programming.gnu_compiler:343 scee.yaroze.programming.libraries:226
scee.yaroze.programming.sound:253 scee.yaroze.event:169

this is a test

--MESSAGE FILE 228 END: ./1 SCEE/yaroze/announce/000000233html.html

--MESSAGE FILE 229 START: ./1 SCEE/yaroze/announce/000000234html.html
Path: chuka.playstation.co.uk!news
From: Al <admars32@breathemail.net>
Newsgroups: scee.yaroze.announce
Subject: My firs yaroze playablegame,
Date: Tue, 07 Sep 1999 00:43:42 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <37D451AE.BB2233E9@breathemail.net>
Reply-To: admars32@bigfoot.com
NNTP-Posting-Host: modem-212-21.vip.uk.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.61 [en] (Win95; I)
X-Accept-Language: en,ja

Hi everyone, I've now made available my long awaited first PSX yaroze
game!

It's a kind of 3D Tetris based game where you have to build a tower
rather than stop one from building!

So let me know what you think, and if I like your contributions I'll put
'em in my MSc project write up ;)

There's also a PC only OpenGL conversion there as well.

Cheers

Al

http://www.netyaroze-europe.com/~admars/

--
http://www.geocities.com/SunsetStrip/Palms/3657/
music 'n' computers 'n' piercing 'n' stuff

--MESSAGE FILE 229 END: ./1 SCEE/yaroze/announce/000000234html.html

--MESSAGE FILE 230 START: ./1 SCEE/yaroze/announce/000000235html.html
Path: chuka.playstation.co.uk!news
From: "Andrew Partington" <a.partington@yaroze41.freeserve.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Java 2D Map Editor prototype
Date: Sat, 2 Oct 1999 04:29:04 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <7tj53c$9v11@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-93.pravachol.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi all

My 2D Map Editor prototype is finished!! Go to
http://www.netyaroze-europe.com/~partinga to download it. You'll need Java
1.1.x to use it.

cheers

Andy

--MESSAGE FILE 230 END: ./1 SCEE/yaroze/announce/000000235html.html

--MESSAGE FILE 231 START: ./1 SCEE/yaroze/announce/000000236html.html
Path: chuka.playstation.co.uk!news
From: Chris Wallace <chrisw@chilternmag.demon.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.english.freetalk
Subject: Re: Non NY members
Date: Sun, 10 Oct 1999 12:52:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <38007E02.B7410A3E@chilternmag.demon.co.uk>
References: <72pus4$dvm2@chuka.playstation.co.uk> <1dinuwv.8y4dv11hvgkxeN@a1-88-
133.a1.nl>
NNTP-Posting-Host: modem-60.technetium.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Take away a membership???
If you look around the NG's you'll see a Keith Wallace.
Thats my Dad....but....its me.
We use the same computer so he changes the settings around in Netscape etc.
so his name is put their instead of mine...
Also, if your using somone elses computer to get in, for the next few times
you won't have to enter the password.
So someone else could get in with out knowing the Password.

Chris Wallace.

DEnnis Brinkhuis wrote:

> George Bain <george_bain@playstation.sony.com> wrote:
>
> > To all NY members,
> >
> > Recently there seems to be alot of people accessing the NY newsgroups
> > who are NOT NY members. If any NY members notice people that shouldn't
> > be accessing these newsgroups or the members website please e-mail
> > "ps_yaroze@playstation.sony.com". Remember that it hurts legit NY
> > members when non NY members access the private newsgroups and website
> > for free. Keep a lookout for outsiders!!
> >
> > Regards,
> >
> > George
>
> I did not notice anything yet.. But if you find out that this happens,
> just cansel the membership of the person that gave away his name and
> password. From the other side I get the impression that things are
> moving more and more public. And that does not only happen by choice.
>
> DEnnis..

--MESSAGE FILE 231 END: ./1 SCEE/yaroze/announce/000000236html.html

--MESSAGE FILE 232 START: ./1 SCEE/yaroze/announce/000000237html.html
Path: chuka.playstation.co.uk!news
From: Al <admars32@breathemail.net>
Newsgroups: scee.yaroze.announce,scee.yaroze.english.freetalk
Subject: Re: Non NY members
Date: Sun, 10 Oct 1999 13:53:30 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 50
Message-ID: <38008C4A.69F90219@breathemail.net>
References: <72pus4$dvm2@chuka.playstation.co.uk> <1dinuwv.8y4dv11hvgkxeN@a1-88-133.a1.nl> <38007E02.B7410A3E@chilternmag.demon.co.uk>
Reply-To: admars32@bigfoot.com
NNTP-Posting-Host: as21-s15-139-220.cwci.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.7 [en] (Win95; I)
X-Accept-Language: en,ja

That probably also applies to the Uni students, we had one name and
password for a group of us using the Yaroze at Bournemouth Uni.

i've left there now, but I have my own yaroze so I'm legit :)

Al

~admars

Chris Wallace wrote:
>
> Take away a membership???
> If you look around the NG's you'll see a Keith Wallace.
> Thats my Dad....but....its me.
> We use the same computer so he changes the settings around in Netscape etc.
> so his name is put their instead of mine...
> Also, if your using somone elses computer to get in, for the next few times
> you won't have to enter the password.
> So someone else could get in with out knowing the Password.
>
>   Chris Wallace.
>
> DEnnis Brinkhuis wrote:
>
> > George Bain <george_bain@playstation.sony.com> wrote:
> >
> > > To all NY members,
> > >
> > > Recently there seems to be alot of people accessing the NY newsgroups
> > > who are NOT NY members. If any NY members notice people that shouldn't
> > > be accessing these newsgroups or the members website please e-mail
> > > "ps_yaroze@playstation.sony.com". Remember that it hurts legit NY
> > > members when non NY members access the private newsgroups and website
> > > for free. Keep a lookout for outsiders!!
> > >
> > > Regards,
> > >
> > > George
> >
> > I did not notice anything yet.. But if you find out that this happens,
> > just cansel the membership of the person that gave away his name and
> > password. From the other side I get the impression that things are
> > moving more and more public. And that does not only happen by choice.
> >
> > DEnnis..

--
http://www.geocities.com/SunsetStrip/Palms/3657/
music 'n' computers 'n' piercing 'n' stuff
--MESSAGE FILE 232 END: ./1 SCEE/yaroze/announce/000000237html.html

--MESSAGE FILE 233 START: ./1 SCEE/yaroze/announce/000000238html.html
Path: chuka.playstation.co.uk!debri
From: debri@dds.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce,scee.yaroze.english.freetalk
Subject: Re: Non NY members
Date: Mon, 11 Oct 1999 09:29:42 +0200
Organization: DEbri
Lines: 16
Message-ID: <1dzi7my.va9fp8raac4sN@[194.171.204.57]>
References: <72pus4$dvm2@chuka.playstation.co.uk> <1dinuwv.8y4dv11hvgkxeN@a1-88-133.a1.nl> <38007E02.B7410A3E@chilternmag.demon.co.uk> <38008C4A.69F90219@breathemail.net>
NNTP-Posting-Host: 194.171.204.57
X-Newsreader: MacSOUP 2.3

Al <admars32@breathemail.net> wrote:

> That probably also applies to the Uni students, we had one name and
> password for a group of us using the Yaroze at Bournemouth Uni.
>
> i've left there now, but I have my own yaroze so I'm legit :)
>
> Al
>
> ~admars
>

Bournemouth? And is that a good study? I had plans of trying to get on
this school. Too bad it was far too expensive for me.

DEnnis..
--MESSAGE FILE 233 END: ./1 SCEE/yaroze/announce/000000238html.html

--MESSAGE FILE 234 START: ./1 SCEE/yaroze/announce/000000239html.html
Path: chuka.playstation.co.uk!news
From: Al <admars32@breathemail.net>
Newsgroups: scee.yaroze.announce,scee.yaroze.english.freetalk
Subject: Re: Non NY members
Date: Wed, 13 Oct 1999 01:19:48 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <3803D024.18058BB@breathemail.net>
References: <72pus4$dvm2@chuka.playstation.co.uk> <1dinuwv.8y4dv11hvgkxeN@a1-88-
133.a1.nl> <38007E02.B7410A3E@chilternmag.demon.co.uk>
<38008C4A.69F90219@breathemail.net> <1dzi7my.va9fp8raac4sN@[194.171.204.57]>
Reply-To: admars32@bigfoot.com
NNTP-Posting-Host: 194.176.210.91
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.7 [en] (Win95; I)
X-Accept-Language: en,ja

DEnnis Brinkhuis wrote:
>
> Al <admars32@breathemail.net> wrote:
>
> > That probably also applies to the Uni students, we had one name and
> > password for a group of us using the Yaroze at Bournemouth Uni.
> >
> > i've left there now, but I have my own yaroze so I'm legit :)
> >
> > Al
> >
> > ~admars
> >
>
> Bournemouth? And is that a good study? I had plans of trying to get on
> this school. Too bad it was far too expensive for me.
>
> DEnnis..

Err, how can I put this diplomatically, if I could go back to this time
last year, I wouldn't have got an 8,000 loan to study at Bournemouth, I
may have gone somewhere else, but I really wouldn't recommend any of teh
Digital Media MA/MSc courses at Bournemouth! Consider yourself lucky,
you have saved yourself a lot of money!

While we're on the subject, what did ppl think of the Abertay and
Middlesex courses which involved yaroze?

Al

--
http://www.geocities.com/SunsetStrip/Palms/3657/
music 'n' computers 'n' piercing 'n' stuff
--MESSAGE FILE 234 END: ./1 SCEE/yaroze/announce/000000239html.html

--MESSAGE FILE 235 START: ./1 SCEE/yaroze/announce/000000240html.html
Path: chuka.playstation.co.uk!debri
From: debri@dds.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.announce,scee.yaroze.english.freetalk
Subject: Re: Non NY members
Date: Wed, 13 Oct 1999 12:39:09 +0200
Organization: DEbri
Lines: 14
Message-ID: <1dzm5p0.sriol2cum2o8N@[194.171.204.57]>
References: <72pus4$dvm2@chuka.playstation.co.uk> <1dinuwv.8y4dv11hvgkxeN@a1-88-
133.a1.nl> <38007E02.B7410A3E@chilternmag.demon.co.uk>
<38008C4A.69F90219@breathemail.net> <1dzi7my.va9fp8raac4sN@[194.171.204.57]>
<3803D024.18058BB@breathemail.net>
NNTP-Posting-Host: 194.171.204.57
X-Newsreader: MacSOUP 2.3

Al <admars32@breathemail.net> wrote:

> While we're on the subject, what did ppl think of the Abertay and
> Middlesex courses which involved yaroze?

I did a short course at Middlesex in the summer 2 years ago. I was
rather impressed by some of the work over there. And Peter Passmore is
very skilled with the NY. Ask Robert Swam (from SCEE), he did the study
at Middlesex Uni.

Cheers,

DEnnis.
--MESSAGE FILE 235 END: ./1 SCEE/yaroze/announce/000000240html.html

--MESSAGE FILE 236 START: ./1 SCEE/yaroze/announce/000000241html.html
Path: chuka.playstation.co.uk!news
From: "Tim Harvey" <timh@rvey.freeserve.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Databug Game v.1
Date: Wed, 13 Oct 1999 15:41:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <7u25pg$vp2@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-69.fluvoxamine.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

3D Cartoon Racing Game available to download from
http://www.netyaroze-europe.com/~t1mrv1

--MESSAGE FILE 236 END: ./1 SCEE/yaroze/announce/000000241html.html

--MESSAGE FILE 237 START: ./1 SCEE/yaroze/announce/000000242html.html
Path: chuka.playstation.co.uk!news
From: "Tim Harvey" <timh@rvey.freeserve.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Databugs v.1
Date: Wed, 13 Oct 1999 15:47:58 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7u264v$vp4@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-69.fluvoxamine.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Arrgh!

Forgot to mention, it's a CodeWarrior version,
I'll try and get into that unix stuff in the next few days.....

3D Cartoon Racing Game available to download from
http://www.netyaroze-europe.com/~t1mrv1

Hope you enjoy it,

Tim.

--MESSAGE FILE 237 END: ./1 SCEE/yaroze/announce/000000242html.html

--MESSAGE FILE 238 START: ./1 SCEE/yaroze/announce/000000243html.html
Path: chuka.playstation.co.uk!news
From: "Tim Harvey" <timh@rvey.freeserve.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Databugs for everyone :)
Date: Sat, 16 Oct 1999 11:37:19 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7u9kj2$45p3@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-24.palladium.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi again

Siocons & CodeWarrior version of 3D Cartoon Racing Game at
http://www.netyaroze-europe.com/~t1mrv1
or
http://www.netyaroze-europe.com/~t1mrv1/ftp
if you want to skip the pictures!

All the Best

Tim.

--MESSAGE FILE 238 END: ./1 SCEE/yaroze/announce/000000243html.html

--MESSAGE FILE 239 START: ./1 SCEE/yaroze/announce/000000244html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)

Newsgroups: scee.yaroze.announce
Subject: Support E-mail
Date: 8 Nov 1999 07:45:38 GMT
Organization: Sony Computer Entertainment Europe
Lines: 8
Message-ID: <805v32$b8i3@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

Support e-mail has been changed from "ps_yaroze@playstation.sony.com"
to "ps_yaroze@scee.net.

George

--MESSAGE FILE 239 END: ./1 SCEE/yaroze/announce/000000244html.html

--MESSAGE FILE 240 START: ./1 SCEE/yaroze/announce/000000245html.html
Path: chuka.playstation.co.uk!news
From: george_bain@scee.net (George Bain)
Newsgroups: scee.yaroze.announce
Subject: NY Access Cards & Boot Discs
Date: 27 Nov 1999 15:33:08 GMT
Organization: Sony Computer Entertainment Europe
Lines: 11
Message-ID: <81otjk$4s62@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

To all members,

We are currently running low on extra access cards and boot discs.
Please take care of these items since replacing them in the future
will become very difficult.

Regards,

George@SCEE

--MESSAGE FILE 240 END: ./1 SCEE/yaroze/announce/000000245html.html

--MESSAGE FILE 241 START: ./1 SCEE/yaroze/announce/000000246html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.announce
Subject: New Game - "TetPlet"
Date: Tue, 30 Nov 1999 19:24:24 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 915
Message-ID: <3845245f.178669843@news.playstation.co.uk>
NNTP-Posting-Host: 209.27.57.69
X-Newsreader: Forte Agent 1.5/32.452

Hey All!

Well, here's my first game. Forgive the complete
unoriginality. The point was to practice game writing
not to create something new and magnificent. (that will
be my second game).

I thought after owning an NY for 1 year I should do
SOMETHING with it.

Anyway, this game took me about 10 hours to develop.

Sadly, that's broken up into 3 hours to write the whole
thing in Java (yes, 100% functional), then 7 hours to just
port it to NY. (and learn what was necessary in the
meantime).

I started working on a C++ infrastructure for games with
this project. I plan on refining it and putting the
improvements into this project as well as new ones. Once
it is a little stable, I will release the source code.

If anyone is really REALLY anxious to see it in it's raw
state, just email me.

There are two batch files, one for PAL, one for NTSC.
I'm not certain if the PAL version works, I'd appreciate
it if someone let me know.

Any questions/comments, don't hesitate to ask!

Steven Osman
sosman@terratron.com

http://www.scea.sony.com/net/yaroze/pages/sosman.html

"sauce" on the SCEA Tuesday night chats.

begin 644 TetPlet1.zip
M4$L#!!0````(`-AQ?B?5O[K`K@(``&\$```*````4F5A9&UE+G1X=$V306_;
M2`R%[P+T'[B'(@UJV`EZ*-)3@R+;NL@ZBTV`(D=:IJR)1S/J#&6M]M?W<=0B
M>S!D:88?'Q_)73Q+OY=$[Z]6US<W-W555U]EIEOO_[#_W\7[%762Y")3/U/K
M4E8Z<B]KHC]C.KJSD'9"3>P'+RIU-8:8W-$%]DYGW'K"Z1!=4)HXDT8:$C?J
M&BD8FI)3%XYU%:+::9.$52C'7K3#`069B,.!>CX&UR(N**AOM6,0G?=UM1>3
MEJ6)N&;0R[5IWT)8'(^=$K>*$N,4C,>!=L_4QD37-`LGVE+&/7^@0Z2Z>GSX
MZ^[IZW;W!7#MR&EAW89YXGD%HLN+;HWQ1'CR/HY*UU<$1BKU'>0L/@XE[I$/
MOH2QPL!]BB<)-`X$.R*]?XTQ%Q8CIRYZN+C4[@)]XS/3VUGR"DFNWE`[!K@7
M8>^E<8'[\(IY&;/6U1"30KA]V#V;5V:?1ZD!=%[Z$*21G#G-E@.8NNJ%@[I7
M\[)R4CG0%-/)M,1`3)_?O4-`FSAK&AL=DQ0GS9%<#"O*,WH<7Z2Q1FUI\+`<
MT4E:5SH`::9H&-4ZOV1W/4(PB^AN7MSY/X>@>,(H4E$^@289[(?06"B*S="&
M>5,OIGOO987$-AW(BLKSXFV&3XW-ZD&6(EL(F0$S`.;.^YG^N;N]OW_&]W]=
M'(NI6<0DPR=G34P\U162*'*8WR0].X]1*,@GVQ5B_'2*M&=M.BR-M_99'C/K
M[]O[UY?=T^-G!&XO>K(%:"0I6Z:V",95.DO*Z'?I`RC;BP/Q,"1I'.NOZMNR
M+H;$"MI0GD*<?L\M_1@EV\3D#9:T&+S"J(<+Q5YG9X58E9Q/9>,?%>,;Z"'W
M'%!GM.<GK$]B33&L@;!;G>KP<;.9IFF=&^%UCF&VLTT0W<R<XG^R&?@H>;,0
MUIWVV-2?4$L#!`H``````*=N?B=G5L?+'0```!T````(````875T;VYT<V-L
M;V-A;"!L;V%D(%1E=%!L971.+G!X90T*9V\-"E!+`P04````"`"<;7XGMSF2
M5&!*````8`$`#```%1E=%!L971.+G!X9>Q:?70459:_5:E..B%`PS1L\"2=
MJJ9"FBSK=K)^M&Z`0D`B,$-C_(AG'0E'@R`"642'/>N1VB$A`3LD(KKH<<;6
M20*Z(2"#+GIFQAX7A/$X;G;76=%QU\P<'.+':-9-2`;ZG-K???4J:<+'[/ZQ
M_U&5V^^]^^Z][][[WKOOOH)X]9_5Z`MK%I)\3E#0=FLH:Q0/3<GE4VS2%>IW
MBFVZQ%.]8?W?Z/,WK*M_>%/=1GWA>OQN6KEF_;JZ]9OT6];?>[6^:L-&??'*
M^I7K]94;ZU9>2LR5Y\ISY;GR7'FN/%>>_^?GNSOF/G;2^6EID-X\$*"#!W)S
M?/EW%VMF%ED!P[;H&\67;^BD,D349Q+,XZ<;6KG,'=:SN,SLRQ_3-R7'Y8?\
M5LAO-0+,WYL5H9^69HX;M`.5&E%@=V$@G#N<%+II%)B!WYU</^O802-BDT*^
M?&Y[\CQ9AL49BU)I-)-B5`$"@`*`#H@`HH`8(`ZH`=0"5@/J`9L!*<`)`/.W

M`?8`DH!]@(.`(X!^0`_@)"D]A;,3_8[?-/OV9>TIK$P<+(PDGBN<F6`;%#)F
MIAW:GW9F&FY=#VCD+V']#H,N^;^@^[C0!-V,Q&&4/84E"4/?1A.I0>]WLDT3
M]9/H8S_8%=DT/=))J7F4/SW23L/P*=7Z+;)R*TNL7(5JFRVF*X;?_/`UH-6=
MP]XL/_PF?&G[*OL+._2(VM@%B5T:P`_(!P0`08!-/E-'?R&@`,#\1L"F`H';
M)MJZVM35)^?T?;NAM,*B_)-V8ZE"FOFQW?"C8,;8!1A;(;]9YO<I"TD/,GX^
M)34N'?@UG_H$SH[XR(@UHG8J41I)40EL1QWCG1+VFWHC70M?HMTUB7H%3VDL
MY?)%F>]HP@"?J3=Q'?:T)PRK%^UF0AURCDHYS31=R#G:95O@C3<#6]526@5>
M^-&H0?)+5?N-*DL)4*1%\%CCN+[?#SJL.2JQLA4_TUB\#RB06N[C]6IJ$9]B
M1HZ1CY(!YC,B"[`F2Y0"2G85*'N[X`=#HYF&#EKVQS>.ZP_V$Y<'X=-"^+2`
M7CD0Q%XQ;"Q,R@9M#V7!=T:SC5+)9MK9&)?WV/6*NT_L:`#[,T6&]03O4]C0
MF`B0UF+$DL)WI;I-9FP1\1X)T%[XPR=L*X.NIKZ`\?`_49CMF8=-1;FF%G^)
MC*I_@7XS73]4E<$6?9);WT&39=VHFH2]^!D52#KH.LFHU952^-#4M[O]->A7
MUK0HM,.XBFY1`O"C#V,5T)K]Y\O0]RO4H6MT6M>A0YG_)?I8^HG7(?S3"O^T
M!F5,B(^)+UA_3[HZ(([`?[ME'.&U6>9O$WYT^UT_?DOZ,9=H*K??M[>)M:O2
MT382#M)`>[0-_8'20".=O$0_5[E_;+PRU6WN_M6S2<>:MJ,:3;&URA/+&W0C
MN@USE21>M_5;L3BB1'T9MABV3=5)XKA*SW[CEE7;2-ACJOZ=!:JVTX[Y28_U
MD6WE4*'JVZFKV3NGV#F0?UIWJ"'J4`?@[2@U@A]T)FA<?7S0IQ'[9U2?'=MY
MC/-MX/V;J=,RE@.]3%7M9EG)A'9-`;4+&9.QAOHA9\\.5\[EQN(]R_8\R6-&
MZ((Q4QAS%L:,8"^8PA<I<DBKP+P&C.8D_(]Y.\'S.LW\0S:?/7I6KY)M!BAY
MP'',BC)_MLIS[3B^"E7$X&DFTVLTXWK'>3OZSULI7Z$<TW%R*E@/UF%S$W3!
M'`C`7@CP&!:-Z,Q[W!#QI;%K*G#1M;`CTBSZWV6;9)]";^M^3&<0:U@5Z^XH
M?277<"I+,Y_?C3E4?$)74C4S2.T'IH)N*N3/PWX_@?YYT`WVM\+^5E/ZQ1HS
M%W^'M<US$<3X5-2`N*YU8RVK8WW9#!X3/#K]^$`A'<J(+S99T*,+,:0?XQI\
M_D=<^]M8=HQM]U7>5DS=-O0\8C?L?<.V]Z(L_0^LR]BR#OV(O:WI#;NIJ==N
M:%5^X,ZEI6AF&VA[4>Y"R>>.XU1'VSR^8N9K:&*\A;..3.PAP!XAOZ$I9G3H
MSZ+.M,"5[L$8SV*,1,88I&B5R9#6W1ZBSD[`<^!SG(51"Y%C7TCK_"':[.^7
M4>*^3J[0_3B`0#K=A`XUNT02AM^/QS27N3R55F^AO((9+X!H(!F_@1T7/X,
M92I$W2QC'_3[#<J74;*/]GFV_:I#?\YN;(+>35;$7?>>?0=!"[N:F/X0Z@<]
MG@\Z](.P\1!L3(ZQ\2ALS+3-DW4"NKP#_0ZC#WD,<=^[P+W&;1QI[Z'>`[O_
M%3;_F[3[?>!8YW^7=I^4]GXHRX]0?@R9_RGM[I5V_Q;E*=B-\\2TJ'TOQ]+O
M8V_<A#K+K43Y6V5!V--M#MJ;8$<E=309^A,PI$'FC(WMC)\S!C]!XKGNXAME
M_MF18/]`?JFW1V_%N'9T,FVRFUI[G3S3B/T.E*<3"M:1'Z60$?L4OU^T:3A'
MBFE-^58K%['#7S[=BBC%E%MN6@\H(F>BOB31E[N9QUZ83V]]QT^"UO%H_>76
M77XJ3N>:IK4=/..8IUVA+TRB]:PH63=/H+=6,5^^'*-9\-FK@>.\L?:$4E*+
M8X\>?$'-X"NF7Y9OK1T/GD3Y]-HN\"3*S?@[2DE*6@?>(%HW5-"K]O'0WX>
M;8U#OK.X?'I\!V@7EUO+\W`&OZ24X$PF6M.1)60_X.HT)P^VY-#6&-M].CH]
M5@J>TU&[*@<Y0)52$OL,5/>_X$>,*?,W49>,3?"SV#,!^+)2SN'EYD2A6\,:
ME8?K)5V9?X'ZMU+6$HZ=O(8-'X4MQ'[,3ABYEQ=;4Y8F<AB%7D+<#"B&?HIL
MU>[ZB;VCR43<M.-YR`5N5B;'B1*TV*"[\RCK[G'(UVQJ4)=T_`QT'&<+D$M,
MKB'ZF/+,<'R)DDFW#70L3_BQ)D_@F@7OXTU<WX$ZEPFU6I0[5>L%+EMEV:9:
M'8XSSN3Z+M#:Y-:?5I>(_J=DN5N6>T#/Y;,H*>#2/@<^K_Y#U).P,4^>"3^7
MON)\)RAP[?1C+]>1L9CL[&N>1RSV8:Y&<'JV>0'.<G$XST9P%EV(0]IS(<X_
MBGLRR[W'X;QHQ7G1BO/BO'QK,\X3G*EF7ZBQ:Q9L&<#Y$2]N[+JKV$[RW').
MQ_-K1$Y15$V*LY!SN:#(>8_1'\;DO'MP-EV#LRE*_WA@%KV&_Y5G/>'+SBK
M6A7WK./8]FT>(\E.FD3AR!,BOP@CSN(N1_:12<3Q,'7075_&OJ!J1/M5D9_'
MZM2H^C;N6`BCT>/(VU)8H[TB-^1<J2^4(_*54NK5C&@O#<MVF;]4#7/^C?M$
MO\3IL1R%\86DBUP_'(NH=BP':[N?TB$W#IF13Y'7N'<!'F.3W=AJ1[/AFTY@
M.A(\9CYU-AB1'M6(+53;U-^U]X6R=XZE8_X)U-'`Y2[UTW8?<B"N&Y%#XKY^
M#WQCJQVF0@^%3>Q)=WW=IXZNK_+P:F5WV%UCIOI*QAICWF3(-\.K'T7]`?DM
M@/.*6<CAYCY-P#?H=Q5KNY@O6X[/_=SW$?KXGEN#?FX_BG.M1M)>)6EO*W9S
M087:]=N*M>XOEFN5Q8T-R!T;*:`3O?7G/LK"[8CS1L3R*.=Y#?8SB#$4>`PE
MC_4YQF'Y1D3/\L8>D&-GZI-7W*![=1WU1YXBK&W-Q#IKQ3IKQ3I#7O4J\JK#
M%UWCJ\6=U6=RO::X,>F6=K+G@ON939U9H]]-/N.<B?,G7,6YS7<S=\\M0-;O
M^H'\"Z+WX&["5<]'?MG&-;DB3](MU5RYIQT*>'VG'+=OF>PCQ:SPUH*W;W\M
MZ;VY^L"1LFVSPM.!Z8YK4C?]0CS;;I$I<FW&!WUR/&L4]XK$Q3&OJU9IE?>O
M<N?RK>M]8CZW8E:6HH_O.#SG9?Y..HQUMQ1SOQ3YY#N2/YLL(6\XY'[_<9P&
M_678@';W%Y+FQFRW?%:6?XJL&FLD!AM?C!>/\J'>S?H\+6/I'L?=F]Q^"C*Y
M?^S],2KF.AO[_SCVOWM7NYE2FJO3]D1_:$>"X]IT>1<8[]WM:S0E'7I0W'>-
MU;:2LA]OM6KSR:Q]7+FI)A^YSCIQ-\[SXJ&@7ROI:Y6;:L?!AG\H5ZG6O4.#
M1J_Y!<XIG%TU]RE1U:4U:QY7,FG<>.HWROSO\%U6Z/*1XWX/*:!>5[>HO+O@
MCIWCZ6N9&#]'R+00IW#Y#:"]/Q,_'WC&N6/,-/I#3<(?9?[C]/LQ<1OQW[W7
M1GW$\4J,(>+5WL27Z.-8J5"G3O2IH+N*CA'?^37RM=C17$G[<L+U_0GLCX4M
M_<+_BUK"T6.P[>?:_!/9;*_)Y3#Z@CA_]>B'I-<>@TX/*I[]0<A@GH?EO!DU
MTN_UK.]2)%]K#:-V)T))2\M4.[_26IOPVOLU>@^^K%,&I7W]H9;$..02+&,*

```
MRZB%O/H&^.ADRSAN;^8YF&!J]5\I9OV$+!^E)KD^^ASSY.ICQ'L5A;XV\D!7
MYO]*^>^1.+P6$2Z!\=8IGTO<0.AQX9]PS?VP9Z5O_@E>%VM+N-3C=T'F/)\K
M$^NC=I&2!Q]DVIXG\IY%_*V30E+?J?9XV+C?,#;C^*7?B[G55G^;Z_OUU:L4
M>_5XK,%VK+'N%J_?7/U+C)5TUYG%,B9`QGN&4?\NUG8+YO<]2=<-NNX1NE&;
MZI3?2)N^123ZOPQM[QH(-77U(U?`_'6QCKER'TVULR'_;=V(XE).QQ-BCJ*\
M1XYWN>N[3CDS9LU=+/[FL+SF\^,'QP[W3'\BZL69(<<2LC!'D[GD&'2Q6."M
MZT)*:OQ=B&,`MPM(G\8EQT:."0Z]&.7].%':HT<^P]@=NO@>&6E'[M.9,")L
M3X?,!8YA;+D7`RSGM-S'GU/_)?;68OF==+[,I>V8C_Y2CF?$3[G?Z!`STJ'%
M[MP@_RTG:Y)15:OT85UMLG>TBGC">3&Y-/FTF#^6(CXL,>B^<;!O1R+KOGS$
MGH4*+1^'=;A$L>,HP9.*<\Z\0#'B>4J;NK3C4C(GT-)&EL/U/R9G%^2,T,87
M*ISG&S4+L!8?$+)*JFY!?8V(02;\DR>^`?Z"_BDC5^Z7<9K/E#>`YWCG^>X$
MUHC&:P-S<[WTU=7BSN@7/C>JDE3"[7K^]GL48RUIH96Y%%Z]77&<,L/&G<S8
M;"EAOK.MF4BL7WCS`87U!^U^>_5$T'+;C3,IQ'R."RG>4YL;%,/>H!B;VQ4C
MM0$^F[9-P=T%Y=Y=ZL1M)M8XRKUY-!$V+<N("S,-CD-![.4R?YGRH<0_BOS:
MJ#J*M536DK*WBQC[GG/+))>'OR^YWY&/@Q[KTBBBW@+NVVPWR_M8CI(KOW<Z
MSJ<ZQVK^YG(XU*&[\;<S,1ZZSU(1KR.DB/4[AB8<[2/.0=V[5B=-AJ^97LP?
M^E''?G7W3PS[YV)[E/?BNQ.4?-Z/?%?D^;J*%H@\H0][]<L0=?>%?#OYOBGV
M#W\SH0:<([Z=&LI,'(^KR;(?O/\7/J\<`%\_:#@?YGL#QXL!M/-D>SYVIB'W
M7%_(OY._-=B6G_C[*7]K^!(XW&D2F3BCJH=&OS^XWR2$KK$F[,_2_<,C]X:]
MY-T3HFI?`GWNWL5]0O7.[V9WG6OP>?_('61OQG=P7;UH()+?!K-LI7+6!\8U
MN<,Z\7="'^PZMYR_VUITL>^#))\>^<TU2NT,K;^:YWYKGI7Q[SG1$7K_!?2W
MW'1Y^LS'_R<+OB_&[)EBZUQ.4Z@'9>HO%++)_7](*4!/?(H=*`K:;85!NP$0
M$MQ!F^3_3[+X!U&2^YBG;>U4F6A?_$GG!.T%DX+V?_F>6*\2_SL`^QK/HU_/
MILI+\RECH#?KZ]F]RN7I63:/44Q?SYYX:5+R]%`S^+CL7S;%3@/\\$$04`P=
M)UY&1T^&)\>3%05O):`*<!O`@>Y?7T9W3T86C>K"4`_>1P'-@-V`WBWPP>Q+
MR^''F8NQBB[=WP;[C@!Z`3IDU@*2@!2@`OWK`6<!/3CH'[LW&HU6W[MA8UV>
MKG/CAI+[\H"](1I=M')=G;[AD;J-.$$>BJ]\^*$ZT7/MM==6;UJY<=-L,-Q:
M]]##Z^J0+YV/%L0>;=V#=?<R]CMUW]/O7\G4SOW.O>[["<.*3QA6C)9O,OS5
M^>_S=[YY)_^.O-5;JI_G]\[92[8LNV?9EFJ&+0S5WQ5M[D_?-&?1BF5%@"W+
M5BQ;L>0>O*#AM_J9BC=N_/6<])P52T9>T+Q?-"5\75G-U7,7\;MBD=L3'Q\?
M_]>3#DTKGE\\?^Y\]U>\B]S7N<ZY,>.=4SSWO'?^)Q4C[W7>ZPA@^C>OSG@K
M^/VD8LN,+67/9[Y7\WO/#'ZWS%@A2_F6R7>D5AB>C;<H7!B>,V/VC-GA<\8Y
MHU#\NF]AV'O=]D=%KQ>YM;-%'XGW0V!>+SI2M$>4KQ?]_31^OS=M3]&>T5K1
M'2@?F>;^NJ7W/@*X8\KM4^Z8=KOXY?=V\4OV$#_#PVXA_KRFB_-JHZU1]/#P
M2,VCNY!L>+0R?%&:$>G#8QF&+S+T\!A4>G!P,#TXE![B`G_\BNH@D.FT@,$T
M=XF?P2&&(=$]Y-:&N`;"(<'L4C'/X*!+A?:0Q#"A&"WMC3PDR5FP)S0M^00U
MJ\%_@T-BE,$1Y=RA!@?.G!D8.),>X-_!@?3@`)[TF71Z(,WH0>X"R1F!'V3L
MF0$P,I()TPP@'^E!FW\'!T0-(M/,>$:*$5T"(_G/\-\9[F0:YAU,NYJ<28N!
MF"SM:C,PHA!C!UEOEB"><_+W7&;KG/?C=IT;*4>H,BFX=FY,Q9/EL7H]F<-X
M@LZ-(L:R9A*.*.`I>19_9\\"(/M_VOOR**^J8UU!AH"(RJ0RM1#@<@D7<PD1
M+R\1N6B81!F:!@=H9!20L9FG9E`&`4&0!D0!-<P!48S82#"1032.@"@@,J6A
M17.;(6B"!%^-^^SS.Z>IG\!;S[M6OG-V[:JOJKZJ;M%ES!_'>1)S*(2$Y'SG
M'2D\%S+??:?ON>`5,*M7X,M4[5?C.6XWURZJN;FYY_Z9B_>Y7`SXH@R<?SH_
MEVK^28YC<RES3BPGA-,VUF'H'&:P7"JTW,V59<XYPI6)&EPY.1=RX>3D7KAP
M(1<]='/!Y-`+[@7,0HI<\('-O4!I;,#ZG%RNSJ'^7#JY^$H=E>;P".S!T@LL
M1@P1N,@%;W0.C4,7>Y"_0$*TX@56Q+JOOSZ.;\YQN,#!^#A>Q[\FAEB^Q`7D
M0#VG<^!A!;YSM)P:8,)QYH[GL&H.<)3,<6K(?IV3PVTYWCR:1"..:T`C12^'
MZ..*?WPESE?_D-M9S5#9\7\$@9_P*A(27D,$%\MY^"IT^6U?,9S#D3HGCG_E
M)X+RH"K4B#@1HB`Z$42N[X1F@SJE_'HN]_3\'-$G3IPX=H)PFB\,3_N!9HD_
M=CH@L"P(I><8"YTF1H6.G0[D1?*T-'&HW&FQ])P^QJ3N$-D)N5.GC@%.DSUV
MZAB$X")Y0BB^)(TT57#M:23(Y60(7,>6]+%>Q$^)A$J1#'DG3K&TR)UP\[DR
MO`Z$7WX);P`)3AW[,LB<4GOJ2VCWJX_YS:>\?L]+O`-$&69#8P7'(L5:=S(P
M)^D^>9(=OH6C"`EDOI2ZH#]1YTO6(._+D)ZKYTFJH]I<J;F33M9E--8]#IP\
M>>``OP%.GCSI/$RQ02Y4AG7$GY0LDP>\P`F(Q$FN."F^W^1-]3H.N!97K;4T
M/>_(@;R\,V>`RLL[D`?VP)$\XI#(.W/DP)DCQ,M!>X2+*8(\\4?0R3L`0M`-
MC:@"&11`':@^`^9_J/<`Q?^#65(Y(^)(GSF31T(HSH./''&#6>A_4(RWA=HC
M^X\`#A_F<^0P14?RQ#MR)$_NP\SD'=E_^/!^89#8OQ\4M!9C=2##/?M5=C_4
M'CD,"GE$'V;+\X^H#,9YO($,.4PC=`%94"KWY^W;_]?#8;AXWSX^P/R5[@3L
MT_I]SH]SPF2"SCXWS5_CKX?W4^%^5YYX.WR^#QY\V?#9MT^)?>CNX_SG^XC0
M0!CA`CJ0\1VMUF!?*+_/%7P>*G"Q3OO<;2`"ASX_=$@.6><JCQ36'2(=NI@7
MRRTNX%H7'/("O\KE_?3G(3<RQ]M*E3\_=/`@OXA#ASC(_[_F_&`<_`L*_P5U
M_X+Z..7@H;\<DHDR\B`3WU\"4.3HT:,'C[+>4;SMM9*&K$DC#LJ0HW)Q[$9?
MVOY'OSCXQ5'"%Z#TQ=$O`/9:20-UO_B"U$/XXHN#SL.`!EN[QN&+&-AK)8TX
M^7QA;QL%M.W1]XL]>^C8:R6-T'Y[(H[Z>VBZO6T4>Q(`4GOLM9)&HKPW)0I[
```

```
MVRCB=.RUDD:<?+ZPMXUBSR>"/<[[Q%XK:9#R)WO(NK/G$_%UM-SVME%\$@-[
MK:01)Y\O[&VC@+:]\"CVXFNOE31`&\7W[A5IO9B0E&;L;:/8R]A%$-]>*VGL
M5>S:&V#7WEV?H!'>I>QMH]@58+>^]EI)(Q#?+2/H>#-W"P/&WC:*W8)=NP/8
M:R6-W3:"R?:V47SVV>[/0H#07BMI.$U^$X>%Y]K;1O%I#.RUDL:GG\4-8/:S
MSSX-I^UMH_CT70?GVFLEC4#[4]4'1R=]&IYK;QO%N^_N1+R[$^]W\;JB^Z/F
MNWIHUKLR9>>[,E&9G3OM;:/8&0-[K:01)Y\O[&VC>`>P\QUJAYNB*[D_BK/N
M3O9V[A1JIW`82,[>-HIW8F"OE33BY/.%O6T4[WR,S\<?O\.&8*^5--YQNBSN
MN<KHU(\O:?^/8V"OE33BY/.%O6T4<3KV6DD#U#Z*&Q$+>]LH0/XC`%WXPKR/
M[+62!@G3!#?B([7L?!R$]K91?!0#>ZVDP8(??I@XXL.$FV!O&\6''W[X_H<)
ML-=*&K[L!^J\'W$8]K91O`_X0`X['WQ@KY4T6!H?%/Z``QKT`1'"<=;>-HKW
MWR/`]?[[](*QUTH:+$ZZ.N!]#M^GQ'MZHV=O&\4?8V!NE3P2E-_S;)2WMXWB
M30"TODD"Y+WY1W.KY!&(!Q/^2#/5Z-#+V#\!F^VUDD:,/,^((\UE8[`9\.?-
M8=AK)0U//G&*AS_SL;>-8N..S?#NV+%Q\T:PF^'LN)+[@_3FC1LW@B[.P"G@
M;,0(GLV;F<0">'?8VT:Q8_N.[=D[_O#V]NSLM[.W9V]$8Z^5--[>OC%[8_:.
MMW>\G0V;OKW];7AAWL8_9._(W@[C8'AV]H[M4)6=O='>-HI-FS9E9V]"9#MC
MKY4T0#R;1V0[*Y/44H(B>]LH-FW;M&W;MDV;\$479+;9:R4-E*=GDSMX;7/T
M-IF_Z1+WW\;8JM=6@+U6TF#5K5M1F?5U"E_;MBH)QMXVBJTQL-=*&G'R^<+>
M-HHW/&R%!ZV]5M*`K=X@57^,3WFY2]M_R\MO;('FEQ%;Z-YBKY4T2)8GT)0W
MMM`,=+>\[(_&'\#>-HHM;VW9\O);+^,%[Y:WT-AK)0W08]FWZ&R1<,M;2CG^
MY;?>LK>-XJT`?]++7BMIO)4<>+2];11_BH&]5M*(D\\7]K91_.GW4=AK)0W2
M^Q.;N%$AV-M&\:K#[YUGKY4T7O413`CC]Y*RMXWBU5?78^MZ3VZ]O5;2\'5?
M39BU_M7UZY4EQ]XVBO4QL-=*&BKY:MR<1-C;1N&:7P]T[+621LR6^</>-@K8
M^_77R<"%-QA[K:3Q.LO+B/4\A`X[XO)\>]LH7H^!O5;2>/WU5^(FQ,/>-HI7
M8F"OE33BY/.%O6T4494-&^RUDD94GD;(8>-8>]LH-L3`7BMIQ,GG"WO;*#:\
M]AJ^&\"\1@9@KY4T-J@FBV_0FV?2<+?^:_:V4;P6`WNMI!$GGR_L;:-8O/BU
MQ;X&!O9:24,E$T>$HL5"VMM&@?LO9O,:NXL7VVLE#=$68;E<X,7P$RPVEXW!
MXAC8:R6-./E\82X;@\6+%RVBYD7.NY+[BR)(+X()BQ;IB$4:R"%K;QO%HAC8
M:R6-./E\86\;Q7,^%J%Y\3E[K:2!>HM(]T56]R:]R*0D(;*WC>*%%SQ5\>VU
MDL9S\7C!S?)A;QO%"S&PUTH:<?+YPMXVBN>??P'>%\2\0,9>*VF0KLCB>=XM
M^[Q2D@=K;QO%\S&PUTH:<?+YPMXVBB5+L!,,.W@M,;=*'L\O6<ZZI,]CV'$,
M&KR6++>WC6+YDN6`)0"URY>86R6/Y:0(FLOU)G\)>>Y=SHR];13+ER]=OI1>
M.$OQ6K[<7BMI+"?QY?+B+"9T%F>7\W1[VRB6(98N74;/TM]19*^5-$`57\;2
M95Y`8W^G!*7L;:-8-GO9LM7+ELU>S9*ST=AK)8W5)(XS5L]F<;80X41,*KUZ
MF;UM%*"[:O;JV:M_NQ+,;/!GKUYMKY4T5@-0?B7>LU?._BWXJU;_]K?(KUHY
M>R6.!&KU2BRRMXUBU<I5JU:M7+GR);"K7H)[]<I5]EI)8R5HTP!X5^.8EU;"
M$`I7\="56K!JI;UM%"\IYJRA"^7MM9*&BL\1<7!?XD%KYJQ\:<T:C#$@TMXV
MBCEKU\Q!@'UI[=J7YJR=LV:-O5;2F#-G[=HYBK5S:!:LCC=NCB\%6+36WC:*
M%6M7K`7,68'7NK4TSEXK:8#Z'-0'Z14K8$4>AOMBS.Y:8H&PMXUBW3J07HN6
MCV*%YZZ`S`K)XB;L<,M:BM:N6$<URJ_E(\0ZO?BL7>$&K'5=V&!O&P7T/OTT
MGJ=I"ESH((,/T9Q^6N^GU[F>=9IY.I!YFMNT5<L]G75^BYL+M[UM%'.A$\[<
MN7/AFCO7W6B%9D-E@KG217:N5CVM/9KT&5)D7BKG:HV*/FUO&\7<'Q'L;:.8
M-V_>W'EH$.#R)7:>/O,X@Q[GYDD9.T&[5@KF.=%Y^G+]/.T446JSMXUBWKRL
M>80L!-WSLN;/GR<NI>=+!22RZ()G/F6SN&[>?!691]59SB=1S'.G$B1*5?.S
MM'!>EKUM%"`\'YKGSZ=[/H?SY\]W@5CAL]079&5IL;!9FLM2UV\1-TL5@DGX
MVMM&L2!K`?U.%LQ?``8>"M"9#Q>F%M!9L(!2\_5=@%.!FK^`EEC`'-5P@_QB
M%M#^"R@.BG@,+XY3%M`$>]LH:+,?">QMHW@&L8!>`7H+))1[@1:$"EVLQ5H'
M5P(5U"T0-6\>%A%G;QN%JBQT>@L#5S,+?7XANPO#R9"$,FB]+B_T"QUE;QO%
ME"E3%BY<"`:>*70`STQ92-Y"X1:B1Q7/8/0,<]P8Y&$3Q)2%RCPC5=2*792=
MXH:I*"_PS$)[VRA`Y]EGISP[!5]RW<4$^`QDI4SJZ9$V/S-%18(^3U:ZGU5I
M60!?>]LHIDR9*@]X4T%TZK,4L0,,9Y%`!J=1Z;-3I$E^V*E3J9H:IDYQ>TZA
MVJDNGLJ_+*G@>AX#M+UM%#S4QY2$.`[ADBEL$ONF))1&*Q)@;QO%$T],G4H'
MKP#18"H?K.06?/TR%0A8JGW"JV4"KJFJ^D3@7.K^A&E\^$5_&KX!ICGCB*"0
MKZ`2J6G35'2:)QY4/.%F/J$Z3]C;1C'M1P1[VRBF3Y\V'3%-S[1IZDP/`,$T
M1TR;3I'VN08EITUW=IH(3M<5W;AI06*Z5MK;1C%C^HSITV?,0$/O=(RFSV!W
MAF2G2XH=5ZB8,4,[IWM74*/QC`3*FTRPMXUB1H`G(_:B2*($D609PMXVBB<5
M,(EO9]P5U"20@8O=,_PX*`YIA::$'("];11/SGP27C9@V1`SDQF*G]04OC-G
MSI26F3/9\GB))"/\S""C*C.#C8.)Z-O;1@%RLV9&,$O(67')F+J9K!*KY-A9
MGHTMM[>-8N8LPHA9(8P0>J8<'S$=,Q/N1+D01D3R(X2PMXUB1!QFQ1$1,B$?
M)O*MGA78Q!I[VR@2Y4,8>=%L4`)FY,@1<?4^,S*Q(#&RMXV".T<2Y'+@O5Q`
MA%\7KN>?P8N]P]<(+_25A+ZD_;%_U$BUHT;YSLBP\]0H`D=/C1SY%)4^-0KL
M4RP`#Q9P`C,CN7XT11JB$/:,4F'./#7*WC:*T:.?&AV#&-*C1GGTJ%&2&^7*
M1DG@ROSZB\#>-HHQU#EF#-QC\&(SAIG1DATM04#QY=*<&S-:%=PK,MHXQI6'
MZD7)WC:*L6/'C!E+<]#AB.*Q8Y4)."2Y5+-!Z/JYCAJI2F]MUX$\3"70L;>-
M8FSFV,PQ+)N)3N:8,9EL=34DQ_(`Y3)I*$=(9+IK+-I,E((.ULODG<=DBF7M
```

```
M3*8SQU`5ZYG+QB#S"F'<16D_.R[?8G/9&(Q39$8<'SPVD4JLS92'$K$Z?JU<
MF2ZTMXT">\<#R(X;3U:X<42P.XX*))0H%'JWU`=:I,?]S(@=)Q/'2:N];13C
M?4P8'XL0/2%L'!G;&R4G.#LADK6WC6("8OR$"<$=F*0QGNK'3]`KU#X^X8ZD
M7,+>-HH)$^%A3*3W<0PG/J[\Q(D3^!%BXD2F'WM,N8D3'I-2+@<\-E'"QY2G
M!/9ROXX$'7A8Z+&)]K91/,YX[/%XA/B)^13YB*^Q.['"WC:*7H\_W@L?NNG2
MN%<O(7H%4[2:7<ER?=#I2065(MTKT%%EZ837WC:*7KTF3<*W%[V3Z$)"&'3D
MGL0\UTW2(SF1T'Y7T$N%)VE7+^>SEAO4:Y*];130.%D&L-CD7CH8B<F3>0,\
MDZEVLM:ABP9JL`%YI"9Q1&63>;O)_)/)($U,HMK)(@RFE[UM%+U[]YXL#V+R
MY,E$\(6Q&.(F2QAX4DGQ9)%2JK=H]`ZU2RLQFA?*WC:*WC\BV-M&T:=/G]Z]
M^Q!Z]^E-EEUBR6*`-,WH(X<22O<1%:4%?52C=Q_UO1)IUW+P[6VCZ),_'H6'
MKMC<)2"NR>?L;:-X%-"'7C%TJV<CL9)[^_1QR3Z!?D*ARVG>WC:*OOWZ/?IH
MWT?[X=.O[Z,0]F.F+PB"\VC?ON@]BB2B;S]-B"-9:,8>;B<];J!**GV42&KH
M)R^54(RC+VW__GUIY_[]^_7MUQ^VZ]NW/QJX@$*W/Q+L(OHQA7W]^Q-!)%4J
M1RIDZ>K/,JC(PXCGLKXXN3\-[6=O&T7_2\4`B_8*!N27")?8VT8Q0-`?W_YR
M^\B'2Q+]$^Z+U0RPMXT"V@;*03-PP$`*!P[@1Y(#$0/TTE*IB[%8.<#U#-!;
M$\%,*>$^>]LH!@X"B4$#$S`HQHN/\^,NBD&A:^`@<>QMH\!N#P/Y#%1?;2*X
M3G,#M50H3]2)^(X+!WG.H$'VME$,RL@8/&CPX,'0/CACT.!!&8,@AANNP1D0
M9$"`!5B'V<$T*6-P!C(9Z&,Y]F=P(Z0R4&EP!LN@!"K@A84H0D49I#(8E4AR
M4(:];11#,C*&P,,8S,.1RA@R1(C!5)(A13`/,H/)QWN(A*PSF%6&4!%U#Z&*
M(1G:@VVBR0/<\(Q+VS^$H4.N/"*:^0ZQMXUBZ-`A0Q%LT7&>SWIA4.^=A,(P
MAD2<H4&S!.C:VT8Q=.BP8:@PC"ZTGC>47ZV@:!@[PX(*8J5FJ*894B\!"SNE
MH7)<9&\;14?",#S#V!W6D1V-`I(#I?`=YI?Z]S"-AX5HUS*LHQL3#+2WC:+C
MCPCVME%T&MZQ8Z=.\C*`&@[A\.%`*3HBT1%M1\AV9$)ZH7JXD-C=20L[(J<T
MNO#(!!(AE>$\#-LN;?].G3L':P[OY`6=X1G>F6\F.C.-BW3J/%PJ.@D;U'6B
MMN&!$">I092Y;3@7808=>]LHTM,[I0,ZT^G<&0V[>!/C$NFP@[!`=-8V:0CH
MSFS)X8"/EG(O&13LU%D;S&5C\'#ZPXS@3M<X/3V<4CK1"R$]<-+3PS4BF:Y9
M-TL(<]D8/-P%?X5=NJ!$E_2'NT#X<!<D'T[O`B\D@((7LA@\3`[NT85F<Q^.
MY](NJ$(:<#W,!,EW84D&)]*EYV'2!]_>-HHNBJZA*U]T3:(F@J[ANVM8P07V
MME%T58`.Z++71:@@V3416AUT14I"U:Z.O2YQ]?:V473KVJU;5SS=NW?K`5YW
MT.G6@WQ,=.T.=]<>W7MTZR%Q=W+0=*.2;M0!;W?J[HX^,=U)MSL3T$XL=?7H
M!F%WS'?MH3RF[&VCZ-8CC,0X'MUBO/R99&%O&T7/GCUZP-NC)SL]W8V&::(T
M(X?CGEJI?$\!%?3HX5(R0Z2$\WHYM+>-HN>/"/:V4?1\!,#M>--!BRS[DNRI
M18^PH2YG'J&N1Q[Q6OA6KJ>(]]3`15(/E[UM%"#?!AZP;-J0UZ:-4I2DZ)%'
MV'*'UE$/5ZL2=<MI$W3+W2;H%L4VJF1O&T6;'Q'L;:/`OK8`O,@CIRT9NBE"
MEX&N2[=1HHVV2TH2;;U(556@C31*.Y+VME'04JEM?:2&N-14=D,UJ3%>VU0-
M`H'4MGXSNZGA+JE!QMXVBE3<+U5M6Q>F!F2,1Q,=Z><2.]HZE@=XPR*PMXTB
MM5V[U#0X[=)2TU+;@0B&X*81V2XM+14K!,A`D`;%\&(AM@"7ELJ]TD(=2#+'
MXG1Q.]50`7@<H(J];11I/R+8VT;1!)&6!@=L&OOXHL,T%[";EI8FAQ,ZF=NX
MA9\FSF,Z:!!E;6SB9C:QMXVB29/V[?&TIXN>)N(W89XY(26A>6ULTEX:FS@=
M]K16^_AN+^)-_,XF[>UMH^C0H4,3>`$=F@A`JT-[9CHPS8?'83GZTM2>+V*9
M:M^>RSMHIUSM=1+>6-.>>UQ7!WO;*#IT:`H00T\'"I7FFZN$P8BJ.E#676H[
M:+UTD4H@(8.TK6FP@;UM%$U_1+"WC:)9TZ;-FJ'!"T$>FJ;"Z(T>^DTU%5C6
M<!&_39NI9E,U<IKJ%!H;#+:WC:)9<VINWDP<"31JSAEB`%Y=\U`#5U$%UQ+3
MW$D%GAJ=*^5H[&VC:-ZB>2Q:>%>T),SD4^1GDTK:VT91OT7S^O>@J=^B/HK5
MOZ=%\Q8MZ@-W3XOZS<&I3V']>^[!J$6+%O=`4)\]K(0D%-YS3PM\F,!ZK,6@
M/@9PFFNFA737;Z&E3,)/4M_>-HKZ/R+8VT9!C2WE7"Y:QKKYH678:WE)^S<(
MT+)!R_ON#X/HEJ&:!HWOIM(&5/#0O:T;WR8U#]W%!90-FM"#'B+NO5L3+;&G
M9;C*WC:*!B'<]F!T_P3\YH&'V`FJ[KM#B%8Q]=QS+SL/W7]?/B4(>]LH&C9L
MT!#!MN'M#X7V;Y@(^@E_TQ"G>64/_1ISX#0&'7@::#5?V/-+]!O<"R5"8E&#
MT.R&YK(QN!/0$!ZRZ/RRM?<CH"JF&N)!_!_8X/Y65$\%C?DO6&NL@/O!7U$*
MB]%I2,Y_84]KF@)_/A]D-;%W\@"^[&VC:'0GHQ$^$NCV]]V.4>L'[VM\!^8P
MVXI^W>1RR:]PN?OO!:(1_3R-2*3U0_?==4<CT:6>>UW[;3J1%=G2;'O;*&!>
M37QK`MBMV4C6OXOHQN@^T.HVS-2\G1(/4BD7_>97^)?K(6REGP=[&E'/_=!3
MT_4\1`-:@W=[39Y6DTK9X>GVME'4C`%OUKIF,!U^@L88_9ON[ZH>:-Q8:V7-
M_T[H\?:G7\;M,1,9]K91U*I5JR8\B)HUY?"2_UX3$_0WPUWXI[PQ9'[-NU#U
M_0$>N@T5R$6%H*<UT'?(_MAT-^Y?"W>EF3RWEDZWMXVB5NU:=6K7PJ=6;0!Y
M-+!5;:1^@RO5JGT'_(WWP.TPY0%,W4NU;OL'6_\[9*3MCMIU?DD]=;BGMO:0
M'*;NH$&UL:4VSZS%X27M7SL&M,A=MZ+;^OX`K:K6KDV_VH?JN"KX.^,WH;8[
M\NNI71L$;\.*.EQ^*Q)T!+?:VT91E5&[JJ).U:HT^7:*6GF[/'1KG:KT3YL'
M*<7D+^O^0CNU+=13I\ZMW'-KU:JW5OT/\.KB"`)1<.K@#<;>-@H2JHM/77+<
M(C\CRM_E@:H:_P>DZI)'#76YFX@[\N_!PKI5>9#X-%&GU[6WC:)>O:KPPJE'
M'AQ9Y-]!O%J]N\`#KAH55*M:E__)>#>$U<B39NHDXF?UJMW%/)2SE9YZ,@-E
M@::@FCIP5:UF;QM%M1C0/'9_@7]X?_:;UJWNO;<UQG=3[KY?A*N\-MC_%_@'
MYF=W4T\]X._B'BQIU>K?M+I>M034N]S]J\.#K]NL>O7JU?[-^S<Z2/(_S!_X
```

```
M&23)J\Z-]/+^X/@](*H]K-;J%]I"\_!2:V\;174/-<30/+AKX/E/_N/[8*O;
M,?M3WJIQ=:F2IJ`-_4I!3PU(:`^45+H;?H`:KBD83(2];125*M6H@0=L#70Q
MXOT90/ST]KONNOVGFJ7_B?`09*B*6MDX`JNXIQ*E*M70'HA_VOI>KX73E626
MO6T4E7XX?GY[I<IV51C0<XNX^??:VT91N7(E>E&U,@'O8$[E2I6#V!5)3^6@
MJ+)(:(,(5=:JRI6$)S4>XJ8):6\;18K,2$E![Y;**953**I<F5_D`MR2PGE,
MW:(9YHA.08%01V7))/K8DY*B%-/VME&D7!RW&/DH_(Y;V-SBA4'Z%M^AP%PV
M!E7*\P-(*9\B-Z,*&PA3JE2IHG&5%*R""^F4%*V4I.M$5Y+8`2/@L+Y,Q.8J
M7%.%RJO8VT91_D<$>]LHRE?`!]\*9$&&O?+,2KX"99C3FTM<A"'7)G:49])-
M*2^Y"@%/$O:V452H4)%$*]*I6$%>I9##MZ+0Y$BFHE=:D>.*DE=-C2J*CJ8J
M:HGRU&=O&T6YBA7+E2M7$9YR%1GE$'R+8;JBD.78+^?74:66L*\5Y5QC19U5
M3BZQ%570WC:*<C\(-]HEEP%[VRAN9)0+&]_E6WUARGE.N:#*-99+B$--CDEP
M[6VCN/%F[+P)'KIO`@\#<B2^\>:;`H(X#*@#N%)T4P_WA8JU6ONX5)R;=+#4
MVMM&<5.I!-P4NI+`3='2F[C_)@T2Y*(,1_:V493Z$<'>-HK2C%*E2Y42KU29
M4J7+E"F#1)DR3):!!VR9TG2#+049CLI@#51B>RGTN)RRI<@OA4(H2@3$H(-2
M[.`\U;.WC:(L+526WM)ERY)WO=CKB;F>DO"4!4IK,"HME^0IR3DL"@2OEZBL
M5I?F5N@H6Y9?WL+>-HKKRUX/^K@;@$R`..YZK*2WK+1>GXBR05/X]A(Q"*54
M-G8%K8GA;HCA+H8;@NN&N-X;/,4;\JGQ\C%N%*'D#3&X-C:.E":471MQKR4G
MH>SZ:[U\S'UMM`=U0M/]43&()6-P0_Z.H9%?]@9))>;#<3@J6;(D6GK)*>E\
M#.AQM=<&9:[@VH0"SRE9TBLOJ>5>34DY$I>\UJLI&?9UM3!@^V+%X`6#;DFZ
MB>#8C]#CNY@<;=9<B*?"8JY8]!RA#6YH,%.KB^EV)57,NS3WOQW%Y10K[EEA
MO"PGA.9$<76"#JTO[M=[[<6U'=SB7C:ANKC?&=3XU;H;X;H8XZ[BUZD303&J
MD7PQKP5)UQYPH8@:8Z2EJE@B3\.NB_#7%"]ZS37X%H4`##[DL8]\T6N*7T,Q
M5L&1)-!<>@V67W,-5K$<6.11G1J*%J5^KK\&*RDL6IPG4!]*4B_JB3[.(J%K
M:`EJ9B',8AV%@!)%2Y10KZC.$Y]SFF?:%9?0P.7)<9T4!ZU%78ZS@1]V2@0K
M!:MX&W@S6*1$";]"]D4)`E<%3Q!S9PG5+^$S)72";A.4!0HEBKK?0-&BCM(?
M(RAPHEX]7C_Y25%^"J-'!TF$WH7Q+ERX,)-2XZ*BTJ^-A:F3A2$H*AV%)?*4
MV1:F<IP"$PJSE&I*C?ILW.#"16&+PKA8X<)\B2.W1H'CXR<_2>3YI_1U^&=V
M5'C`3X+AY/H5/W$KQ4V/W>>'HXA=DF]-,KTAY--0!.&\PN@7$4.6,X6+N..T
MN![]4"@:KD.ZI:R(CBP25/E$,(65BSA9EG;%<A=`L&6/R2+B408OY(JPJX[?
MK#P_!?2P#">8*!*:Q:U\N-\O=1=+N0[ABOB+_^]&P8)J\!9;4`DM4AZ]@DP4
M=+Q&KB)H*4#:!6F`5A4L&+A^H:>E+4%'1+9`P4+P%"Q4"!Q$08P*4AMZ>!<J
M*$J%A"R(94QC.745I/:K@;NZX-57XR"JO-II%+JZ4`'*L@C)8`RI`M1_=2$6
MY@6NQC8L+EA0\G2Q'`QB"G6^[_E]5WX.XDD_B"<]N-_$\V#X6=S^S?9HW=,V
ML^UB?-K_ND7F?9WNRVR+)Q-/VXX48_[\?]_1)/V^2G`R[TN_+[U%)WB@!I^V
M"^IN;+#_CO-WI+=P#]3LKE2VZFVU.M1IV`2?]":<:75MJVL'WO#*S2F-4QHW
M;,R6GB;\?'_;]PV\YXZ4AJ&G\<&Z[KE-G^_I8/V;=;RG+CX'ZV;6R*RUV'_J
MX-.I!CZ9-=+EEJ>6/,ZK6/77\%2J6K'J'35^7>/75;^K\EV5BF3YJ5A5'X[W
M5<JNQ-ZY2OOHV0M,=J77*\VG.[O2O)OQ&7;S_$KS`Z]2&MQ#;V;+MSY#X:25
M;5<V[>9V9/%I1_:J<=^&\'=XV,3C[_[E5?U=F_[NG03\/6(19\]^>Q8LW.?/
MG_WV_/EOOSW/+J:`Q@@XO,Z>)0ZRY\^>YRH'8"1W5MAOD<%^C+^5CK/?NB81
M^-OY\W\#?'/^&SCDG/\&R&^`_^9O9Y%'^CQ6??,-.'\[>QY3Y_%\@\Q9>+\Y
MBTWX8BU&6$S)\V>Q\1M4A/L\-L/8O]$(R)^%W'???8/V&[K$4?\[H;X14DJ5
M8=<U<H?F`E(*,><2Y'[WS;ESW\'['9ES$LB-#^.<9KY#BC/GSK%+N>_D=LU<
MS-7?24(TG0+WG,O-Q9><7'&<`9M[[I\:YPHA/;GLG_NG9/YYCOK9.(%<;LEE
MS\52?^["A=R<'#PY%^3.U8#>G-P+N>@!A`('ZBY`(@=3U$X^="*?@PY5YV+3
MUYC-)5GVP'(;%1[_.N?KKW/P?'V<#?AHP<U!'U@"1,?I'"<?FZ`*`ZR@:G&0
MR"$6&:DXKB(Y.32%))!)%E^I\X]$(FE\]=570==7C@O!)TXD)@-HV?$3D:(3
MDCY^0L/($$_ZA.*TWJ>]\!B9TTR<EIA=]23)CO)^#0;'('OZ6)!SI:=/GSIU
MZMBI8PBV>(-WVO/!H#T=Q%HO'$68.G5:NTX%53A!6L7UI+]$'&,#P2DF!!(`
MJ<^70;U7D!B>2DRB>RK0]NI.XH,O78237S)-_)=![J06<*5C3DJ+5'*W+^AB
MZ70.G`,G#P#$G#R))G"%U8(#CG-U)T]RZ4DMH$.<U![0!->[=FKFFC-Y!_(.
MG`'G2-Z!`WEY!XZ`R<-$WA',',@[0S1X1]`Y0EDLR#N3AP"?KC/40\09F4LY
M5#[#96?@H4%GX"!S9/_^(_@`#A\&D[=_/P4>\K0"\UR*+D;[\\C??R0/0TR1
MPU*J<UAUCN0=/G(X#QV'_8<9^SRK5P+VB=F'SKZ_)B02\->+J@38OV_?Y_L^
MQ_=S<MC]W#E>(LCM\VJH>1^IA'3VN=I]%`2LQ%IPZ-"AS^$Y),[GXAXZY&ZI
M\8U6<#*(-.DQ3N40B7\>-)%K_S]D-@X>/'CH$)B_'$0K.$0/)\C!`J(D`=40
MF^))X.#1@_C2\7#4]X[ZU-&#1Y4RQ9/`4=+[XHNC1^&`/<H&J*,T"N*#2GE9
MLK:ZC2\N`[:Z#=39LP>.4]W#AUYF.;]GSYX]004:6]W&GLN`K6[#GI(_;'4;
M>_9\LN>33SX!M4\8>COD0T"?K6XC4?R'P%:WP4I[Z=W%'MF]ZF*T=R\=#U1@
MJ]O8M6OOKKV*7;MVJ>,H?)D/ZB1EJ]O81=B]&XTXZON>^KN#</<5F;_[8MAU
M<<)6M_'9;G@2L5N.IG9_%BK:+=96M_%I$OCL,[[DJ/W45K?Q[KN?PH,O'<2G
MXOA<`(^QU6V`S,Z=.\&\2R8`$6AW:FJG5NRDCBLS?^=EP%:W\<Y.>-XA"XKD
MH]E)!QDB^";R':V_0O,O`[:Z#=7Z^)T$+TQ0]''`$6QU&Q]?!FQU&S&R'QFQ
MXVQU&Q]]]/%'"+8A?.SQON]<6]U&PLP//_3\A%Q`B&.KV_@P2;R?<"-L=1L?
```

```
M?/#^!^\#/D#[`;YJ!!_(PQ522L4?V.HV0.B]]_B\3S<Z?/&+*1>\]YYDB+/5
M;?SQ/7CD94-.@/<\FP!;W<8?WP2A-]_$%]PW`W&-WW1)ER`*'%,\";SI8_.;
M%T="WA1/`IL!?Z8W@C>5_?/F^`);W<;FC9MW;-X(!K%Q!ZB"W0'W#G(V(K6#
MB(U4!>QF)#&PU6V\G;T]^^VW-_YAXQ^RW]Z1O7W[]HW9?]B^_>WMV7#](3M[
MX_;L[1LW9N_8`?<.X#?N>'LC5&5#^1^R;74;F[*S\=T$!BSXY`K%T:9-PKF`
MTME79OZF3=LV;=NVC6XTV^20OVV3ATA@J]O8NG4;O-NVX44N!HRM^DK:6:H'
M:ZO;V'H9L-5M;'UCZQN$K7)K'&!KV-OJ*%O=QLLO;T$IO%YF8(#GY3>VO(PN
MY"5&!BT4;\'+5K?Q\LMO;7D+7[[@(7\+O^QS``;F;B&2<EML=1MO709L=1M_
M2L1;H>NBL-5M_/X'X$\)L:UNX]7?O^HC'#&E7)`3RE:W04+KU_/UZOI78[#^
M5>;#R?579O[Z?/`JO4$05V&KVXA33A:VNHWUKP/6TXO.>GC%U6`]T0$G(1Q;
MW<8KKU\Z;'4;KSB\_HJ-UT.NK6[CE0WP")P3"C8XNV&#H[%K@ZUN8\-EP%:W
M\=J&UUZ#LX'?UR@44&:#<IRF4J+`V.HV7KL,V.HV1&HQ/>1<#(M#MZUN8S$"
MA_.M9G'8"T/+3/$DD,^(I&"*)X%%`%9#9]%B%RZF<#%3Y+KD(@X6F^))8-%E
MP%:W\=QSS[WXG,,B/A[#[HLO.NK%12YCJ]MX+A$O1)A\*VQU&R]<!FQU&R^\
M\#P\P4O'^6*>UXG/!WDXMKJ-YR^&%RZ:?=Y6MP$R2Y:@V!)X\'U^^?-\"[ED
M"5FDES"_A%BPMKJ-)<N7+%F.`&=Y`)^C`G27H,?EY-CJ-I8BEHNAFR\ZRY<N
M)QKL<J[A&V.X;'4;2Y<M7;IL&=K?\;4,'?#H+.5G*=++"$LI0SU79/ZRU:N7
MS6;IV716P[-L-E&S5S.Y&D(B5B]CNYK(9;:ZC=FS5Z]>N7H57H#9J\"L6KU2
MHM5\X;T2P]F`E;^%`JB?O7J5K6YCU<I5JU8"5O&!]Z65+R$%0PB07_62YE=)
M&1!P;'4;+R%6PIGSDIB5ZH!=2:\0:QPMCJUN8\Z:.8"U:$`472#6O$0$4&O6
M($<U:^:L68,K0!61<^;8ZC;6SEFQ8L5:P(HY:^&>@_Z*M6S7$K6"/7R(QX"\
M%;:ZC74KUJU=!UB[%KQU[*]8BR&YG(9A5,%Y2J%CJ]M8]_33Z_!91\[3%*TC
M3P\;OX*=*S,?].;""X![+KO"$3N78ZD*:I&UU6W,O0S8ZC;FSITW=]X\.*2(
M=MX\-X#X>4&$D`*\;74;65E9\^:3<!8^67CK-8]26?,D$HL-Q%V9^?,!6?.S
MZ"9W?I8Z:+.RLER4Y=%X;'4;65D+YL]?L(!6`-$%68P%\&3)]`60SUH`R)I/
M=91;<(7F+V!DR0FB)&"KVWAFP3/X(N0*Q3`EL$$M.5=F/F'A0K+."/M,"`OI
M\7A;W<;"*0OAA0=?/A@],X4\]!=*CL`^<,]`QE:W\>RS4Z;`.P5OM!2R(9_-
M%$EBR!GD;'4;.&DJ/'+CI*G/3J5Q^C-/I9=HKIPBA*UN8ZJ!*;$$L[:ZC2<(
M4Y]03*43Q"X$B^_4J:[JBLV?%LR:YEGG3G-^D`!OFJUN8]IEP%:W,7W:=-*:
M#I!K^C0Z$$R;KL2TZ?QZ]_3IMKJ-Z8P9<L#."&)A9S@2O1EBIL^PU6W,"/"D
M,^(X/Q_8ZC:>9,QXTL*,Z&VKVY@)4C/QG2FZ1,P4=Z8DB9JI!/?,G&FKVY@9
MCUGY\'YBEJUN8]:L63-GS7(6G1'@CG#1K#!F!JDK,G_$#P-L%CBVNHT1(U'-
M,R-UU$BE)'"^XVUU&R,1(^B,&!G"B.",X.R($#]RI*UN8^3(48B1HT:/'#5R
M]&AP1I$VVE&CGD)RY.B1S,$%SU-HR;'5;8R&F:,OBE&Q+@:VNHW18\:@&!FT
M8\:(.T9)%XP9[5$(6]W&F+%CX!T[%F_"6`F9(<?+X#56?5O=1N88>#)1-1,D
M,1I#8S+%9HZAE^G,3"S+U"UL=1N9EP%3/`F,$V32FS\R,\=E2E'F.*FUU6V,
M&S<>'L)X`)GQ%`A-D?J!P;RM;F.\CPD3U!F?X$SP2:5L=1L3%#1\0ACCP^YX
M=W&MK6YCPL0)^+(A1^QC$R8R]3@[G)I(1QIL=1N//_[X8X^'D!#&Y\BQU6V`
M3*]>O;Q#+P\A_W$.>_5B7W*4LM5M3)K4:Q*<7KW@3!)O$D?B@C.IEU9(DHA)
MMKJ-7I,FH_;DR9,G\0:3)P.%`3@$N#&+,X&A<CA(VNHV)O>&!TWOWFS1P#P)
M@Q?+)H?*KLC\WI<!6]U&G]Z]^\\`!PU:D^U`<<'WZN((^:J_,_#Y]'NV3#_)-
M2,I6M_'HHWW@[4,706^'/@';QR^Y,O/[]F/-?NB(>;0?.ASWHWP_)-%AHA\Y
MC]KJ-OKV[]L?W_[]^O=%OV]?&`IQ/W209Q9O9)%3IK^M;F-`_P']0T@(+\;;
MZC8&Q*&_G`'NUB@$6]W&@`$#!Z+60+WI&B@W,VJD3LB!5V3^P$$#?80CB@<E
MTH,&26BKVQB$:H,&>E<4'CTP\`<.LM5M#!HT.&/PH(R,01F#!L,S*&,P`DG@
MF(*07"SE>Q#7V>HVAF1D#!D\!$X&.!D$O@939G#`#,G@`.P0*L^PU6T,&3KD
M8KAHUE:W,10Q9&@8X7B(.[`/6DW8ZC:&#ATV;-A0?-"@CPZ!R*%,<2B%2.*Q
MU6UT[-AQ6,>.9/D.8=BPCE(PC"!UPYBSU6U$9R8/6]W&\$X=.W7J.'QXI^$D
MV0EN>"D83M%P,,B1BU1'NJ%EN*UN`]0[,3H[@U=G]ETLX.+AE.]DJ]OHW#D]
MO7,Z&CK@=NZ4'E"=B<=$9W;8IWQG6]U&^L-1I/MDNC+I7LRPU6T\W`6?+CBB
M"_OI8-`'P%A(P43,/\R)+E1(GJUNHVL7AMX)Z.I="25=K\Q\ARZ!"WZ7*!EA
M;'4;(-.M:_=N:.%TZ]X-T;5;#R+`Z=:C1_>NW<G%D=WQ[D%W]RLROP>C6X\$
M=$OD(Q4]>MCJ-GKT[(EO#[GQP4#IGFS8QXA,#\[8ZC9Z7@9L=1N/].SY"#P]
MY7I$`Z'D.%H,W[:Z#9!N@P\`/'2(8`==2C_R",=4PP#?5K?1YC)@J]MHTZ9M
M6WSI8J,AG+::;=.&C+.4LM5MM(U!*MO4N!RE4ZDFU5:WD1I&VY#;UJ?:JN=8
M6]U&N[1V:6FI::GM4M/2VK5K!ZKMVJ6E0I!*!(2IE,6"5"+2L"@-CZUN(^TR
M8*O;2$MKTJ0)&'SQ2?,)9`AI39JD-0DJI,Y6M]&D/4^@6TY[9?AA$U#T(FQU
M&Z3:H4.')O@TP8/Z'=IWX,$==#05T,L$MMCJ-IH2.C0%/;`N:LI$APZ.Z""@
M')$=;'4;32\#MKJ-9LV:-@,ILFB:T0N'8WXQ)+*I!AA>D?G-FS5KS@\:?)NA
M*Z89)\*ABVUU&\TO`[:ZC?KUFS=OT;S^/?5;U&_1@H[BGA:0N*=^?<C<4[]Y
M_>:0A33<2&'^"LV_=-CJ-EBII3.*4)``R36PU6TT8+1DTU+=P+9LV9(3+1OX
MP,A6M]'@,F"KVVB(:-"@80.P\C3D0)`88XD$IG@2:-CP3GH:\@&081*NAO(*
MW]!Q<)OB2:`1JC9JU.A.=NCRCT(K-,+`5K=1LU%-0"-YR`<'4%,"]!I)CNE&
M'#=J9*O;X#'_7?-28*O;J%FK%KP,]&MRI)<&6E93,^C;ZC9$JP[9VOSR$8_X
```

```
MVK7K2)9X),#8ZC9J![C5\SD(,2'<BBE;W4:=JE5OK1I"G3IJ),:WCO,1MU:M
MC9>M;J-JW;HZJ"Z]=,#4!7`L%5K(-?C8ZC;JU:M:E5]`M7H0UJM6M5Z]:M4@
M`A8>""A1K1X']:@>CZUN`R89J!>ZZWF4K6ZC>O7JU>"E`S8XU?FNSJ,T6UT]
M3-OJ-F!^C1HUJN.#KAR^.*HA1'4M5:*&K6ZC1HU*_%2J@2X=NICF=(T@H$N,
MK6ZCTF7`5K=1&70J@ZFL#[V5F.!,97+EKBQ`QU:WD8)B9-"FA$,X*>IX2*E\
MRRW(V.HV4FY)P3<_W.+9!#(EQ11/`N7+5X&G?'EGJE2I4CX%_93R?"/%--=0
M60JZMKJ-\I<!6]U&^0KE*]`+1VY^*U"&.&;*5W"U%3BPU6U4J`BH4($,7!7<
MQ82+*W*JHD=5L-5M5*Q8#K3+E<-3#OQR"&+808Y+E)('7EO=1CD+-^:?LM5M
MW'AC.7KI^-Z-.%D"C_6R-]KJ-FZ\Z29\X8#1@)F;;RR%OJ30H7.3NC?;ZC9*
ME;JIE(=0$`D3:%O=1OR`Y&"KVRA3JG29,F5*H2U5IDQIN$N7+@5N::!*(0U4
MJ=+XHL'2,AR4OC+S2Y<M?3W)E86G]/5EP91%M^SUX&&*6?Y6?5FN*ROUWD?D
MRX:\LN&XK'\G)LJ&P\B7Z?U8=7ERV1O"WYC/']YWZ*/E27_V/O2->O[J/7[-
M_=KK\;OPL1^43_P<_+77!KDH\N,C<-^<%[!#WYI/Q`VQ[D5PD:_#YU_A?[F=
M/[,>_C:[]Y7VH+*D]R%X_MB[]]%V)Q+VZ5OH3M)]6ET^B5ZR9/CKZ.07TU>_
MK*Z<^Z`[?[*=/\_N-3,;?`"^I/_A]F*2_1'`?:\\]!ESI8H'03']^KG7251Q
MOX49_^OH+A'Z+#I_9)P^*"[?(2]VG7Q[_#IVW.LJBE]7[#KF]"OIKJ7X=>X+
MY?)%]&+7N:^51[^ISBY_OAP_-(Y?,>=OBN-WQJ^A;X_C]\7E^^7RA7'Z<GAQ
M^EAY<6I`"?Z:.'^?G+YO+A\AYX^5DZ9*%97OI9.8^P@VXQKGN2]MERBA'^'6
M#X*7"/=XU6$B_)5MI=W'MXOJ9[[9D7GZJ>^B);QO=ZM<4?WXMZ:=5`D5*^$D
MW`+N8^`E_&^#BU>BL'YI._B<M_^1;_K\=F'YHC=_L;LH?G0;/^<M7_C&UL+:
M0D+ZQ6_)%Y9OC!>6;X-+";^%@T]E>^"984JMEW.?YD[\CK?+%/8NR7E?Y(X.
M_L%?Q?Y!B%$/OE6MG[EV'[0NS!_+EB]5ZUVDB/L$-BMJI=)ND*H5*1)(:&LP
M3+]6K2;XQK1\MUHK]&O71=R7J0NX+UXKX=U!M5=<0(O<-['_OZ.@?.&YH/L,
MM)K0=Z6]CT9+$W^>FCU/J*#W<6C7'OJ4M?HR\.I"!0L5H*\[%Z1O.U]=@+\@
MC=]TYF\V%X*J0O0)YT+XN6?\UG2!JS$JX+X$K="O0.OGG5F)OCL-U87PF]#T
MV6EN@XO_>V0I_%>1_RQU%>#GR=BZOT!<#6Y!.)^U*CL.;XS+5"HS[BKA#P%_
MB\2%X!2`DPM<`8GOA!S6?0U<*ZE3S;]YF@.D[CQPHQ/J"K4.ZIZ%G/(E/'X%
M\#CO5;BW)O27\>K^XO57]/B3TG\>[A*5P_W5O+K:E8/^VAY_>V7NOPONU,K!
M[P=//:C#&'\GOP)_N.3?+]/L+IU3!,[@^\J.&P?G.O"7P/T[.$4DOP/\W7"*
M>KI%Y>CO6F/]ZU!4>O&L:\6]\V7/XE>-[?KS__HYVGH_EWKXJUG@J@+L=;[J
MI'!A_D[@KR+-XE=]?_55_\*_\"_\"__"O_#_'/\74$L#!`H`````*%N?B>J
MN4<W'0```!T````'````875T;W!A;&QO8V%L(&QO860@5&5T4&QE=%`N<'AE
M#0IG;PT*4$L#!!0````(`(-M?B<PC8-=7TH```!@`0`,````5&5T4&QE=%`N
M<'AE[%I]=%55=M_WYK[D)01X,`\:7,G+O8\;\DBI?4G]>-J`%P&)P`P/XT=<
MM9(L#8((I(@.777)[9"0@"\D(EITV?%IDX`V!&30HFMF?&-!&)=CT]:IZ-B:
MF85#_!A-;4(R\-:Z_>USSTT>X:/M'_V/>[/?.6>?O??9>Y]S]MGG0KSZCVKT
M136+2#XG*&B[-90UBH>FY(II-ND*#3C%-EWBJ=ZP_B_U!1O6-3RRJ7ZCOF@]
M?C?5K5F_KG[])OW6]?==K:_:L%%?4M=0MUZOVUA?=RDQ5YXKSY7GRG/EN?)<
M>?Z?G\>W!]>?='Y2&J2W#@3HX('<'%_^/<6:F456P+`M^E;QY1LZJ0P1]=D$
M\_CIAC8N<T?T+"XS^_+']4W+<?DAOPWRVXP`\_=E1>@GI9GC!NU`I484V%T8
M".>.)(5N&@5FX7<GU\\Z=M"(V*20+Y_;GCQ/EF%QQJ)4&BVD&%6``*``H`,B
M@"@@!H@#:@"U@-6`!L!F0`IP`L#\[8`]@"1@'^`@X`A@`-`+.$E*;^'<Q(#C
M-\W^?5E["BL3!PLCB><+9R?8!H6,V6F']J>=V89;UP,:^4M8O\.@2_XOZ#XI
M-$$W*W$896]A2<+0M]%D:M0'G&S31/TD^M@/=D4VS8QT46H^Y<^,=-`(?$JU
M?HNLW,H2*U>AVA:+Z8KA-S]\#6ASY[`ORP^_"5_:OLJ!PDX]HC9U0V*W!O`#
M\@$!0!!@D\_4T5\(*``POQ&PJ4#@MHFVKC9W]\LY_<!N+*VP*/^DW52JD&9^
M8C?^73!C[`*,K9#?+//[E$6D!QF_@)(:EP[\FD_]`F='?&3$FE`[E2B-I*@$
MMJ..\4X)^TV]B:Z%+]'NGD)]@J<TEG+YHLQW-&&`S]2;N0Y[.A*&U8=V"Z$.
M.4>EG!::*>0<[;8M\,9;@*UJ+:T"+_QHU"#YI:K]1I6E!"C2*GBL"5S?[P<=
MUAR56-F*GVDLW@<42*WP\7HUM8A/,2/'R$?)`/,9D858DR5*`26["Y2]W?"#
MH=%L0P<M^^-;Q_4'^XG+@_!I(7Q:0*\>"&*O&#86)F6#MI>RX#NCQ4:I9#/M
M7(S+>^QZQ=TG=C2`_9DBPWJ2]REL:$H$2&LU8DGANU+=)C.VF'B/!&@O_.$3
MMI5!5U-?R'CXGRC,]LS'IJ)<4XN_3$;5/T._V:X?JLI@BS[%K>^@J;)N5$W!
M7OR<"B0==)UBU.I**7QHZMO=_AKT*VM:%=IA7$6W*@'XT8>Q"FC-_O-EZ/L5
MZM0U.JWKT*',_S)](OW$ZQ#^:8-_VH(R)L3'Q1>LOZ=<'1!'X+_=,H[PVBSS
MMPL_NOVN'[\C_9A+-)W;']C;Q-I5Z6@["0=IH#W:COY`::")3EZBGZO</SY>
MF>HV=__JV:1C3=M1C:;96N6)%8VZ$=V&N4H2K]N&K5@<4:+^#%L,VZ;J)'%<
MI>>^=<NJ;23L,57_S@)5VVG'_*3'^LFV<JA0]>W4U>R=T^P<R#^M.]08=:@3
M\$Z4FL`/.A,TKCX^Z-.$_3.FSX[M/,;Y-O#^S=1I.<N!7J:J]K"L9$*[IH`Z
MA(RI6$,#D+-GAROG<F/QGF5[GN(Q(W3!F"F,.0=C1K`73.&+%#FD56!>`T9+
M$O['O)W@>9UA_CZ;SQX]JT_)-@.4/.`X9D69/UOEN78<7X4J8O`,D^DUFG6]
MX[P3_:>ME*]0CNDX.16L!^NPN1FZ8`X$8"\$>`R+1G7F/6Z(^-+4/1VXZ%K8
M$6D1_>^Q3;)/H7=T/Z8SB#6LBG5WE+Z6:SB5I9DO[,8<*CZA*ZF:&:2.`]-!
M-QWRYV._GT#_?.@&^]M@?YLI_6*-FXN_QMKFN0AB?"IJ1%S7>K"6U?&^;`&/
```

```
M"1Z=?G2@D`YEQ!>;+.C1S3$$OC/X_(^X]K>S[!C;[JN\O9AZ;.AYQ&[<^Z9M
M[T59^N]8E['EG?H1>UOSFW9S<Y_=V*;\K3N7EJ*9[:#M0[D+)9\[CE,=;??X
MBIFOL9GQ%LXZ,K&'`'N$_,;FF-&I/X<ZTP)7N@=C/(<Q$AECD*)5)D-:3T>(
MNKH`SX//<19%+42.?2&MZX=HL[]?0;T[Y.OJ"=%+!P"LVT'@6+=#*&WX_7!(
M>XG+UV3Y.LHCD/DF@`*:^6/0<?E3E*D0];",?=#OURA?0<D^VN?9]LM._7F[
MJ1EZ-UL1=]U[]AT$+>QJ9OI#J!_T>#[LU`_"QD.P,3G.QJ.P,=,V3]8)Z/(N
M]#N,/N0QQ'WO`?<ZMW&DO8]Z+^S^%]C\K]+N#X!CG?]-VGU2VON1+#]&^0ED
M_H>TNT_:_1N4IV`WSA/3HHZ]'$M_@+UQ,^HLMQ+E;Y2%84^W>6AO@AV5U-EL
MZ$_"D$:9,S9U,'[>./PDB>>ZBV^2^6=G@OT#^:7>'KT-X]K1J;3);F[K<_),
M(_9;4)Y.*%A'?I1"1NPS_'[9KN$<*:8UY5NM7,0.?_E,*Z(44VZY:3VHB)R)
M^I-$7^UF'GM1/KW]/3\)6L>C]9=;=_NI.)UKFM9V\$Q@G@Z%OC2)UK.B9-TR
MB=Y>Q7SY<HP6P6>O!H[SQMH32DDMCCUZZ$4U@Z^8?E&^M78B>!+E,VN[P9,H
M-^/O*B7Q9:!]\$6B=4\+O>Z8"/EYM#4.^<Z2\IGQ':!=4FZMR,,9_+)2@C.9
M:$UGEI#]H*O3O#S8DD-;8VSWZ>C,6"EX3D?MJASD`%5*2>QS4#WPHA\QILS?
M3-TR-L'/8L\$X,M*.8>7FQ.%;@MK5!YND'1E_H7J7TE92SEV\AHV?!2V$/LQ
M.V'D7EYL35F:R&$4>AEQ,Z`8^BFR5;O[Q_:.9A-QTX[G(1>X19D:)TK0$H/N
MR:.L>R8@7[.I45W:^5/0<9PM0"XQM0:S2'EF.+Y4R:3;!CJ6)_Q8DR=P+8+W
MB6:N[T"=RX1:+<J=JO4BEVVR;%>M3L>98')]%VAM<NO/J$M%_].RW"W+/:#G
M\CF4%'!IGP>?5_\AZDG8F"?/A)])7W&^$Q2X#OJ1E^O(6$QV]C4O(!;[,%>C
M.#W;O`!GN3B<9Z,XBR[$<9R_`.<?PSV5Y=[C<%ZTX;QHPWEQ7KZU&><)SE2S
M/]34/0>V#.+\B!<W==]=;"=Y;CFGX_DU(J<HJB;%6<BY7%#DO,?H]^-RWCTX
MFZ[!V12E?S@PAU['>?\:SOO#%YQ5;8I[UG%L^RZ/D60G3:%PY$F17X019W&7
M(_O(%.)XF#KHKB]C7U`UH@.JR,]C]6I4?0=W+(31Z''D;2FLT3Z1&W*NU!_*
M$?E**?5I1K2/1F2[S%^JACG_QGUB0.+T6(["^$+21:X?CD54.Y:#M3U`Z9`;
MA\S(9\AKW+L`C[');FJSH]GP31<PG0D>,Y^Z&HU(KVK$%JGMZF\[^D/9.\?3
M,?\DZFSD<I?Z68</.1#7C<@A<5^_%[ZQU4Y3H8?#)O:DN[[N5\?65WEXM;([
M[*XQ4WTU8XTQ;S+DF^75CZ+^H/P6P'G%'.1P-SU#P#?J=Q=KNY@O6X[/_=SW
M,?KXGEN#?FX_AG.M1M)>)6EO+W9S084Z]-N+M9XO5VB5Q4V-R!V;**`3O?W'
M/LK"[8CS1L3R*.=YC?:SB#$4>!PEC_4%QF'Y1D3/\L8>E&-GZI-7W*A[=1WU
M1Y\FK&W-Q#IKPSIKPSI#7O4:\JK#%UWCJ\6=U6=RO::X*>F6=K+W@ON935U9
M8]]-/N><B?,G7,6YS7<S=\\M1-;O^H'\"Z/WXF["5<]'?MG&-;DB3](MTURY
MIQT*>'VG'+=ON>PCQ:SPUH*W;W\EZ;VY^M"1LFVSPM.!Z8YK4C?]0CS;;I$I
M<FW&!WUR/&L,]ZK$Q3&OJU9IE0^L<N?R[>M]8CZW8E:6H8_O.#SG9?XN.HQU
MMPQSOPSYY+N2/YLL(6\DY'[_<9Q&_178@';/EY+FQFRW?$Z6?XBL&FLD!AM?
MBA>/\:'>P_H\(V/I'L?=F]Q^&C*Y?_S],2KF.AO[_SCVOWM7NX52FJO3]L1`
M:$>"X]I,>1>8Z-WM:S0E'7I(W'>-U;:2LI]HLVKSR:Q]0KFY)A^YSCIQ-\[S
MXJ&@7ROI:Y6;:R?`AK\O5ZG6O4.#1J_Y.<XIG%TU]RM1U:4U:YY0,FG<>.HW
MROSO\EU6Z/*QXWX/*:`^5[>HO+O@CIWCZ6N9&#]'R+00IW#Y#:"]/Q._`'C&
MN6/,-@9"S<(?9?[C]+MQ<1OQW[W71GW$\4J,(>+5WL17Z.-8J5"73O29H+N*
MCA'?^37RM=K17$G[2L+U_0GLCT6M`\+_BUO#T6.P[6?:@A/9;*_)Y0CZ@CA_
M]>A'I-<>@TX/*9[]0<A@GD?DO!DUTN\-K.\R)%]K#:-V)T)):^MT.[_26IOP
MVOLU>A^^K%>&I'T#H=;$!.02+&,:RZB%O(9&^.ADZP1N;^8YF&1J#5\K9L.D
M+!^EIK@^^@+SY.ICQ/L4A;XQ\D!7YO]:^:_1.+P6$2Z!\=8I7TC<8.@)X9]P
MS0.PI\ZWX`2OB[4E7.KQNR%SOL^5B?51NUC)@P\R;<\3><]B_M9)(:GO='LB
M;-QO&)MQ_-+OQ-QJJ[_+]?WZZE6*O7HBUF`'UEA/J]=OKOX%QDJZZ\QB&9,@
MXWW#:'@/:[L5\_N^I.L!7<\HW9A-]<JOI4W?(1+]7X6V=P^&FKL'D"M@_KI9
MQURYCZ;;V9#_CFY$<2FGXPDQ1U'>(\>[W?5=KYP9M^8N%G]S6%[+^?&#8X=[
MIC\9]>+,L&,)69BCJ5QR#+I8+/#6=2$E-?XNQ#&`VP6DS^"28R/'!(=>BO)^
MG"SMT2.?8^Q.77R/C'0@]^E*&!&VIU/F`L<PMMR+`99S6N[C+VC@$GMKB?Q.
MND#FTG;,1W\JQS/BI]QO=(@9Z=`2=VZ0_Y:3-<6HJE7ZL:XVV3O:1#SAO)A<
MFGQ:PA]+$1^6&G3_!-BW(Y%U?SYBSR*%5DS`.ERJV'&4X$G%.6=>J!CQ/*5=
M7=9Y*9F3:%D3R^'Z_R1G%^2,TL87*9SG&S4+L18?%+)*JFY%?8V(02;\DR>^
M`?Z<_C$C5QZ0<9K/E#>!YWCG^>X$UHC&:P-S<[WTU=7BSN@7/C>JDE3"[0;^
M]GL48RUMI;I<"J_>KCA.F6'C3F9LMI0PW]G63";6+[SY@,+Z@W:_O7HR:+GM
MQID48C['A13OJ<V-BF%O4(S-'8J1V@"?S=BFX.Z"<N\N=?(V$VL<Y=X\F@R;
MEF?$A=D&QZ$@]G*9OTSY2.(?0WYM5!W%6BIK3=G;18Q]W[EUBLO#WY?<[\C'
M08]U:1117P'W;;9;Y'TL1\F5WSL=YS.=8S5_<SD<ZM3=^-N5F`C=YZB(UQ%2
MQ/H=1Q..]A/GH.Y=JXNFPM=,+^8/_:ACO[K[)X;]<[$]RGOQO4E*/N]'OBOR
M?%U%"T6>T(^]^E6(>OI#OIU\WQ3[A[^94"/.$=].#64FCL?59#D`WO\+GU<.
M@F\`-)P/\[V!X\4@VGFRO0`[TY![KC_DW\G?&FS+3_S]E+\U?`4<[C2)3)Q1
MU4MCWQ_<;Q)"UU@S]F?I_I'1>\->\NX)4;4_@3YW[^(^H7KG=XN[SC7X?&#T
M#K(WXSNXKEXT=LEO@UFV4CGG0^.:W!&=^#NA#W:=6\'?;2VZV/=!DD^O_.8:
MI0Z&ME_.=[\US\GX]YSH*+W_`OI;;[X\?>;C_X.%/Q!C]DZS=2YG*-2+,O4G
M"MGD_C^D%*`W/LT.%`7M]L*@W0@(">Z@3?+_)UG\@RC)?<S3OG:Z3+0O_J1S
```

```
M@O;"*4'[/WU/KE>)_QV`?8WGL6_F4N6E^91QT)?US=P^Y?+T+)O'**9OYDZ^
M-"EY>J@9?%P.+)]FIP%^^"`(*(:.DR^CHR?#D^/)BH*W$E`%N!W@0/=O+J.[
M)R.+QG1A:`#O8X`6P&Y`WQ;X8.ZEY?#CW(2QBB[=WP[[C@#Z`#IDU@*2@!2@
M`OWK`6<!O3CH'[\O&HU6W[=A8WV>KG/CAI+[\X"](1I=7+>N7M_P:/U&G"`/
MQ^L>>;A>]%Q[[;75F^HV;IH+AMOJ'WYD73WRI?/1@MBCK7^H_C[&?J_^^_H#
M=4SM/.#<Y[Z?,JS\E&'E6/D6PY^=_[YPUUMW\>_H6[VE^@5^[YJ[=,OR>Y=O
MJ6;8PE#]YZ+-_>F;YRU>N;P(L&7YRN4KE]Z+%S3\5C];\>:-OYJ7GK=RZ>@+
MF@^*IH6O*ZNY^J;%_*Y<[/;$)\8G_L640S.*%Q0ON&F!^RO>Q>[K7.?<F/'.
M*[[IO'?!IQ6C[W7>ZPA@^K>NSG@K^/VT8LNL+64O9+Y7\WOO+'ZWS%HI2_F6
MR7>T5AB>B[<H7!B>-VONK+GA<\8YHU#\NF]AV'O=]L=%;Q2YM;-%'XOW(V#>
M*#I2M$>4;Q3]S0Q^OS]C3]&>L5K1G2@?G>'^NJ7W/@JX<]H=T^Z<<8?XY?<.
M\4OV,#\C(VXA_KRFB_-J8ZTQ],C(:,VCNY!L9*PR<E&:4>DCXQE&+C+TR#A4
M>FAH*#TTG![F`G_\BNH0D.FT@*$T=XF?H6&&8=$][-:&N0;"8<'L4C'/T)!+
MA?:PQ#"A&"WMC3PLR5FP)S0M^00UJ\%_0\-BE*%1Y=RAA@;/G!D</),>Y-^A
MP?30()[TF71Z,,WH(>X"R1F!'V+LF4$P,I()TPP@'^U!FW^'!D4-(M/,>$:*
M$5T"(_G/\-\9[F0:YAU*NYJ<28N!F"SM:C,XJA!CAUAOEB"><_+W7&;KG/?C
M=IT;+4>I,BFX=FY<Q9/EL7H]F<-X@LZ-(<:S9A*.*N`I>19_9\\"('NT)MMN
M\[_;^_(HKZIC74&&@(C*I#*U$.!R"1=S"1$O+Q&Y:)A$&9H&!VAD%)"QF:=F
M4`8!09`&1`$US`%1C-A(,)%!-(Z`*"`RI:%%<YLA:(($7XW[[/,[IZF?P%O/
MNU:^<W;MJJ^JOJINT67,'T<("<GYSCM2>"YDOOM.WW/!*V!6K\"7J=JOQG/<
M;JY=5'-S<\_],Q?O<[D8\$49./]T?B[5_),<Q^92YIQ83@BG;:S#T#G,8+E4
M:+F;*\N<<X0K$S6X<G(NY,+)R;UPX4(N>NCF@LFA%]P+F(44N>`#FWN!TMB`
M]3FY7)U#_;ET<O&5.BK-X1'8@Z476(P8(G"1"][H'!J'+O8@?X&$:,4+K(AU
M7W]]'-^<XW"!@_%QO(Y_30RQ?(D+R(%Z3N?`PPI\YV@Y-<"$X\P=SV'5'.`H
MF>/4D/TZ)X?;<KQY-(E&'->`1HI>#M''%?_X2IRO_B&WLYJALN/_"`(_X54D
M)+R&""Z6\_!5Z/+;OF(XAR-U3AS_RD\$Y4%5J!%Q(D1!="*(7-\)S09U2OGU
M7.[I^3FB3YPX<>P$X31?&)[V`\T2?^QT0&!9$$K/,18Z38P*'3L=R(OD:6GB
M4+G38NDY?8Q)W2&R$W*G3AT#G"9[[-0Q",%%\H10?$D:::K@VM-(D,O)$+B.
M+>ECO8B?$@F5(AGR3IQB:9$[X>9S97@="+_\$MX`$IPZ]F60.:7VU)?0[E<?
M\YM/>?V>EW@'B#+,AL8*CD6*M>YD8$[2??(D.WP+1Q$2R'PI=4%_HLZ7K$'>
MER$]5\^35$>UN5)S)YVLRVBL>QPX>?+``7X#G#QYTGF88H-<J`SKB#\I628/
M>($3$(F37'%2?+_)F^IU''`MKEIK:7K>D0-Y>6?.`)67=R`/[($C><0AD7?F
MR($S1XB7@_8(%U,$>>*/H)-W`(2@&QI1!3(H@#I0?0;,_U#O`8K_![.D<D;$
MD3YS)H^$4)P''SGB!K/0_Z`8;PNU1_8?`1P^S.?(88J.Y(EWY$B>W(>9R3NR
M__#A_<(@L7\_*&@MQNI`AGOVJ^Q^J#UR&!3RB#[,EN<?41F,\W@#&7*81N@"
MLJ!4[L_;M_^OA\-P\;Y]?(#Y*]T)V*?U^YP?YX3)!)U];IJ_QE\/[Z?"_:X\
M\7;X?!\\^++ALV^?$OO0W<?YS_<1H8$PP@5T(.,[6JW!OE!^GROX/%3@8IWV
MN=M`!`Y]?NB0'++.51XIK#M$.G0Q+Y9;7,"U+CCD!7Z5R_OIST-N9(ZWE2I_
M?NC@07X1APYQD/]_S?G!./@7%/X+ZOX%]7'*P4-_.2039>1!)KZ_!*#(T:-'
M#QYEO:-XVVLE#5F31AR4(4?EXMB-OK3]CWYQ\(NCA"]`Z8NC7P#LM9(&ZG[Q
M!:F'\,47!YV'`0VV=HW#%S&PUTH:<?+YPMXV"FC;H^\7>_;0L==*&J']]D0<
M]??0='O;*/8D`*3VV&LEC41Y;TH4]K91Q.G8:R6-./E\86\;Q9Y/!'N<]XF]
M5M(@Y4_VD'5GSR?BZVBY[6VC^"0&]EI)(TX^7]C;1@%M>^%1[,777BMI@#:*
M[]TKTGHQ(2G-V-M&L9>QBR"^O5;2V*O8M3?`KKV[/D$CO$O9VT:Q*\!N?>VU
MDD8@OEM&T/%F[A8&C+UM%+L%NW8'L-=*&KMM!)/M;:/X[+/=GX4`H;U6TG":
M_"8."\^UMXWBTQC8:R6-3S^+&\#L9Y]]&D[;VT;QZ;L.SK772AJ!]J>J#XY.
M^C0\U]XVBG??W8EX=R?>[^)U1?='S7?UT*QW9<K.=V6B,CMWVMM&L3,&]EI)
M(TX^7]C;1O$.8.<[U`XW15=R?Q1GW9WL[=PIU$[A,)"<O6T4[\3`7BMIQ,GG
M"WO;*-[Y&)^//WZ'#<%>*VF\XW19W'.5T:D?7]+^'\?`7BMIQ,GG"WO;*.)T
M[+62!JA]%#<B%O:V48#\1P"Z\(5Y']EK)0T2I@ENQ$=JV?DX".UMH_@H!O9:
M28,%/_PP<<2'"3?!WC:*#S_\\/T/$V"OE31\V0_4>3_B,.QMHW@?\($<=C[X
MP%XK:;`T/BC\`0<TZ`,BA..LO6T4[[]'@.O]]^D%8Z^5-%B<='7`^QR^3XGW
M]$;/WC:*/\;`W"IY)"B_Y]DH;V\;Q9L`:'V3!,A[\X_F5LDC$`\F_)%FJM&A
ME[%_`C;;:R6-&'F>$4>:R\9@,^#/F\.PUTH:GGSB%`]_YF-O&\7&'9OAW;%C
MX^:-8#?#V7$E]P?IS1LW;@1=G(%3P-F($3R;-S.)!?#NL+>-8L?V'=NS=_SA
M[>W9V6]G;\_>B,9>*VF\O7UC]L;L'6_O>#L;-GU[^]OPPKR-?\C>D;T=QL'P
M[.P=VZ$J.WNCO6T4FS9MRL[>A,AVQEXK:8!X-H_(=E8FJ:4$1?:V46S:MFG;
MMMFV;-N&++LALL]=*&BA/SR9W\-KFZ&TR?],E[K^-L56OK0![K:3!JENWHC+K
MZQ2^MFU5$HR];11;8V"OE33BY/.%O6T4;WC8"@]:>ZVD`5N]0:K^&)_R<I>V
M_Y:7W]@"S2\CMM"]Q5XK:9`L3Z`I;VRA&>AN>=D?C3^`O6T46][:LN7EMU[&
M"]XM;Z&QUTH:H,>R;]'9(N&6MY1R_,MOO65O&\5;`?ZDE[U6TG@K.?!H>]LH
M_A0#>ZVD$2>?+^QMH_C3[Z.PUTH:I/<G-G&C0K"WC>)5A]\[SUXK:;SJ(Y@0
MQN\E96\;Q:NOKL?6]9[<>GNMI.'KOIHP:_VKZ]<K2XZ];13K8V"OE314\M6X
M.8FPMXW"-;\>Z-AK)8V8+?.'O6T4L/?KKY.!"V\P]EI)XW66EQ'K>0@==L3E
```

```
M^?:V4;P>`WNMI/'ZZZ_$38B'O6T4K\3`7BMIQ,GG"WO;**(J&S;8:R6-J#R-
MD,/&L?:V46R(@;U6THB3SQ?VME%L>.TU?#>`>8T,P%XK:6Q031;?H#?/I.%N
M_=?L;:-X+0;V6DDC3CY?V-M&L7CQ:XM]#0SLM9*&2B:."$6+A;2WC0+W7\SF
M-787+[;72AJB+<)RN<"+X2=8;"X;@\4QL-=*&G'R^<)<-@:+%R]:1,V+G'<E
M]Q=%D%X$$Q8MTA&+-)!#UMXVBD4QL-=*&G'R^<+>-HKG?"Q"\^)S]EI)`_46
MD>Z+K.Y->I%)24)D;QO%"R]XJN+;:R6-Y^+Q@IOEP]XVBA=B8*^5-.+D\X6]
M;13//_\"O"^(>8&,O5;2(%V1Q?.\6_9YI20/UMXVBN=C8*^5-.+D\X6];11+
MEF`G&';P6F)NE3R>7[*<=4F?Q[#C&#1X+5EN;QO%\B7+`4L`:I<O,;=*'LM)
M$327ZTW^$O+<NYP9>]LHEB]?NGPIO7"6XK5\N;U6TEA.XLOEQ5E,Z"S.+N?I
M]K91+$,L7;J,GJ6_H\A>*VF`*KZ,I<N\@,;^3@E*V=M&L6SVLF6KERV;O9HE
M9Z.QUTH:JTD<9ZR>S>)L(<*)F%1Z]3)[VRA`=]7LU;-7_W8EF-G@SUZ]VEXK
M::P&H/Q*O&>OG/U;\%>M_NUOD5^U<O9*'`G4ZI589&\;Q:J5JU:M6KERY4M@
M5[T$]^J5J^RUDL9*T*8!\*[&,2^MA"$4KN*A*[5@U4I[VRA>4LQ90Q?*VVLE
M#16?(^+@OL2#ULQ9^=*:-1AC0*2];11SUJZ9@P#[TMJU+\U9.V?-&GNMI#%G
MSMJU<Q1KY]`L6!UOW!Q?"K!HK;UM%"O6KE@+F+,"KW5K:9R]5M(`]3FH#](K
M5L"*/`SWQ9C=M<0"86\;Q;IU(+T6+1_%"L]=`9D5DL5-V.&6M12M7;&.:I1?
MRT>(=7KQ6;O"#5CKNK#!WC8*Z'WZ:3Q/TQ2XT$$&'Z(Y_;3>3Z]S/>LT\W0@
M\S2W::N6>SKK_!8W%VY[VRCF0B><N7/GPC5WKKO1"LV&R@1SI8OL7*UZ6GLT
MZ3.DR+Q4SM4:%7W:WC:*N3\BV-M&,6_>O+GST"#`Y4OL/'WF<08]SLV3,G:"
M=JT4S'.B\_3E^GG:*:+49F\;Q;QY6?,(60BZYV7-GS]/7$K/EPI(9-$%SWS*
M9G'=O/DJ,H^JLYQ/HICG3B5(E*KF9VGAO"Q[VRA`>#XTSY]/]WP.Y\^?[P*Q
MPF>I+\C*TF)ALS27I:[?(FZ6*@23\+6WC6)!U@+ZG2R8OP`,/!2@,Q\N3"V@
MLV`!I>;KNP"G`C5_`2VQ@#FJX0;YQ2R@_1=0'!3Q&%X<IRR@"?:V4=!F/Q+8
MVT;Q#&(!O0+T%D@H]P(M"!6Z6(NU#JX$*JA;(&K>/"PBSMXV"E59Z/06!JYF
M%OK\0G87AI,A"670>EU>Z!<ZRMXVBBE3IBQ<N!`,/%/H`)Z9LI"\A<(M1(\J
MGL'H&>:X,<C#)H@I"Y5Y1JJH%;LH.\4-4U%>X)F%]K91@,ZSSTYY=@J^Y+J+
M"?`9R$J9U-,C;7YFBHH$?9ZL=#^KTK(`OO:V44R9,E4>\*:"Z-1G*6('&,XB
M@0Q.H])GITB3_+!3IU(U-4R=XO:<0K5373R5?UE2P?4\!FA[VRAXJ(\I"7$<
MPB53V"3V34DHC58DP-XVBB>>F#J5#EX!HL%4/EC)+?CZ92H0L%3[A%?+!%Q3
M5?6)P+G4_0G3^/"+_C1\`TQSQA%!(5]!)5+3IJGH-$\\J'C"S7Q"=9ZPMXUB
MVH\(]K913)\^;3IBFIYIT]29'@"":8Z8-ITB[7,-2DZ;[NPT$9RN*[IQTX+$
M=*VTMXUBQO09TZ?/F(&&WND839_![@S)3I<4.ZY0,6.&=D[WKJ!&XQD)E#>9
M8&\;Q8P`3T;L19%$"2+),H2];11/*F`2W\ZX*ZA)(`,7NV?X<5`<T@I-"3D`
M>]LHGISY)+QLP+(A9B8S%#^I*7QGSIPI+3-GLN7Q$DE&^)E!1E5F!AL'$]&W
MMXT"Y&;-C&"6D+/BDC%U,UDE5LFQLSP;6VYO&\7,6801LT(8(?1,.3YB.F8F
MW(ER(8R(Y$<(86\;Q8@XS(HC(F1"/DSD6STKL(DU]K91),J',/*BV:`$S,B1
M(^+J?69D8D%B9&\;!7>.),CEP'NY@`B_+ES//X,7>X>O$5[H*PE]2?MC_ZB1
M:D>-\IV18>>I402.GAHY\BDJ?6H4V*=8`!XLX`1F1G+]:(HT1"'L&:7"G'EJ
ME+UM%*-'/S4Z!C&D1XWRZ%&C)#?*E8V2P)7Y]1>!O6T48ZASS!BXQ^#%9@PS
MHR4[6H*`XLNE.3=FM"JX5V2T<8PK#]6+DKUM%&/'CADSEN:@PQ'%8\<J$W!(
M<JEF@]#U<QTU4I7>VJX#>9A*H&-O&\78S+&98U@V$YW,,6,RV>IJ2([E`<IE
MTE".D,ATUUBTF2@%':R7R3N/R13+VIE,9XZA*M8SEXU!YA7"N(O2?G9<OL7F
MLC$8I\B,.#YX;"*56)LI#R5B=?Q:N3)=:&\;!?:.!Y`=-YZL<..(8'<<%4@H
M42CT;JD/M$B/^YD1.TXFCI-6>]LHQON8,#X6(7I"V#@RMC=*3G!V0B1K;QO%
M!,3X"1.".S!)8SS5CY^@5ZA]?,(=2;F$O6T4$R;"PYA([^,83GQ<^8D3)_`C
MQ,2)3#_VF'(3)SPFI5P.>&RBA(\I3PGLY7X="3KPL-!C$^UMHWB<\=CC\0CQ
M$_,I\A%?8W=BA;UM%+T>?[P7/G33I7&O7D+T"J9H-;N2Y?J@TY,**D6Z5Z"C
MRM()K[UM%+UZ39J$;R]Z)]&%A##HR#V)>:Z;I$=R(J']KJ"7"D_2KE[.9RTW
MJ-<D>]LHH'&R#&"QR;UT,!*3)_,&>"93[62M0Q<-U&`#\DA-XHC*)O-VD_DG
MDT&:F$2UDT483"][VRAZ]^X]61[$Y,F3B>`+8S'$398P\*22XLDBI51OT>@=
M:I=68C0OE+UM%+U_1+"WC:)/GSZ]>_<A].[3FRR[Q)+%`&F:T4<.)93N(RI*
M"_JH1N\^ZGLETJ[EX-O;1M$G?SP*#UVQN4M`7)//V=M&\2B@#[UBZ%;/1F(E
M]_;IXY)]`OV$0I?3O+UM%'W[]7OTT;Z/]L.G7]]'(>S'3%\0!.?1OGW1>Q1)
M1-]^FA!'LM",/=Q.>MQ`E53Z*)'4T$]>*J$81U_:_OW[TL[]^_?KVZ\_;->W
M;W\T<`&%;G\DV$7T8PK[^O<G@DBJ5(Y4R-+5GV50D8<1SV5]<7)_&MK/WC:*
M_I>*`1;M%0S(+Q$NL;>-8H"@/[[]Y?:1#Y<D^B?<%ZL98&\;!;0-E(-FX("!
M%`X<P(\D!R(&Z*6E4A=CL7*`ZQF@MR:"F5+"??:V40P<!!*#!B9@4(P7'^?'
M712#0M?`0>+8VT:!W1X&\AFHOMI$<)WF!FJI4)ZH$_$=%P[RG$&#[&VC&)21
M,7C0X,&#H7UPQJ#!@S(&00PW7(,S(,B```NP#K.#:5+&X`QD,M#'<NS/X$9(
M9:#2X`R600E4P`L+482*,DAE,"J1Y*`,>]LHAF1D#(&',9B'(Y4Q9(@0@ZDD
M0XI@'F0&DX_W$`E99S"K#*$BZAY"%4,RM`?;1),'N.$9E[9_"$.'7'E$-/,=
M8F\;Q="A0X8BV*+C/)_UPJ#>.PF%80R).$.#9@G0M;>-8NC08<-081A=:#UO
M*+]:0=$P=H8%%<1*S5!-,Z1>`A9V2D/EN,C>-HJ.A&%XAK$[K",[&@4D!TKA
M.\PO]>]A&@\+T:YE6$<W)AAH;QM%QQ\1[&VCZ#2\8\=.G>1E`#4<PN'#@5)T
```

```
M1*(CVHZ0[<B$]$+U<"&QNY,6=D1.:73AD0DD0BK#>1BV7=K^G3IW#M8<WLD+
M.L,SO#/?3'1F&A?IU'FX5'02-JCK1&W#`R%.4H,H<]MP+L(,.O:V4:2G=TH'
M=*;3N3,:=O$FQB7280=A@>BL;=(0T)W9DL,!'RWE7C(HV*FS-IC+QN#A](<9
MP9VN<7IZ.*5THA=">N"DIX=K1#)=LVZ6$.:R,7BX"_X*NW1!B2[I#W>!\.$N
M2#Z<W@5>2``%+V0Q>)@<W*,+S>8^',^E75"%-.!ZF`F2[\*2#$ZD2\_#I`^^
MO6T4711=0U>^Z)I$301=PW?7L((+[&VCZ*H`'=!EKXM00;)K(K0ZZ(J4A*I=
M'7M=XNKM;:/HUK5;MZYXNG?OU@.\[J#3K0?YF.C:'>ZN/;KWZ-9#XN[DH.E&
M)=VH`][NU-T=?6*ZDVYW)J"=6.KJT0W"[ICOVD-Y3-G;1M&M1QB)<3RZQ7CY
M,\G"WC:*GCU[]("W1T]V>KH;#=-$:48.QSVU4OF>`BKHT<.E9(9(">?U<FAO
M&T7/'Q'L;:/H^0B`V_&F@Q99]B794XL>84-=SCQ"78\\XK7PK5Q/$>^I@8ND
M'BY[VRA`O@T\8-FT(:]-&Z4H2=$CC[#E#JVC'JY6)>J6TR;HEKM-T"V*;53)
MWC:*-C\BV-M&@7UM`7B11TY;,G13A"X#79=NHT0;;9>4)-IZD:JJ0!MIE'8D
M[6VCH*52V_I(#7&IJ>R&:E)CO+:I&@0"J6W]9G93PUU2@XR];12IN%^JVK8N
M3`W(&(\F.M+/)7:T=2P/\(9%8&\;16J[=JEI<-JEI::EM@,1#,%-([)=6EHJ
M5@B0@2`-BN'%0FP!+BV5>Z6%.I!DCL7IXG:JH0+P.$`5>]LHTGY$L+>-H@DB
M+0T.V#3V\46':2Y@-RTM30XG=#*W<0L_39S'=-`@RMK8Q,UL8F\;19,F[=OC
M:4\7/4W$;\(\<T)*0O/:V*2]-#9Q.NQIK?;QW5[$F_B=3=K;VT;1H4.')O`"
M.C01@%:']LQT8)H/C\-R]*6I/5_$,M6^/9=WT$ZYVNLDO+&F/?>XK@[VME%T
MZ-`4((:>#A0JS3=7"8,1576@K+O4=M!ZZ2*50$(&:5O38`-[VRB:_HA@;QM%
MLZ9-FS5#@Q>"/#1-A=$;/?2;:BJPK.$B?ILV4\VF:N0TU2DT-AAL;QM%L^;4
MW+R9.!)HU)PSQ`"\NN:A!JZB"JXEIKF3"CPU.E?*T=C;1M&\1?-8M/"N:$F8
MR:?(SR:5M+>-HGZ+YO7O05._17T4JW]/B^8M6M0'[IX6]9N#4Y_"^O?<@U&+
M%BWN@:`^>U@)22B\YYX6^#"!]5B+07T,X#373`OIKM]"2YF$GZ2^O6T4]7]$
ML+>-@AI;RKE<M(QU\T/+L-?RDO9O$*!E@Y;WW1\&T2U#-0T:WTVE#:C@H7M;
M-[Y-:AZZBPLH&S2A!SU$W'NW)EIB3\MPE;UM%`U"N.W!Z/X)^,T##[$35-UW
MAQ"M8NJYYUYV'KK_OGQ*$/:V431LV*`A@FW#VQ\*[=\P$?03_J8A3O/*'OHU
MYL!I##KP--!JOK#GE^@WN!=*A,2B!J'9#<UE8W`GH"$\9-'Y96OO1T!53#7$
M@_@_L,']K:B>"AKS7[#66`'W@[^B%!:CTY"<_\*>UC0%_GP^R&IB[^0!?-G;
M1M'H3D8C?"30[>^[':/6#][7^`[,8;85_;K)Y9)?X7+WWPM$(_IY&I%(ZX?N
MN^N.1J)+/?>Z]MMT(BNRI=GVME'`O)KXU@2P6[.1K'\7T8W1?:#5;9BI>3LE
M'J12+OK-K_`OUT/82C\/]C2BGONAIZ;K>8@&M`;O]IH\K2:5LL/3[6VCJ!D#
MWJQUS6`Z_`2-,?HWW=]5/="XL=;*FO^=T./M3[^,VV,F,NQMHZA5JU9->!`U
M:\KA)?^])B;H;X:[\$]Y8\C\FG>AZOL#/'0;*I"+"D%/:Z#OD/VQZ6[<OQ;N
M2C-Y;BV=;F\;1:W:M>K4KH5/K=H`\FA@J]I(_097JE7[#O@;[X';8<H#F+J7
M:MWV#[;^=\A(VQVUZ_R2>NIP3VWM(3E,W4&#:F-+;9Y9B\-+VK]V#&B1NVY%
MM_7]`5I5K5V;?K4/U7%5\'?&;T)M=^374[LV"-Z&%76X_%8DZ`ANM;>-HBJC
M=E5%G:I5:?+M%+7R=GGHUCI5Z9\V#U**R5_6_85V:ENHITZ=6[GGUJI5;ZWZ
M'^#5Q1$$HN#4P1N,O6T4)%07G[KDN$5^1I2_RP-5-?X/2-4ECQKJ<C<1=^3?
M@X5UJ_(@\6FB3J]K;QM%O7I5X853CSPXLLB_@WBU>G>!!UPU*JA6M2[_D_%N
M"*N1)\W42<3/ZE6[BWDH9RL]]60&R@)-035UX*I:S=XVBFHQH'GL_@+_\/[L
M-ZU;W7MO:XSOIMQ]OPA7>6VP_R_P#\S/[J:>>L#?Q3U8TJK5OVEUO6H)J'>Y
M^U>'!U^W6?7JU:O]F_=O=)#D?Y@_\#-(DE>=&^GE_<'Q>T!4>UBMU2^TA>;A
MI=;>-HKJ'FJ(H7EPU\#SG_S']\%6MV/VI[Q5X^I2)4U!&_J5@IX:D-`>**ET
M-_P`-5Q3,)@(>]LH*E6J40,/V!KH8L3[,X#XZ>UWW77[3S5+_Q/A(<A0%;6R
M<016<4\E2E6JH3T0_[3UO5X+IRO)+'O;*"K]</S\]DJ5[:HPH.<6<?/OM;>-
MHG+E2O2B:F4"WL&<RI4J![$KDI[*05%ED=`&$:JL594K"4]J/,1-$]+>-HH4
MF9&2@MXME5,JIU!4N3*_R`6X)87SF+I%,\P1G8("H8[*DDGTL2<E12FF[6VC
M2+DX;C'R4?@=M["YQ0N#]"V^0X&Y;`RJE.<'D%(^16Y&%380IE2I4D7C*BE8
M!1?2*2E:*4G7B:XDL0-&P&%]F8C-5;BF"I57L;>-HOR/"/:V492O@`^^%<B"
M#'OEF95\!<HPIS>7N`A#KDWL*,^DFU)><A4"GB3L;:.H4*$BB5:D4[&"O$HA
MAV]%H<F13$6OM"+'%26OFAI5%!U-5=02Y:G/WC:*<A4KEBM7KB(\Y2HRRB'X
M%L-T12'+L5_.KZ-*+6%?*\JYQHHZJYQ<8BNJH+UM%.5^$&ZT2RX#]K91W,@H
M%S:^R[?ZPI3SG')!E6LLEQ"'FAR3X-K;1G'CS=AY$SQTWP0>!N1(?./--P4$
M<1A0!W"EZ*8>[@L5:[7V<:DX-^E@J;6WC>*F4@FX*70E@9NBI3=Q_TT:),A%
M&8[L;:,H]2."O6T4I1FE2I<J)5ZI,J5*ERE3!HDR99@L`P_8,J7I!EL*,AR5
MP1JHQ/92Z'$Y94N17PJ%4)0(B$$'I=C!>:IG;QM%65JH++VERY8E[WJQUQ-S
M/27A*0N4UF!46B[)4Y)S6!0(7B]16:TNS:W04;8LO[R%O6T4UY>]'O1Q-P"9
M`''<]5A);UEIO3X198.F\.TE8A!*J6SL"EH3P]T0PUT,-P37#7&]-WB*-^13
MX^5CW"A"R1MB<&UL'"E-*+LVXEY+3D+9]==Z^9C[VF@/ZH2F^Z-B$$O&X(;\
M'4,CO^P-DDK,A^-P5+)D2;3TDE/2^1C0XVJO#<I<P;4)!9Y3LJ177E++O9J2
M<B0N>:U74S+LZVIAP/;%BL$+!MV2=!/!L1^AQW<Q.=JLN1!/A<5<L>@Y0AO<
MT&"F5A?3[4JJF'=I[G\[BLLI5MRSPGA93@C-B>+J!!U:7]RO]]J+:SNXQ;UL
M0G5QOS.H\:MU-\)U,<9=Q:]3)X)B5"/Y8EX+DJX]X$(1-<9(2U6Q1)Z&71?A
MKRE>])IK\"T*`1A\R&,?^:+7%+^&8JR"(TF@N?0:++_F&JQB.;#(HSHU%"U*
```

```
M_5Q_#5926+0X3Z`^E*1>U!-]G$5"U]`2U,Q"F,4Z"@$EBI8HH5Y1G2<^YS3/
MM"LNH8'+D^,Z*0Y:B[H<9P,_[)0(5@I6\3;P9K!(B1)^A>R+$@2N"IX@YLX2
MJE_"9TKH!-TF*`L42A1UOX&B11VE/T90X$2]>KQ^\I.B_!1&CPZ2"+T+XUVX
M<&$FI<9%1:5?&PM3)PM#4%0Z"DOD*;,M3.4X!2849BG5E!KUV;C!A8O"%H5Q
ML<*%^1)';HT"Q\=/?I+(\T_IZ_#/[*CP@)\$P\GU*W[B5HJ;'KO/#T<1NR3?
MFF1Z0\BGH0C">871+R*&+&<*%W'':7$]^J%0-%R'=$M9$1U9)*CRB6`**Q=Q
MLBSMBN4N@&#+'I-%Q*,,7L@585<=OUEY?@KH81E.,%$D-(M;^7"_7^HNEG(=
MPA7Q%__?C8(%U>`MMJ`26J0\>@69*.AXC5Q%T%*`M`O2`*TJ6#!P_4)/2UN"
MCHAL@8*%X"E8J!`XB((8%:0V]/`N5%"4"@E9$,N8QG+J*DCM5P-W=<&KK\9!
M5'FUTRAT=:$"E&41DL$84@6H_^I"+,P+7(UM6%RPH.3I8CD8Q!3J?-_S^Z[\
M',23?A!/>G"_B>?!\+.X_9OMT;JG;6;;Q?BT_W6+S/LZW9?9%D\FGK8=*<;\
M^?^^HTGZ?97@9-Z7?E]ZBT[P0`T^;1?4W=A@_QWG[TAOX1ZHV5VI;-7;:G6H
MT[`)/NE-.-/JVE;7#KSAE9M3&J<T;MB8+3U-^/G^MN\;>,\=*0U#3^.#==US
MFS[?T\'Z-^MX3UU\#M;-K)%9:['_U,&G4PU\,FNDRRU/+7F<5['JK^&I5+5B
MU3MJ_+K&KZM^5^6[*A7)\E.QJCX<[ZN478F]<Y7VT;,7F.Q*KU>:3W=VI7DW
MXS/LYOF5Y@=>I32XA][,EF]]AL))*]NN;-K-[<CBTX[L5>.^#>'O\+")Q]_]
MRZOZNS;]W3L)^'O$(LZ>_?8L6+C/GS_[[?GSWWY[GEU,`8T1<'B=/4L<9,^?
M/<]5#L!([JRPWR*#_1A_*QUGOW5-(O"W\^?_!OCF_#=PR#G_#9#?`/_-W\XB
MC_1YK/KF&W#^=O8\IL[C^0:9L_!^<Q:;\,5:C+"8DN?/8N,WJ`CW>6R&L7^C
M$9`_"[GOOOL&[3=TB:/^=T)](Z24*L.N:^0.S06D%&+.)<C][IMSY[Z#]SLR
MYR20&Q_&.<U\AQ1GSIUCEW+?R>V:N9BKOY.$:#H%[CF7FXLO.;GB.`,V]]P_
M-<X50GIRV3_W3\G\\QSULW$"N=R2RYZ+I?[<A0NY.3EX<B[(G:L!O3FY%W+1
M`P@%#M1=@$0.IJB=?.A$/@<=JL[%IJ\QFTNR[('E-BH\_G7.UU_GX/GZ.!OP
MT8*;@SZP!(B.TSE./C9!%0980=7B()%#+#)2<5Q%<G)H"DD@DRR^4N<?B432
M^.JKKX*NKQP7@D^<2$P&T++C)R)%)R1]_(2&D2&>]`G%:;U/>^$Q,J>9."TQ
MN^I)DAWE_1H,CD'V]+$@YTI/GSYUZM2Q4\<0;/$&[[3G@T%[.HBU7CB*,'7J
MM':="JIP@K2*ZTE_B3C&!H)33`@D`%*?+X-ZKR`Q/)681/=4H.W5G<0'7[H(
M)[]DFO@O@]Q)+>!*QYR4%JGD;E_0Q=+I'#@'3AX`B#EY$DW@"JL%!QSGZDZ>
MY-*36D"'.*D]H`FN=^W4S#5G\@[D'3@#SI&\`P?R\@X<`9.'B;PCF#F0=X9H
M\(Z@<X2R6)!W)@\!/EUGJ(>(,S*7<JA\ALO.P$.#SL!!YLC^_4?P`1P^#"9O
M_WX*/.1I!>:Y%%V,]N>1O_]('H:8(H>E5.>PZAS).WSD<!XZ#OL/,_9Y5J\$
M[!.S#YU]?TU()."O%U4)L'_?OL_W?8[OY^2P^[ESO$20V^?54/,^4@GI['.U
M^R@(6(FUX-"A0Y_#<TB<S\4]=,C=4N,;K>!D$&G28YS*(1+_/&@BU_Y_R&P<
M/'CPT"$P?SF(5G"('DZ0@P5$20*J(3;%D\#!HP?QI>/AJ.\=]:FC!X\J98HG
M@:.D]\471X_"`7N4#5!':13$!Y7RLF1M=1M?7`9L=1NHLV</'*>ZAP^]S')^
MSYX]>X(*-+:ZC3V7`5O=ACTE?]CJ-O;L^63/)Y]\`FJ?,/1VR(>`/EO=1J+X
M#X&M;H.5]M*[BSVR>]7%:.]>.AZHP%:WL6O7WEU[%;MV[5+'4?@R']1)RE:W
ML8NP>S<:<=3W/?5W!^'N*S)_]\6PZ^*$K6[CL]WP)&*W'$WM_BQ4M%NLK6[C
MTR3PV6=\R5'[J:UNX]UW/X4'7SJ(3\7QN0`>8ZO;`)F=.W>">9=,`"+0[M34
M3JW821U79O[.RX"M;N.=G?"\0Q84R4>SDPXR1/!-Y#M:?X7F7P9L=1NJ]?$[
M"5Z8H.CC@"/8ZC8^O@S8ZC9B9#\R8L?9ZC8^^NCCCQ!L0_C8XWW?N;:ZC829
M'W[H^0FY@!#'5K?Q89)X/^%&V.HV/OC@_0_>!WR`]@-\U0@^D(<KI)2*/[#5
M;8#0>^_Q>9]N=/CB%U,N>.\]R1!GJ]OXXWOPR,N&G`#O>38!MKJ-/[X)0F^^
MB2^X;P;B&K_IDBY!%#BF>!)XT\?F-R^.A+PIG@0V`_Y,;P1O*OOGS?$%MKJ-
MS1LW[]B\$0QBXPY0!;L#[AWD;$1J!Q$;J0K8S4AB8*O;>#M[>_;;;V_\P\8_
M9+^](WO[]NT;L_^P??O;V[/A^D-V]L;MV=LW;LS>L0/N'<!OW/'V1JC*AO(_
M9-OJ-C9E9^.["0Q8\,D5BJ--FX1S`:6SK\S\39NV;=JV;1O=:+;)(7_;)@^1
MP%:WL77K-GBW;<.+7`P86_65M+-4#]96M['U,F"KV]CZQM8W"%OEUCC`UK"W
MU5&VNHV77]Z"4GB]S,``S\MO;'D97<A+C`Q:*-Z"EZUNX^67W]KR%KY\P4/^
M%G[9YP`,S-U").6VV.HVWKH,V.HV_I2(MT+716&KV_C]#\"?$F);W<:KOW_5
M1SAB2KD@)Y2M;H.$UJ_GZ]7UK\9@_:O,AY/KK\S\]?G@57J#(*["5K<1IYPL
M;'4;ZU\'K*<7G?7PBJO!>J(#3D(XMKJ-5UZ_=-CJ-EYQ>/T5&Z^'7%O=QBL;
MX!$X)Q1L<';#!D=CUP9;W<:&RX"M;N.U#:^]!F<#OZ]1**#,!N4X3:5$@;'5
M;;QV&;#5;8C48GK(N1@6AVY;W<9B!`[G6\WBL!>&EIGB22"?$4G!%$\"BP"L
MALZBQ2Y<3.%BILAUR44<+#;%D\"BRX"M;N.YYYY[\3F'17P\AMT77W34BXM<
MQE:W\5PB7H@P^5;8ZC9>N`S8ZC9>>.%Y>(*7CO/%/*\3GP_R<&QU&\]?#"]<
M-/N\K6X#9)8L0;$E\.#[_/+G^19RR1*R2"]A?@FQ8&UU&TN6+UFR'`'.\@`^
M1P7H+D&/R\FQU6TL12P70S=?=)8O74XTV.5<PS?&<-GJ-I8N6[ITV3*TO^-K
M&3K@T5G*SU*DEQ&64H9ZKLC\9:M7+YO-TK/IK(9GV6RB9J]F<C6$1*Q>QG8U
MD<ML=1NS9Z]>O7+U*KP`LU>!6;5ZI42K^<)[)8:S`2M_"P50/WOU*EO=QJJ5
MJU:M!*SB`^]+*U]""H80(+_J)<VODC(@X-CJ-EY"K(0SYR4Q*]4!NY)>(=8X
M6AQ;W<:<-7,`:]&`*+I`K'F)"*#6K$&.:M;,6;,&5X`J(N?,L=5MK)VS8L6*
MM8`5<];"/0?]%6O9KB5J!7OX$(\!>2ML=1OK5JQ;NPZP=BUXZ]A?L19#<CD-
MPZB"\Y1"QU:WL>[II]?ALXZ<IRE:1YX>-GX%.U=F/NC-A1<`]UQVA2-V+L=2
```

```
M%=0B:ZO;F'L9L-5MS)T[;^Z\>7!($>V\>6X`\?."""$%>-OJ-K*RLN;-)^$L
M?++PUFL>I;+F2206&XB[,O/G`[+F9]%-[OPL==!F966Y*,NC\=CJ-K*R%LR?
MOV`!K0"B"[(8"^#)DND+()^U`)`UG^HHM^`*S5_`R)(31$G`5K?QS()G\$7(
M%8IA2F"#6G*NS'S"PH5DG1'VF1`6TN/QMKJ-A5,6P@L/OGPP>F8*>>@OE!R!
M?>">@8RM;N/99Z=,@7<*WF@I9$,^FRF2Q)`SR-GJ-G#25'CDQDE3GYU*X_1G
MGDHOT5PY10A;W<94`U-B"69M=1M/$*8^H9A*)XA="!;?J5-=U16;/RV8-<VS
MSIWF_"`!WC1;W<:TRX"M;F/ZM.FD-1T@U_1I=""8-EV):=/Y]>[ITVUU&],9
M,^2`G1'$PLYP)'HSQ$R?8:O;F!'@26?$<7X^L-5M/,F8\:2%&=';5K<Q$Z1F
MXCM3=(F8*>Y,21(U4PGNF3G35K<Q,QZS\N']Q"Q;W<:L6;-FSIKE+#HCP!WA
MHEEAS`Q25V3^B!\&V"QP;'4;(T:BFF=&ZJB12DG@?,?;ZC9&(D;0&3$RA!'!
M&<'9$2%^Y$A;W<;(D:,0(T>-'CEJY.C1X(PB;;2C1CV%Y,C1(YF#"YZGT))C
MJ]L8#3-'7Q2C8ET,;'4;H\>,03$R:,>,$7>,DBX8,]JC$+:ZC3%CQ\`[=BS>
MA+$2,D..E\%KK/JVNHW,,?!DHFHF2&(TAL9DBLT<0R_3F9E8EJE;V.HV,B\#
MIG@2&"?(I#=_9&:.RY2BS'%2:ZO;&#=N/#R$\0`RXRD0FB+U`X-Y6]W&>!\3
M)J@S/L&9X)-*V>HV)BAH^(0PQH?=\>[B6EO=QH2)$_!E0X[8QR9,9.IQ=C@U
MD8XTV.HV'G_\\<<>#R$AC,^18ZO;`)E>O7IYAUX>0O[C'/;JQ;[D*&6KVY@T
MJ=<D.+UZP9DDWB2.Q`5G4B^MD"01DVQU&[TF34;MR9,G3^(-)D\&"@-P"'!C
M%F<"0^5PD+35;4SN#0^:WKW9HH%Y$@8OEDT.E5V1^;TO`[:ZC3Z]>_>!`X:M
M2/>A..#Z]'$%?=1>F?E]^CS:)Q_DFY"4K6[CT4?[P-N'+H+>#GT"MH]?<F7F
M]^W'FOW0$?-H/W0X[D?Y?DBBPT0_<AZUU6WT[=^W/[[]^_7OBW[?OC`4XG[H
M(,\LWL@BITQ_6]W&@/X#^H>0$%Z,M]5M#(A#?SD#W*U1"+:ZC0$#!@Y$K8%Z
MTS50;F;42)V0`Z_(_(&#!OH(1Q0/2J0'#9+05K<Q"-4&#?2N*#QZ8.`/'&2K
MVQ@T:'#&X$$9&8,R!@V&9U#&8`22P#$%(;E8RO<@KK/5;0S)R!@R>`B<#'`R
M"'P-ILS@@!F2P0'8(52>8:O;&#)TR,5PT:RM;F,H8LC0,,+Q$'=@'[2:L-5M
M#!TZ;-BPH?B@01\=`I%#F>)0"I'$8ZO;Z-BQX[".'<GR'<*P81VE8!A!ZH8Q
M9ZO;B,Y,'K:ZC>&=.G;JU''X\$[#2;(3W/!2,)RBX6"0(Q>ICG1#RW!;W0:H
M=V)T=@:OSNR[6,#%PRG?R5:WT;ES>GKG=#1TP.W<*3V@.A./B<[LL$_YSK:Z
MC?2'HTCWR71ETKV88:O;>+@+/EUP1!?VT\&@#X"QD(*)F'^8$UVHD#Q;W4;7
M+@R]$]#5NQ)*NEZ9^0Y=`A?\+E$RPMCJ-D"F6]?NW=#"Z=:]&Z)KMQY$@-.M
M1X_N7;N3BR.[X]V#[NY79'X/1K<>">B6R$<J>O2PU6WTZ-D3WQYRXX.!TCW9
ML(\1F1Z<L=5M]+P,V.HV'NG9\Q%X>LKUB`9"R7&T&+YM=1L@W08?`'CH$,$.
MNI1^Y!&.J88!OJUNH\UEP%:WT:9-V[;XTL5&0SAM-=NF#1EG*66KVV@;@U2V
MJ7$Y2J=23:JM;B,UC+8AMZU/M57/L;:ZC79I[=+24M-2VZ6FI;5KUPY4V[5+
M2X4@E0@(4RF+!:E$I&%1&AY;W4;:9<!6MY&6UJ1)$S#XXI/F$\@0TIHT26L2
M5$B=K6ZC27N>0+><]LKPPR:@Z$78ZC9(M4.'#DWP:8(']3NT[\"#.^AH*J"7
M"6RQU6TT)71H"GI@7=24B0X='-%!0#DB.]CJ-II>!FQU&\V:-6T&4F31-*,7
M#L?\8DAD4PTPO"+SFS=KUIP?-/@V0U=,,TZ$0Q?;ZC::7P9L=1OUZS=OWJ)Y
M_7OJMZC?H@4=Q3TM('%/_?J0N:=^\_K-(0MIN)'"_!6:?^FPU6VP4DMG%*$@
M`9)K8*O;:,!HR::ENH%MV;(E)UHV\(&1K6ZCP67`5K?1$-&@0<,&8.5IR($@
M,<82"4SQ)-"PX9WT-.0#(,,D7`WE%;ZAX^`VQ9-`(U1MU*C1G>S0Y1^%5FB$
M@:UNHV:CFH!&\I`/#J"F!.@UDAS3C3ANU,A6M\%C_KOFI<!6MU&S5BUX&>C7
MY$@O#;2LIF;0M]5MB%8=LK7YY2,>\;5KUY$L\4B`L=5MU`YPJ^=S$&)"N!53
MMMKJ-.E6KWEHUA#IUU$B,;QWG(VZM6ALO6]U&U;IU=5!=>NF`J0O@6"JTD&OP
ML=5MU*M7M2J_@&KU(*Q7K6J]>M6J000L/!!0HEH]#NI1/1Y;W09,,E`O=-?S
M*%O=1O7JU:O!2P=L<*KS79U':;:Z>IBVU6W`_!HU:E3'!UTY?'%40XCJ6JI$
M#5O=1HT:E?BI5`-=.G0QS>D:04"7&%O=1J7+@*UNHS+H5`9361]Z*S'!F<KD
MREU9@(ZM;B,%Q<B@30F'<%+4\9!2^99;D+'5;:3<DH)O?KC%LPED2HHIG@3*
MEZ\"3_GRSE2I4J5\"OHIY?E&BFFNH;(4=&UU&^4O`[:ZC?(5RE>@%X[<_%:@
M#'',E*_@:BMP8*O;J%`14*$"&;@JN(L)%U?D5$6/JF"KVZA8L1QHERN'IQSX
MY1#$L(,<ER@E#[RVNHUR%F[,/V6KV[CQQG+TTO&]&W&R!![K96^TU6W<>---
M^,(!HP$S-]]8"GU)H4/G)G5OMM5ME"IU4RD/H2`2)M"VNHWX`<G!5K=1IE3I
M,F7*E$);JDR9TG"7+ET*W-)`E4(:J%*E\46#I64X*'UEYI<N6_IZDBL+3^GK
MRX(IBV[9Z\'#%+/\K?JR7%=6ZKV/R)<->67#<5G_3DR4#8>1+]/[L>KRY+(W
MA+\QGS^\[]!'RY/^['WH&_7\U7O\FONUU^-WX6,_*)_X.?AKKPUR4>3'1^"^
M.2]@A[XUGX@;8MV+X")?A\^_PO]R.W]F/?QM=N\K[4%E2>]#\/RQ=^^C[4XD
M[-.WT)VD^[2Z?!*]9,GPU]')+Z:O?EE=.?=!=_YD.W^>W6MF-O@`?$G_P^W%
M)/LC@/M>>>@SYDH5#X)B^O5SKY.HXGX+,_[7T5TB]%ET_L@X?5!<OD->[#KY
M]OAU[+C7512_KMAUS.E7TEU+\>O<%\KEB^C%KG-?*X]^4YU=_GPY?F@<OV+.
MWQ3'[XQ?0]\>Q^^+R_?+Y0OC].7PXO2Q\N+4@!+\-7'^/CE]WUP^0LX?*R=-
ME2HJWTLG,?<1;,8USG-?VBY10C_"K1\$+Q'N\:K#1/@KVTJ[CV\7U<]\LR/S
M]%/?14MXW^Y6N:+Z\6]-.ZD2*E;"2;@%W,?`2_C?!A>O1&']TG;P.6__(]_T
M^>W"\D5O_F)W4?SH-G[.6[[PC:V%M86$](O?DB\LWQ@O+-\&EQ)^"P>?RO;`
M,\.46B_G/LV=^!UOERGL79+SOL@='?R#OXK]@Q"C'GRK6C]S[3YH79@_EBU?
MJM:[2!'W"6Q6U$JEW2!5*U(DD-#68)A^K5I-\(UI^6ZU5NC7KHNX+U,7<%^\
```

```
M5L*[@VJON(`6N6]B_W]'0?G"<T'W&6@UH>]*>Q^-EB;^/#5[GE![^/0KCWT
M*6OU9>#5A0H6*D!?=RY(WW:^N@!_01J_Z<S?;"X$587H$\Z%\'//^*WI`E=C
M5,!]"5JA7X'6SSNS$GUW&JH+X3>AZ;/3W`87__?(4OBO(O]9ZBK`SY.Q=7^!
MN!K<@G`^:U5V'-X8EZE49MQ5PA\"_A:)"\$I`"<7N`(2WPDYK/L:N%92IYI_
M\S0'2-UYX$8GU!5J'=0]"SGE2WC\"N!QWJMP;TWH+^/5_<7KK^CQ)Z7_/-PE
M*H?[JWEUM2L'_;4]_O;*W'\7W*F5@]\/GGI0AS'^3GX%_G#)OU^FV5TZIPB<
MP?>5'3<.SG7@+X'[=W"*2'X'^+OA%/5TB\K1W[7&^M>AJ/3B6=>*>^?+GL6O
M&MOUY__U<[3U?B[U\%>SP%4%V.M\U4GAPOR=P%]%FL6O^O[JJ_Z%?^%?^!?^
MA7_A_SG^+U!+`0(4`!0````(`-AQ?B?5O[K`K@(``&\$```*``````````$`
M(`"V@0````!296%D;64N='AT4$L!`A0`"@`````IVY^)V=6Q\L=````'0``
M``@`````````0`@`+:!U@(``&%U=&]N='-C4$L!`A0`%````@`G&U^)[<Y
MDE1@2@```&`!``P````````````@`+:!&0,``%1E=%!L971.+G!X95!+`0(4
M``H``````*%N?B>JN4<W'0```!T````'`````````$`(`"V@:--``!A=71O
M<&%L4$L!`A0`%````@`@VU^)S"-@UU?2@```&`!``P````````````@`+:!
FY4T``%1E=%!L9710+G!X95!+!08`````!0`%`!<!``!NF```````
`
end
--MESSAGE FILE 241 END: ./1 SCEE/yaroze/announce/000000246html.html


--MESSAGE FILE 242 START: ./1 SCEE/yaroze/announce/000000247html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.announce
Subject: Re: New Game - "TetPlet"
Date: Tue, 30 Nov 1999 20:45:52 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <38443753.183521620@news.playstation.co.uk>
References: <3845245f.178669843@news.playstation.co.uk>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

My apologies if I posted this in the wrong group.

It seems like an "announcement", and scea.yaroze.announce didn't allow
my post (I got an access denied -- maybe because I'm using scee's
server).

Steven
--MESSAGE FILE 242 END: ./1 SCEE/yaroze/announce/000000247html.html


--MESSAGE FILE 243 START: ./1 SCEE/yaroze/announce/000000248html.html
Path: chuka.playstation.co.uk!news
From: "Mark Cance" <mark_cance@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Yaroze Website and Newsgroups
Date: Thu, 2 Mar 2000 10:03:25 -0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <89leea$6j1@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600

On the 31/03/2000 the members Net Yaroze Website and Newsgroups will be
taken of line.
```

SCEE will keep this downtime to a minimum, resuming the services as soon as possible.

It is unlikely that the site and newsgroups will be unavailable for more that 2 weeks, however for additional information or clarification on this matter contact webmaster@scee.sony.co.uk

Thanks for you co-operation.
Mark

--
Mark Cance
Web Guru
Sony Computer Entertainment Europe
www.scee.sony.co.uk

--MESSAGE FILE 243 END: ./1 SCEE/yaroze/announce/000000248html.html

--MESSAGE FILE 244 START: ./1 SCEE/yaroze/announce/000000249html.html
Path: chuka.playstation.co.uk!news
From: "Mark Cance" <mark_cance@scee.sony.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Web Site
Date: Wed, 8 Mar 2000 09:54:26 -0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <8a584l$au52@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600

On the 31/03/2000 the members Net Yaroze Website and Newsgroups will be taken off line.

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Thanks for you co-operation.
Mark

--
Mark Cance
Web Guru
Sony Computer Entertainment Europe
www.scee.sony.co.uk

--MESSAGE FILE 244 END: ./1 SCEE/yaroze/announce/000000249html.html

--MESSAGE FILE 245 START: ./1 SCEE/yaroze/announce/000000250html.html
Path: chuka.playstation.co.uk!debri
From: debri@hetnet.nl (DEnnis Brinkhuis)

Newsgroups: scee.yaroze.announce
Subject: Re: Yaroze Website and Newsgroups
Date: Tue, 14 Mar 2000 06:40:18 +0100
Organization: DEbri
Lines: 5
Message-ID: <1e74cpw.12xlw431ya1wdrN@ipc379b2a6.dial.wxs.nl>
References: <89leea$6j1@chuka.playstation.co.uk>
NNTP-Posting-Host: ipc379b2a6.dial.wxs.nl
X-Newsreader: MacSOUP 2.3

Crap, well.. at least we'll know they'll be back. Thanks for the
announcement, also on the site..

DEnnis..
--MESSAGE FILE 245 END: ./1 SCEE/yaroze/announce/000000250html.html

--MESSAGE FILE 246 START: ./1 SCEE/yaroze/announce/000000251html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <ps_yaroze@scee.net>
Newsgroups:
scee.yaroze.announce,scee.yaroze.beginners,scee.yaroze.event,scee.yaroze.freetal
k.english,scee.yaroze.mydemos,scee.yaroze.problems.internet,scee.yaroze.problems
.mac,scee.yaroze.problems.pc,scee.yaroze.profile,scee.yaroze.programming.2d_grap
hics
Subject: this is a major test..1234
Date: Fri, 1 Sep 2000 16:22:56 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <8oohoc$7h3@chuka.playstation.co.uk>
NNTP-Posting-Host: gbain.wav.scee.sony.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: chuka.playstation.co.uk scee.yaroze.announce:251 scee.yaroze.beginners:955
scee.yaroze.event:187 scee.yaroze.freetalk.english:5768 scee.yaroze.mydemos:526
scee.yaroze.problems.internet:100 scee.yaroze.problems.mac:59
scee.yaroze.problems.pc:215 scee.yaroze.profile:196
scee.yaroze.programming.2d_graphics:1132

--MESSAGE FILE 246 END: ./1 SCEE/yaroze/announce/000000251html.html

--MESSAGE FILE 247 START: ./1 SCEE/yaroze/announce/000000252html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <ps_yaroze@scee.net>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Website and newsgroups up and running!
Date: Fri, 1 Sep 2000 16:39:21 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <8ooin5$7h4@chuka.playstation.co.uk>
NNTP-Posting-Host: gbain.wav.scee.sony.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: chuka.playstation.co.uk scee.yaroze.announce:252
scee.yaroze.freetalk.english:5769

Yes, it's true! During the next couple of weeks we will see how many Net Yaroze members out there who are still active. There are however some things that need to be noted.

1) There is limited technical support (please check support information on website or newsgroups because
it's more then likely that your question has already been answered)
2) There will be no upgrade of the current libraries
3) There will be no replacements for lost "boot discs", "boot memory cards" or "communication cables".
The reason for this is that all left over Net Yaroze stock has been sent back to Japan. There is however, a small quantity of left over stock for Educational purposes.
4) There will be no more OPM Fame Game submissions
5) There will be no more competitions
6) The "Net Yaroze Members in the games industry" list will continue to be updated
7) Please read the FAQ located on the website for more information

I'll check how future repairs of Net Yaroze will be handled and will post a message
when I recieve the answer.

Regards,

Net Yaroze Team

--MESSAGE FILE 247 END: ./1 SCEE/yaroze/announce/000000252html.html

--MESSAGE FILE 248 START: ./1 SCEE/yaroze/announce/000000253html.html
Path: chuka.playstation.co.uk!news
From: "Matt Verran" <matt@frktl.freeserve.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups up and running!
Date: Fri, 1 Sep 2000 18:24:40 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 45
Message-ID: <8ooonk$7h5@chuka.playstation.co.uk>
References: <8ooin5$7h4@chuka.playstation.co.uk>
NNTP-Posting-Host: host213-1-176-156.btinternet.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Xref: chuka.playstation.co.uk scee.yaroze.announce:253
scee.yaroze.freetalk.english:5770

WHOOOO HOOOOO.

...ah, nice to have got that out :)

Anyway, most of the stuf below we already knew right? But I guess it's been stated again to kirb endless discussions about the fame game and why can't we have discs burnt... ad infinitum.

So who's still about then?

> Yes, it's true! During the next couple of weeks we will see how many

> Net Yaroze members out there who are still active. There are however
> some things that need to be noted.
>
> 1) There is limited technical support (please check support information on
> website or newsgroups because
> it's more then likely that your question has already been answered)
> 2) There will be no upgrade of the current libraries
> 3) There will be no replacements for lost "boot discs", "boot memory
cards"
> or "communication cables".
> The reason for this is that all left over Net Yaroze stock has been sent
> back to Japan. There is however, a small quantity of left over stock for
> Educational purposes.
> 4) There will be no more OPM Fame Game submissions
> 5) There will be no more competitions
> 6) The "Net Yaroze Members in the games industry" list will continue to be
> updated
> 7) Please read the FAQ located on the website for more information
>
>
> I'll check how future repairs of Net Yaroze will be handled and will post
a
> message
> when I recieve the answer.
>
> Regards,
>
> Net Yaroze Team
>
>
>
>

--MESSAGE FILE 248 END: ./1 SCEE/yaroze/announce/000000253html.html

--MESSAGE FILE 249 START: ./1 SCEE/yaroze/announce/000000254html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups up and running!
Date: Sat, 2 Sep 2000 00:16:17 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <8opdcd$7h8@chuka.playstation.co.uk>
References: <8ooin5$7h4@chuka.playstation.co.uk>
<8ooonk$7h5@chuka.playstation.co.uk>
NNTP-Posting-Host: th-gt148-163.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Xref: chuka.playstation.co.uk scee.yaroze.announce:254
scee.yaroze.freetalk.english:5773

> So who's still about then?

I'm still about. I don't think the Net Yaroze Active Member's List will
still work from my site. Instead, try going to
http://www.rprince.dircon.co.uk/nyal/ until I get a chance to fix the one on
the NY server (actually come to think of it, it should still work on the NY
server, if it hasn't been deleted, but if it doesn't, use the above URL).

Rikki

--MESSAGE FILE 249 END: ./1 SCEE/yaroze/announce/000000254html.html

--MESSAGE FILE 250 START: ./1 SCEE/yaroze/announce/000000255html.html
Path: chuka.playstation.co.uk!news
From: "pal" <pal_news@hotmail.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups up and running!
Date: 2 Sep 2000 11:17:55 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <01c014cf$4d386060$559124c3@pal-s-omnibook>
References: <8ooin5$7h4@chuka.playstation.co.uk>
NNTP-Posting-Host: nas3-85.aub.club-internet.fr
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.announce:255
scee.yaroze.freetalk.english:5774

Thank you very much George and all of you at SCEE who took the time to set the server back. You know we were all very worried about the future of Yaroze...

I hope that great things will continue to come out of all of us Yarozers to show Sony that they were right with setting up and maintaining the Yaroze program (and make them think about Yaroze2 hehe).

Don't expect to see anything from me in the next two months however - it's exam time and college courses beginning here. But count me as a soon-active member !

Oh, and I have a few requests :
- please upgrade the lib burn cd opm compo... no, just kidding ;)

Btw, anyone knows what's the situation with NY overseas, especially in Japan ?

pal

Quotation of the day :
> It is unlikely that the site and newsgroups will be unavailable for more
> that 2 weeks
(Mark Cance, The Apocalypse, March 8th 2000)

--MESSAGE FILE 250 END: ./1 SCEE/yaroze/announce/000000255html.html

--MESSAGE FILE 251 START: ./1 SCEE/yaroze/announce/000000256html.html
Path: chuka.playstation.co.uk!news
From: "Matt Verran" <matt@frktl.freeserve.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups up and running!
Date: Sat, 2 Sep 2000 13:15:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <8oqqv8$7h9@chuka.playstation.co.uk>
References: <8ooin5$7h4@chuka.playstation.co.uk>
<01c014cf$4d386060$559124c3@pal-s-omnibook>
NNTP-Posting-Host: host62-7-94-89.btinternet.com

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Xref: chuka.playstation.co.uk scee.yaroze.announce:256
scee.yaroze.freetalk.english:5775

> Thank you very much George and all of you at SCEE who took the time to set
> the server back. You know we were all very worried about the future of
> Yaroze...

Seconded!

> I hope that great things will continue to come out of all of us Yarozers
to
> show Sony that they were right with setting up and maintaining the Yaroze
> program (and make them think about Yaroze2 hehe).

Cool stuff is definately on the way, I've seen some of it.

> Btw, anyone knows what's the situation with NY overseas, especially in
> Japan ?

Well the US has been very quiet for a good while, but they were never into
the bedroom games coder idea really, were they? I dunno abut the JP side of
it but I've not been directed towards anything new for ages from them
either.

--MESSAGE FILE 251 END: ./1 SCEE/yaroze/announce/000000256html.html

--MESSAGE FILE 252 START: ./1 SCEE/yaroze/announce/000000257html.html
Path: chuka.playstation.co.uk!news
From: "Mark Naylor" <reaper65@x-stream.co.uk>
Newsgroups:
scee.yaroze.announce,scee.yaroze.beginners,scee.yaroze.event,scee.yaroze.freetal
k.english,scee.yaroze.mydemos,scee.yaroze.problems.internet,scee.yaroze.problems
.mac,scee.yaroze.problems.pc,scee.yaroze.profile,scee.yaroze.programming.2d_grap
hics
Subject: Re: this is a major test..1234
Date: Sun, 3 Sep 2000 20:03:29 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <8ou78t$7p5@chuka.playstation.co.uk>
References: <8oohoc$7h3@chuka.playstation.co.uk>
NNTP-Posting-Host: user49-25.jakinternet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Xref: chuka.playstation.co.uk scee.yaroze.announce:257 scee.yaroze.beginners:956
scee.yaroze.event:188 scee.yaroze.freetalk.english:5780 scee.yaroze.mydemos:527
scee.yaroze.problems.internet:101 scee.yaroze.problems.mac:60
scee.yaroze.problems.pc:216 scee.yaroze.profile:197
scee.yaroze.programming.2d_graphics:1133

Working :)

"George Bain" <ps_yaroze@scee.net> wrote in message
news:8oohoc$7h3@chuka.playstation.co.uk...
>
>

>

--MESSAGE FILE 252 END: ./1 SCEE/yaroze/announce/000000257html.html

--MESSAGE FILE 253 START: ./1 SCEE/yaroze/announce/000000258html.html
Path: chuka.playstation.co.uk!news
From: "Stuart Macdonald" <scmacdonald@cableinetco.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups up and running!
Date: Wed, 6 Sep 2000 08:35:57 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 30
Message-ID: <8p4sgl$qd32@chuka.playstation.co.uk>
References: <8ooin5$7h4@chuka.playstation.co.uk>
<8ooonk$7h5@chuka.playstation.co.uk> <8opdcd$7h8@chuka.playstation.co.uk>
NNTP-Posting-Host: usr151-udd1.cableinet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Xref: chuka.playstation.co.uk scee.yaroze.announce:258
scee.yaroze.freetalk.english:5795

Well, I'm still around.
Been really busy with other projects, but I want to get back to my Yaroze
eventually. If you want to see what I've been up to try
http://www.scmacdonald.pwp.blueyonder.co.uk if the site dosen't work first
time go back later on - Cable internet is useless! was considering a cable
modem, but its a wee bit too dear:)
Might even find time to finish Tanx2 maybe a couple of months from now (I'm
really busy!), but I think I'll be recoding most of it as it's a bit of a
mess!
Went to ECTS on Monday, didn't see any familiar faces though, anyone else
there?

"Rikki Prince" <rprince@dircon.co.uk> wrote in message
news:8opdcd$7h8@chuka.playstation.co.uk...
> > So who's still about then?
>
> I'm still about. I don't think the Net Yaroze Active Member's List will
> still work from my site. Instead, try going to
> http://www.rprince.dircon.co.uk/nyal/ until I get a chance to fix the one
on
> the NY server (actually come to think of it, it should still work on the
NY
> server, if it hasn't been deleted, but if it doesn't, use the above URL).
>
> Rikki
>
>

--MESSAGE FILE 253 END: ./1 SCEE/yaroze/announce/000000258html.html

--MESSAGE FILE 254 START: ./1 SCEE/yaroze/announce/000000259html.html
Path: chuka.playstation.co.uk!news
From: "James Banks" <banksjames@hotmail.com>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups up and running!
Date: Thu, 7 Sep 2000 22:52:22 +0100

Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <8p92oo$pn1@chuka.playstation.co.uk>
References: <8ooin5$7h4@chuka.playstation.co.uk>
<8ooonk$7h5@chuka.playstation.co.uk>
NNTP-Posting-Host: 212.137.181.163
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Xref: chuka.playstation.co.uk scee.yaroze.announce:259
scee.yaroze.freetalk.english:5800

"Matt Verran" <matt@frktl.freeserve.co.uk> wrote in message
news:8ooonk$7h5@chuka.playstation.co.uk...
> WHOOOO HOOOOO.
>
> ...ah, nice to have got that out :)
>
> Anyway, most of the stuf below we already knew right? But I guess it's
been
> stated again to kirb endless discussions about the fame game and why can't
> we have discs burnt... ad infinitum.
>
> So who's still about then?

    I'm still about but I haven't touched the Yaroze dev system for yonks
(that's why my website is at the bottom of the list !!).

James

--MESSAGE FILE 254 END: ./1 SCEE/yaroze/announce/000000259html.html

--MESSAGE FILE 255 START: ./1 SCEE/yaroze/announce/000000260html.html
Path: chuka.playstation.co.uk!news
From: frink@foo.mel.vet.com.au (Prof. Frink)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Website and newsgroups up and running!
Date: 12 Sep 2000 10:17:55 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <85u2bm79ak.fsf@foo.mel.vet.com.au>
References: <8ooin5$7h4@chuka.playstation.co.uk>
NNTP-Posting-Host: foo.mel.vet.com.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
User-Agent: Gnus/5.0807 (Gnus v5.8.7) XEmacs/21.1 (Carlsbad Caverns)
Xref: chuka.playstation.co.uk scee.yaroze.announce:260
scee.yaroze.freetalk.english:5802

I think there must be some sort of psychic connection going on here,
as my Yaroze has been in my cupboard for about a year and just
yesterday I thought 'Hrmm, maybe I'll pull that out and fiddle - I
wonder if the Yaroze server is still there..?' Lo and behold, the
server is back!

Hurrah! But for how long? Can Sony afford to run the server here
even if without the support they used to provide? Yeah, I'm sure they
can :)

Toby.
--MESSAGE FILE 255 END: ./1 SCEE/yaroze/announce/000000260html.html

--MESSAGE FILE 256 START: ./1 SCEE/yaroze/announce/000000261html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <ps_yaroze@scee.net>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Net Yaroze (repairs reminder)
Date: Wed, 22 Nov 2000 14:53:38 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <8vgmrc$7ai3@www.netyaroze-europe.com>
NNTP-Posting-Host: 43.194.204.241
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: chuka.playstation.co.uk scee.yaroze.announce:261
scee.yaroze.freetalk.english:5939

Hi all,

The one year gaurentee for Net Yaroze machines has been over for some time.
If you want your
Net Yaroze repaired, then you should contact the PlayStation Care Line at
0990-998-877. They will
most likely charge for any repairs that are needed.

http://www.netyaroze-europe.com/yaroze/problems/guarent.htm

Regards,

George

--MESSAGE FILE 256 END: ./1 SCEE/yaroze/announce/000000261html.html

--MESSAGE FILE 257 START: ./1 SCEE/yaroze/announce/000000262html.html
Path: chuka.playstation.co.uk!news
From: "Jon Prestidge (Moose)" <jon@surfed.to>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze (repairs reminder)
Date: Wed, 22 Nov 2000 22:37:31 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <8vhhnr$rji1@www.netyaroze-europe.com>
References: <8vgmrc$7ai3@www.netyaroze-europe.com>
NNTP-Posting-Host: host213-1-147-64.btinternet.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.announce:262
scee.yaroze.freetalk.english:5941

Good to know it can be fixed though if it goes wrong, all the same.

Cheers,

Jon

--MESSAGE FILE 257 END: ./1 SCEE/yaroze/announce/000000262html.html

--MESSAGE FILE 258 START: ./1 SCEE/yaroze/announce/000000263html.html
Path: chuka.playstation.co.uk!news
From: frink@foo.mel.vet.com.au (Prof. Frink)
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze (repairs reminder)
Followup-To: scee.yaroze.announce
Date: 24 Nov 2000 18:05:33 +1100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <8566ldkfya.fsf@foo.mel.vet.com.au>
References: <8vgmrc$7ai3@www.netyaroze-europe.com> <8vhhnr$rji1@www.netyaroze-europe.com>
NNTP-Posting-Host: foo.mel.vet.com.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
User-Agent: Gnus/5.0807 (Gnus v5.8.7) XEmacs/21.1 (Carlsbad Caverns)
Xref: chuka.playstation.co.uk scee.yaroze.announce:263 scee.yaroze.freetalk.english:5945

"Jon Prestidge (Moose)" <jon@surfed.to> writes:

> Good to know it can be fixed though if it goes wrong, all the same.
>

Yeah, if you're in the UK... lucky the PSX is a sturdy little bugger. :)

Toby.

--MESSAGE FILE 258 END: ./1 SCEE/yaroze/announce/000000263html.html

--MESSAGE FILE 259 START: ./1 SCEE/yaroze/announce/000000264html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <ps_yaroze@scee.net>
Newsgroups: scee.yaroze.announce
Subject: Re: Net Yaroze (repairs reminder)
Date: Fri, 24 Nov 2000 08:41:19 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <8vla15$qoh2@www.netyaroze-europe.com>
References: <8vgmrc$7ai3@www.netyaroze-europe.com> <8vhhnr$rji1@www.netyaroze-europe.com> <8566ldkfya.fsf@foo.mel.vet.com.au>
NNTP-Posting-Host: 43.194.204.241
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400

Hi there,

Just contact the PlayStation Careline in Australia. The contact details are
located in every game manual from every country that sells PlayStation.

George

"Prof. Frink" <frink@foo.mel.vet.com.au> wrote in message
news:8566ldkfya.fsf@foo.mel.vet.com.au...
> "Jon Prestidge (Moose)" <jon@surfed.to> writes:
>
> > Good to know it can be fixed though if it goes wrong, all the same.
> >
>
> Yeah, if you're in the UK... lucky the PSX is a sturdy little
> bugger. :)
>
> Toby.
>

--MESSAGE FILE 259 END: ./1 SCEE/yaroze/announce/000000264html.html

--MESSAGE FILE 260 START: ./1 SCEE/yaroze/announce/000000265html.html
Path: chuka.playstation.co.uk!news
From: "NiK" <nik@nick00.demon.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Anybody out there ...
Date: Fri, 22 Dec 2000 23:38:49 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <923d3m$7a62@www.netyaroze-europe.com>
NNTP-Posting-Host: nick00.demon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200

Hi everyone (anyone),

Just wanted to see how many people are taking an active role in yaroze
development.

NiK

--MESSAGE FILE 260 END: ./1 SCEE/yaroze/announce/000000265html.html

--MESSAGE FILE 261 START: ./1 SCEE/yaroze/announce/000000266html.html
Path: chuka.playstation.co.uk!news
From: "Nigel Critten" <Nigel@gamewarenospam.demon.co.uk>
Newsgroups: scee.yaroze.announce
Subject: Re: Anybody out there ...
Date: Fri, 29 Dec 2000 20:52:25 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <92itk2$l4b2@www.netyaroze-europe.com>
References: <923d3m$7a62@www.netyaroze-europe.com>
NNTP-Posting-Host: user-139-169.jakinternet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400

not the best newsgroup to watch for activity you would be better of in
scee.yaroze.freetalk.english of something.

But I'm still active http://www.netyaroze-europe.com/~ncritten/

Nigel :)

"NiK" <nik@nick00.demon.co.uk> wrote in message
news:923d3m$7a62@www.netyaroze-europe.com...
> Hi everyone (anyone),
>
> Just wanted to see how many people are taking an active role in yaroze
> development.

--MESSAGE FILE 261 END: ./1 SCEE/yaroze/announce/000000266html.html

--MESSAGE FILE 262 START: ./1 SCEE/yaroze/announce/000000267html.html
Path: chuka.playstation.co.uk!news
From: "Webmaster" <webmaster@scee.sony.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Netyaroze server downtime
Date: Wed, 14 Mar 2001 10:44:14 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <98ni95$16i2@www.netyaroze-europe.com>
NNTP-Posting-Host: 43.193.234.96
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:6386
scee.yaroze.announce:267

Hi

We will be moving the netyaroze web site and newsgroup to a new (more secure
and reliable!) host.
The server will be offline Thursday morning (14th March) and probably won't
be back until Friday sometime.

Once it's back up and running, only the news and web services will be
available, the ftp is going to take a little while longer to sort.

Thanks
Webmaster

--MESSAGE FILE 262 END: ./1 SCEE/yaroze/announce/000000267html.html

--MESSAGE FILE 263 START: ./1 SCEE/yaroze/announce/000000268html.html
Path: chuka.playstation.co.uk!news
From: "Tones" <tony@webbed-fingerz.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Re: Netyaroze server downtime
Date: Wed, 14 Mar 2001 13:04:22 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <98nq88$16i3@www.netyaroze-europe.com>
References: <98ni95$16i2@www.netyaroze-europe.com>
NNTP-Posting-Host: 193.82.133.57
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:6387

scee.yaroze.announce:268

Thanks for letting us know!

Tones

"Webmaster" <webmaster@scee.sony.co.uk> wrote in message
news:98ni95$16i2@www.netyaroze-europe.com...
> Hi
>
> We will be moving the netyaroze web site and newsgroup to a new (more
secure
> and reliable!) host.
> The server will be offline Thursday morning (14th March) and probably
won't
> be back until Friday sometime.
>
> Once it's back up and running, only the news and web services will be
> available, the ftp is going to take a little while longer to sort.
>
> Thanks
> Webmaster
>
>

--MESSAGE FILE 263 END: ./1 SCEE/yaroze/announce/000000268html.html

--MESSAGE FILE 264 START: ./1 SCEE/yaroze/announce/000000269html.html
Path: chuka.playstation.co.uk!news
From: "Steve Loughran" <Steve_Loughran@scee.sony.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Re: Netyaroze server downtime
Date: Fri, 16 Mar 2001 10:44:35 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <98sqro$6f1@www.netyaroze-europe.com>
References: <98ni95$16i2@www.netyaroze-europe.com> <98nq88$16i3@www.netyaroze-
europe.com>
NNTP-Posting-Host: camnt001.camb.scee.sony.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:6394
scee.yaroze.announce:269

It lives!!! Its alive.... Just doing an internal test...

Steve

--MESSAGE FILE 264 END: ./1 SCEE/yaroze/announce/000000269html.html

--MESSAGE FILE 265 START: ./1 SCEE/yaroze/announce/000000270html.html
Path: chuka.playstation.co.uk!news
From: "Steve Loughran" <Steve_Loughran@scee.sony.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.announce
Subject: Re: Netyaroze server downtime
Date: Fri, 16 Mar 2001 12:06:31 -0000
Organization: PlayStation Net Yaroze (SCEE)

Lines: 23
Message-ID: <98svlc$6f2@www.netyaroze-europe.com>
References: <98ni95$16i2@www.netyaroze-europe.com>
NNTP-Posting-Host: camnt001.camb.scee.sony.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:6395
scee.yaroze.announce:270

Hi all

The Netyaroze Server has now been moved to a new host (more secure and
stable) and is back online for web and news access.

FTP access will take a while to get sorted out so please be patient, but
I`ll announce in this newsgroup when it is available again.

--

Steve

Steve Loughran, Network Infrastructure Manager
Sony Computer Entertainment Europe (Cambridge)
Home Page -> http://sl.scee.sony.co.uk/
Yamaha YZF1000R Thunderace
ICQ#: 12666311 (Work), 104426046 (Laptop)
Team Waste - Where do you want to go wrong today?

--MESSAGE FILE 265 END: ./1 SCEE/yaroze/announce/000000270html.html

--MESSAGE FILE 266 START: ./1 SCEE/yaroze/announce/000000271html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <net_yaroze@scee.net>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Net Yaroze Repairs
Date: Wed, 25 Jul 2001 13:23:30 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <9jme8t$ect4@www.netyaroze-europe.com>
NNTP-Posting-Host: 43.193.234.101
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: chuka.playstation.co.uk scee.yaroze.announce:271
scee.yaroze.freetalk.english:6827

Hi all,

The one year gaurentee for Net Yaroze machines has been over for some time.
If you want your Net Yaroze repaired, then you should contact the
PlayStation Care Line at
0990-998-877. They will most likely charge for any repairs that are needed.

http://www.netyaroze-europe.com/yaroze/problems/guarent.htm

Regards,

George

--MESSAGE FILE 266 END: ./1 SCEE/yaroze/announce/000000271html.html

--MESSAGE FILE 267 START: ./1 SCEE/yaroze/announce/000000272html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@eidosnet.co.uk>
Newsgroups: scee.yaroze.announce,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Repairs
Date: Wed, 25 Jul 2001 13:36:56 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <9jmena$ect6@www.netyaroze-europe.com>
References: <9jme8t$ect4@www.netyaroze-europe.com>
NNTP-Posting-Host: cvx-213-48-80-234-haw.cableinet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: chuka.playstation.co.uk scee.yaroze.announce:272
scee.yaroze.freetalk.english:6829

The number for the PS Care Line is 08705 998877.

cheers
Derek

"George Bain" <net_yaroze@scee.net> wrote in message
news:9jme8t$ect4@www.netyaroze-europe.com...
>
> Hi all,
>
> The one year gaurentee for Net Yaroze machines has been over for some
time.
> If you want your Net Yaroze repaired, then you should contact the
> PlayStation Care Line at
> 0990-998-877. They will most likely charge for any repairs that are
needed.
>
> http://www.netyaroze-europe.com/yaroze/problems/guarent.htm
>
> Regards,
>
> George
>
>

--MESSAGE FILE 267 END: ./1 SCEE/yaroze/announce/000000272html.html

--##############
--##############

--##############
--START NEWSGROUP FOLDER: ./1 SCEE/yaroze/beginners
--##############

--MESSAGE FILE 268 START: ./1 SCEE/yaroze/beginners/000000001html.html
Path: chuka.playstation.co.uk!news
From: Jamie Stanley <cmsjstan@livjm.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: can i *change* my password..?
Date: Mon, 17 Mar 1997 09:12:14 -0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <332D18FE.3365@livjm.ac.uk>
NNTP-Posting-Host: cmsc26.cms.livjm.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win16; I)

Err... .. . i want to know how to go about changing my password...?
thanks
cmsjstan@livjm.ac.uk
--MESSAGE FILE 268 END: ./1 SCEE/yaroze/beginners/000000001html.html

--MESSAGE FILE 269 START: ./1 SCEE/yaroze/beginners/000000002html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: changing password
Date: Mon, 17 Mar 1997 10:51:50 +0000
Organization: SCEE
Lines: 12
Message-ID: <332D2246.3637@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

No.

Call me evil if you like but we want to make sure that all the vital
stuff works first - like ftp needs fixing and some people are having
problems with cgi generated pages.

Maybe sometime in the future then.

Laters,

Laura
--MESSAGE FILE 269 END: ./1 SCEE/yaroze/beginners/000000002html.html

--MESSAGE FILE 270 START: ./1 SCEE/yaroze/beginners/000000005html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: IMPORTANT: COMPATIBILITY REQUIREMENTS FOR TELEVISIONS
Date: Wed, 19 Mar 1997 13:37:22 +0000
Organization: SCEE
Lines: 23
Message-ID: <332FEC12.4D38@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

IMPORTANT: COMPATIBILITY REQUIREMENTS FOR TELEVISIONS

We have received reports of possible compatibility issues where the Net Yaroze PlayStation and a PC are used in conjunction with televisions which are not suitable for connecting to earth. This configuration may result in damage to your Net Yaroze PlayStation and/or television. Damage may occur where the TV and PC are plugged in but not switched on.

Please ensure that the television you are using is suitable for connecting to earth, consult the television manufacturer for advice and/or SCEE.

Where your television is not a model suitable for connecting to earth we would be happy to refund the money paid for the Net Yaroze Starter Kit on its receipt at SCEE's offices. SCEE will either arrange for a courier to pick up the Net Yaroze Starter Kit or reimburse postage costs.

If you require further information contact us at the usual addresses/numbers (available from - http://www.playstation.co.uk/yaroze/)

SCEE
--MESSAGE FILE 270 END: ./1 SCEE/yaroze/beginners/000000005html.html

--MESSAGE FILE 271 START: ./1 SCEE/yaroze/beginners/000000006html.html
Path: chuka.playstation.co.uk!news
From: Jamie Stanley <cmsjstan@llivjm.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: HELP (again :) ... .. the *.gz files
Date: Fri, 21 Mar 1997 12:18:02 -0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <33328A8A.2C28@llivjm.ac.uk>
NNTP-Posting-Host: cmsc25.cms.livjm.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win16; I)

Hi there... err call me Gumple... but when a do a GZIP -D <file>.gz i get the file but its like overrights the orig. filename (minus the .gz) and the file just looks a mess...

theres weird stuff at the beginning and then the AUTO file for siocons and then some more stuff then some code... i think that its NOT creating all the separte files just sorta appending them...   .. ..

any help... *MUCH APPREACHIATED*
thanks - jamie... cmsjstan@livjm.ac.uk
--MESSAGE FILE 271 END: ./1 SCEE/yaroze/beginners/000000006html.html

--MESSAGE FILE 272 START: ./1 SCEE/yaroze/beginners/000000007html.html
Path: chuka.playstation.co.uk!news
From: James Undery <jeundery@glam.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: HELP (again :) ... .. the *.gz files
Date: Fri, 21 Mar 1997 13:20:42 -0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17

Message-ID: <3332FBA8.1B18@glam.ac.uk>
References: <33328A8A.2C28@llivjm.ac.uk>
NNTP-Posting-Host: 193.63.132.194
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.0b2 (Win16; I)
X-Priority: 3 (Normal)

Jamie Stanley wrote:

  Hi there... err call me Gumple... but when a do a GZIP -D <file>.gz
  i get the file but its like overrights the orig. filename (minus the

  .gz) and the file just looks a mess...

  any help... *MUCH APPREACHIATED*
  thanks - jamie... cmsjstan@livjm.ac.uk

I would suggest trying 'winzip' which is available from www.winzip.com
or a lot of other shareware sites. The latest version recognises a large
selection of compression formats, and has a simple windows interface.

James

--MESSAGE FILE 272 END: ./1 SCEE/yaroze/beginners/000000007html.html

--MESSAGE FILE 273 START: ./1 SCEE/yaroze/beginners/000000008html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: HELP (again :) ... .. the *.gz files
Date: Fri, 21 Mar 1997 17:44:53 +0000
Organization: SCEE
Lines: 24
Message-ID: <3332C915.4F9F@interactive.sony.com>
References: <33328A8A.2C28@llivjm.ac.uk> <3332FBA8.1B18@glam.ac.uk>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

James Undery wrote:
>
> Jamie Stanley wrote:
>
>   Hi there... err call me Gumple... but when a do a GZIP -D <file>.gz
>   i get the file but its like overrights the orig. filename (minus the
>
>   .gz) and the file just looks a mess...
>
>   any help... *MUCH APPREACHIATED*
>   thanks - jamie... cmsjstan@livjm.ac.uk
>
> I would suggest trying 'winzip' which is available from www.winzip.com
> or a lot of other shareware sites. The latest version recognises a large
> selection of compression formats, and has a simple windows interface.
>
> James

yep,

Try winzip which came as part of your net Yaroze Starter Kit or see
http://www.winzip.com

Laura
--MESSAGE FILE 273 END: ./1 SCEE/yaroze/beginners/000000008html.html

--MESSAGE FILE 274 START: ./1 SCEE/yaroze/beginners/000000009html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: TV CRISIS OVER
Date: Fri, 21 Mar 1997 17:51:45 +0000
Organization: SCEE
Lines: 14
Message-ID: <3332CAB1.31DD@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

The suspected TV compatibility crisis is over.

:-) Good News

It would seem that the Member who had a problem with his TV when he
connected it up to his PC via his Net yaroze PlayStation had some dodgy
wiring on his plug socket.

It was this that caused the problem and not the type of TV.

As far as we know there shouldn't be any compatibility problems with
TVs.

Laura
--MESSAGE FILE 274 END: ./1 SCEE/yaroze/beginners/000000009html.html

--MESSAGE FILE 275 START: ./1 SCEE/yaroze/beginners/000000010html.html
Path: chuka.playstation.co.uk!news
From: "Russ Williams" <russ@algorithm.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: HELP (again :) ... .. the *.gz files
Date: 21 Mar 1997 23:29:13 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <01bc3650$4e767180$b756dec2@algorithm>
References: <33328A8A.2C28@llivjm.ac.uk>
NNTP-Posting-Host: algorithm.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Jamie Stanley <cmsjstan@llivjm.ac.uk> wrote in article
<33328A8A.2C28@llivjm.ac.uk>...
> Hi there... err call me Gumple... but when a do a GZIP -D <file>.gz
> i get the file but its like overrights the orig. filename (minus the
> .gz) and the file just looks a mess...

It should do this. It's best to work on a copy of the orignal file...

> theres weird stuff at the beginning and then the AUTO file for siocons
> and then some more stuff then some code... i think that its NOT creating
> all the separte files just sorta appending them...   .. ..

This is called a TAR file (basically it's just text representations of a group of files joined together). What you need to do is rename the file to (whatever).TAR then use
    tar xvf (whatever).TAR
to extract it.

BTW - the version of GZIP I use will rename .TGZ files to .TAR after decompressing, so it's probably possible to rename first to a TGZ file then GZIP and detar.

Russ
--MESSAGE FILE 275 END: ./1 SCEE/yaroze/beginners/000000010html.html

--MESSAGE FILE 276 START: ./1 SCEE/yaroze/beginners/000000011html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: tuto0 and tuto1 Contents Reversed
Date: Tue, 25 Mar 1997 17:29:02 +0000
Organization: SCEE
Lines: 29
Message-ID: <33380B5E.41CA@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

25th March 1997
tuto0 and tuto1 Contents Reversed

SCEI (Japan) report the following.........

In the document, "batch0", "batch1", "tuto0.c", and "tuto1.c" under the folder
"\psx\quick\" stored in the Development disc the programs were described as follows;

Tuto0 (called by batch0) prints 'Hello World!' to the SIOCONS console on the PC....
Tuto1 (called by batch1) prints 'Hello World!' to the TV screen.

The actual contents of "tuto0" and "tuto1" ("batch0" and "batch1") are reversed on the boot disc.

File names in the boot disc should have been changed to correct this inconsistency.
In order to get the discs made in time for launch we could not change the file names.

We do not think this would become a critical problem but would like you to make
an announcement in order to reduce inquires from Members.

Laura
--MESSAGE FILE 276 END: ./1 SCEE/yaroze/beginners/000000011html.html

--MESSAGE FILE 277 START: ./1 SCEE/yaroze/beginners/000000012html.html

Path: chuka.playstation.co.uk!news
From: sceetech <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Using Count - the number of accesses to your Home page
Date: Wed, 02 Apr 1997 18:02:17 +0100
Organization: SCEE
Lines: 4
Message-ID: <33429119.714B@interactive.sony.com>
Reply-To: ps_yaroze@interactive.sony.com
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Incidentally, if anyone wants to use the more sophisticated facilities
of "Count" (the .CGI program provided in your default home page), have a
look at
http://www.playstation.co.uk/yaroze_scei/Beginner/MemberHome/counter/docs/
Count.html#refr
--MESSAGE FILE 277 END: ./1 SCEE/yaroze/beginners/000000012html.html

--MESSAGE FILE 278 START: ./1 SCEE/yaroze/beginners/000000013html.html
Path: chuka.playstation.co.uk!news
From: =?iso-8859-1?Q?Hans=2DJ=FCrgen?= Schmid <hans@hypemeister.bb.bawue.de>
Newsgroups: scee.yaroze.beginners
Subject: GDB or How do I debug my programs with the GNU utilities
Date: Fri, 18 Apr 1997 19:14:08 +0200
Organization: Mindmap Computersysteme GmbH
Lines: 10
Message-ID: <3357ABE0.7F736B32@hypemeister.bb.bawue.de>
NNTP-Posting-Host: hypemeister.bb.bawue.de
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (X11; I; Linux 2.0.29 i586)

I do not know how to debug my code with gdb. I have CodeWarrior as
well by I want to go through the demo code without it.

Could anybody point me in the right direction, please ?!

Thank you.

Hypemeister(TM) Hans

Hypemeister is a registered trademark so do not use it.
--MESSAGE FILE 278 END: ./1 SCEE/yaroze/beginners/000000013html.html

--MESSAGE FILE 279 START: ./1 SCEE/yaroze/beginners/000000014html.html
Path: chuka.playstation.co.uk!news
From: =?iso-8859-1?Q?Hans=2DJ=FCrgen?= Schmid <hans@hypemeister.bb.bawue.de>
Newsgroups: scee.yaroze.beginners
Subject: GDB
Date: Fri, 18 Apr 1997 22:41:48 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <3357DC8C.2EF780D4@hypemeister.bb.bawue.de>
NNTP-Posting-Host: hypemeister.bb.bawue.de
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 3.01Gold (X11; I; Linux 2.0.29 i586)

I would like to debug my programs with the GNU debugger gdb but I
do not know how.

Could anybody point me in the right direction ?

CU
Hans
--MESSAGE FILE 279 END: ./1 SCEE/yaroze/beginners/000000014html.html

--MESSAGE FILE 280 START: ./1 SCEE/yaroze/beginners/000000015html.html
Path: chuka.playstation.co.uk!news
From: =?iso-8859-1?Q?Hans=2DJ=FCrgen?= Schmid <hans@hypemeister.bb.bawue.de>
Newsgroups: scee.yaroze.beginners
Subject: GDB
Date: Sat, 19 Apr 1997 07:10:36 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <335853CC.55967925@hypemeister.bb.bawue.de>
NNTP-Posting-Host: hypemeister.bb.bawue.de
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (X11; I; Linux 2.0.29 i586)

I would like the GNU debugger gdb for testing my code - but I do not
know how. Could anybody point me in the right direction ?

CU
Hans
--MESSAGE FILE 280 END: ./1 SCEE/yaroze/beginners/000000015html.html

--MESSAGE FILE 281 START: ./1 SCEE/yaroze/beginners/000000016html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GDB
Date: Sun, 20 Apr 1997 22:35:21 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 39
Message-ID: <335A8C19.6FF8@micronetics.com>
References: <335853CC.55967925@hypemeister.bb.bawue.de>
NNTP-Posting-Host: jim.micronetics.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.0b2 (Win95; I)
X-Priority: 3 (Normal)

Hans-J[illegible]rgen Schmid wrote:
>
> I would like the GNU debugger gdb for testing my code - but I do not
> know how. Could anybody point me in the right direction ?
>
> CU
> Hans

Hi Hans,

    It's been a few week since I used gdb and even then it was only

playing around, but it goes something like this.

Compile your code with -g. This is for symbolic debugging information
in the exe.

startup siocons, and do ? because there is a command that I have
forgotten, its something like 'start remote debugging' but I could be
wrong.

Then run gdb <filename> and do 'help' then get help on misc user
commands and there should be some specific psx commands, run em.

--

Well, after scanning what I just wrote, I realize there is niff all real
information. Basically all I did was type 'help' and '?' at every
prompt in siocons and gdb until it worked. You will have to set the com
ports port and irq within gdb.

I think you may have limited success with gdb because of the way it
works. Its definitely not as good as similar debuggers (adb, xdb etc..)

I really think you will have more luck with ton loads of asserts and
printfs.

l8r
Jim
--MESSAGE FILE 281 END: ./1 SCEE/yaroze/beginners/000000016html.html

--MESSAGE FILE 282 START: ./1 SCEE/yaroze/beginners/000000017html.html
Path: chuka.playstation.co.uk!news
From: "D C" <telephone@geocities.com>
Newsgroups: scee.yaroze.beginners
Subject: Macintosh Yaroze Startup (HTML page will appear on web site later)
Date: Thu, 01 May 1997 11:32:30 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 64
Message-ID: <telephone-0105971132300001@194.203.13.9>
NNTP-Posting-Host: 194.203.13.9
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Internet Mail and News for Macintosh - 1.5b1 (45)

<html>

Macintosh Codewarrior/Yaroze Help
<p>
Using a Yaroze on a macintosh is slightly more complicated then on a PC, but it
can be done. First of all you will need the Yaroze Version of Metrowerk's
'Codewarrior'. To run programs that other people have already written and up-
loaded as executable files, you will also need:
<p>
ResEdit, or another program to change the types and creators of
files. ResEdit is avalible from <a
href="ftp://ftp.info.apple.com/Apple.Support.Area/Apple_SW_Updates/US/Macintosh/
Utilities/ResEdit_2.1.3.sea.hqx>here (631k)
<p>
The patch for the PSComm utility that comes with Codewarrior for running pre-
compiled programs from <a
href="ftp://ftp.metrowerks.com/pub/updates/CWPSNY1/PSComUtil13.sit.hqx">here
(365k).
<p>

Some compressed file Extractors for various formats, namely LHA (i.e LZH,LHA,LZH), ZIP, TAR and G-ZIP. There are various shareware programs avalible to do this job, but the ones that I have tried are listed here:
<p>
Zipit (487k)

LHA Expander (105k)

MacGzip (234k)

Tar (40k)
<p>
All are easy to use.
<p>
I will split this document into two sections, one for running programs from source (i.e ones that you have written) and running pre-compiled programs.
<p>
Pre-compiled programs
<p>
The easiest thing to do is to run executable Yaroze programs written by other people. To find a program to run, goto the Net Yaroze Demo web page. The files are generally compressed in one of the formats above, so once they are downloaded, run the appropriate helper app to de-compress the files. Note that files with the extention .tar.gz need to be decompressed in Gzip first and this file must then be compressed in Tar.
<p>
First of all, locate the main program file, normally called MAIN. Run ResEdit (or another program for changing types and creators) and goto 'Get Info for <the file>' in the file menu. Change the type to PSX and the creator to CWIE.

Next install the patch for the PSComm utility and then run the program called PSCommUtil. With most of the programs that have been written there will be a file called AUTO, BATCH or something similar. This is a simple ASCII text document written by the author of the program that contains a list of instructions to the DOS version of SIOCONS. The file cntains a list of files and memory locations to download into. Open it up with SimpleText (or another text editor) and will look something like this:
<p>
local dload a.tmd 80090000

local dload b.tmd 800c0000

local dload Ps.nhk   800f0000

local load main

go
<p>
This file would tell SIOCONS to download a.tmd to the memory location 0x80090000 (in hex). What you must do, is load PSCommUtil and connect to the playstation after setting the options up in the connect menu. Next goto 'Download DATA file' in the 'Program Execution' menu. Select one of the files in the folder you decompressed the files into listed in the Batch file (e.g a.tmd), click OK and type in the memory address (with an 0x at the front to tell PSCommUtil that is is a HEX number). Click OK again and the data file will be downloaded into the Yaroze Playstation. Repeat this process until you reach the line that downloads the main program file. This looks different to the other lines as it has no memory address. do the same as above but select 'download program' instead of

download data.
<p>
Once all the files are downloaded, you are ready to play, simply click run on th program execution menu and wait for the playstation to start the program.
<p>
Using Codewarrior to compile and debug your own programs
<p>
If you have already used the GNU version of the Yaroze compiler, and want to use Codewarrior to compile and debug programs, there are a few things you must do.
<p>
1. Create a new project as a Yaroze project.

2. Change the target name of the project to something different to the project name. The default is for the names to be the same, but this produces an error. The target name is in the edit-preferences menu.

3. If you are planning to use any external files, like 3D objects or Texture maps, then you must add the line
<p>
#include "MWDebugIO.h"
<p>
And then add the file MWDebugIO.lib to the project. You can then load the files that you want to use into the yaroze dynamically mallocing and freeing memory for textures and models on the fly, although this does have the overhead of a slow connection to the computer through the serial cable. The function to load a file from the hard disk is:
<p>
MWbload("filename", (void*)memory_location);
<p>
To debug your program, you must then select 'enable debugging' from the run menu, and then select debug from the same menu. The debugger should then connect to the playstation (make sure it is at the terminal screen on the playstation) and then you can select run from the debugger menu to step through, or run your program. Everything else from now on is more or less the same as the GNU compiler in DOS.
</html>
--MESSAGE FILE 282 END: ./1 SCEE/yaroze/beginners/000000017html.html

--MESSAGE FILE 283 START: ./1 SCEE/yaroze/beginners/000000018html.html
Path: chuka.playstation.co.uk!news
From: Ken Lam <100411.265@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: CD ROM access using fopen() etc?
Date: Fri, 09 May 1997 16:23:17 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <3373B1E5.394A@compuserve.com>
NNTP-Posting-Host: ld25-045.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win16; I)

I've read through the manual and I see that the supplied functions to
read CD-ROM data files are CdReadFile() and CdReadSync() using CdlFILE
strucures.

I also see open(), read(), write() etc in the Library Reference - are
these only for use with memory cards?

I would like to be able to use FILE based functions such as fopen(),
fread() etc to access the CD - are these available? If not, what are the

advantages of the CdlFILE based functions?

On a separate issue, why is it that I can read files from the Yaroze boot CD and the "demo one" CD, but not from other ISO 9660 ("silver") CD ROMs?

Do the PS CDs use a special format? Or are the stricter file and directory limits stopping the Yaroze PS reading ordinary CDs?

Ken Lam
ESP Software
--MESSAGE FILE 283 END: ./1 SCEE/yaroze/beginners/000000018html.html

--MESSAGE FILE 284 START: ./1 SCEE/yaroze/beginners/000000019html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Furlough" <furlough@bellsouth.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: CD ROM access using fopen() etc?
Date: 13 May 1997 14:31:37 GMT
Organization: SCEA Net Yaroze News
Lines: 13
Message-ID: <01bc5faa$ee3f82f0$be8fb5cc@furlough>
References: <3373B1E5.394A@compuserve.com>
NNTP-Posting-Host: potomac.medifax.com
X-Newsreader: Microsoft Internet News 4.70.1155

> On a separate issue, why is it that I can read files from the Yaroze boot

> CD and the "demo one" CD, but not from other ISO 9660 ("silver") CD ROMs?

When you open the unit, the operating system in the PS notices, and when you insert a new CD, it checks the "Copy Protection" on the CD. If it is entact, then you can read files from that CD. If it is not, then none of the CD routines work.

> Do the PS CDs use a special format? Or are the stricter file and
> directory limits stopping the Yaroze PS reading ordinary CDs?

Only the Copy Protection prevents you from reading ordinary CDs..
--MESSAGE FILE 284 END: ./1 SCEE/yaroze/beginners/000000019html.html

--MESSAGE FILE 285 START: ./1 SCEE/yaroze/beginners/000000020html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Backgrounds
Date: Mon, 19 May 1997 22:07:20 +0100
Organization: shadow developments
Lines: 12
Message-ID: <3380C107.1DAC@netcomuk.co.uk>
NNTP-Posting-Host: dialup-01-07.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

Maybe it's just me back I can't work out how to display an image as a background as a whole - a 320x240 image, as a startup screen.

Do I use the GsSprite functions or GsCell & GsBG?

Any chance of anyone posting some simple code - with good comments please.

Ira.
--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 285 END: ./1 SCEE/yaroze/beginners/000000020html.html

--MESSAGE FILE 286 START: ./1 SCEE/yaroze/beginners/000000021html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Backgrounds
Date: Wed, 21 May 1997 12:14:41 +0100
Organization: Sony Computer Entertainment Europe
Lines: 50
Message-ID: <3382D921.3000@interactive.sony.com>
References: <3380C107.1DAC@netcomuk.co.uk>
Reply-To: N/A-Use-Newsgroup
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Ira Rainey wrote:
>
> Maybe it's just me back I can't work out how to display an image as a
> background as a whole - a 320x240 image, as a startup screen.
>
> Do I use the GsSprite functions or GsCell & GsBG?
>
> Any chance of anyone posting some simple code - with good comments
> please.
>
> Ira.
> --
> "Never take life too seriously, 'cause you know you're not getting out
> of it alive." - Bugs Bunny

There are several ways to display a background.

Firstly: sprites, either one large one or several small ones.
Note that no sprite/polygon can ever have a texture area bigger
than 256 by 256, hence if your screen res is in any way higher
than that, you will need to scale a single sprite to make it
fill the screen. Drawing sprites is very straightforward and clean.
The 2d and 2d2 sample code directories show how to do various
things with sprites.

Secondly: you can use a polygon with a texture, but this ends up
being similar to using a sprite; the polygon must be orientated
to be straight-on to the camera, and can be 'scaled' by altering
its distance from the viewpoint.

Thirdly: you can use MoveImage to directly copy one area of
VRAM to another, eg copy from one large TIM texture
onto both dispay/draw buffers (or one large area if using
interlace rather than double buffering). MoveImage is quite quick, and
for a startup screen, can just be done the first frame
rather than redoing every time. MoveImage is very straightforward
but there is no possibility of scaling the image or

adjusting its bit-depth, tinkering with rgb or palette colours, etc.
To fill the whole screen requires a pretty large TIM.

Fourthly: you cn use the GsBG/GsCELL/GsMap collection of items
designed for doing scrolling sprite-ish backgrounds;
the SCEI sample code includes a demo of using this,
which is nicely done.

Lewis
--MESSAGE FILE 286 END: ./1 SCEE/yaroze/beginners/000000021html.html

--MESSAGE FILE 287 START: ./1 SCEE/yaroze/beginners/000000022html.html
Path: chuka.playstation.co.uk!news
From: Ken Lam <100411.265@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Bad demos: blow.gz and chrome.gz
Date: Thu, 22 May 1997 12:10:35 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <33849A2B.7077@compuserve.com>
NNTP-Posting-Host: ld08-196.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win16; I)

The demos "blow.gz" and "chrome.gz" seem to be bugged : (

Having executed make for "blow" and used "batch" batchfile SIOCONS
displays the error "Unsupported TMD type"

With "chrome", SIOCONS displays "GPU CODE 00H not assigned." 246 times
and the keeps displaying "non supported code 0 800a016c" endlessly,

Are these demos faulty? (The others I've tried like 2d.gz seem to be
file)

Ken Lam
ESP Software
--MESSAGE FILE 287 END: ./1 SCEE/yaroze/beginners/000000022html.html

--MESSAGE FILE 288 START: ./1 SCEE/yaroze/beginners/000000023html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Bad demos: blow.gz and chrome.gz
Date: Thu, 22 May 1997 14:04:06 +0100
Organization: Sony Computer Entertainment Europe
Lines: 20
Message-ID: <33844446.4FC0@interactive.sony.com>
References: <33849A2B.7077@compuserve.com>
Reply-To: N/A-Use-Newsgroup
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Ken Lam wrote:
>

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> Having executed make for "blow" and used "batch" batchfile SIOCONS
> displays the error "Unsupported TMD type"
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> With "chrome", SIOCONS displays "GPU CODE 00H not assigned." 246 times
> and the keeps displaying "non supported code 0 800a016c" endlessly,
>
> Are these demos faulty? (The others I've tried like 2d.gz seem to be
> file)
>
> Ken Lam
> ESP Software

With the chrome demo it looks like the TMD isn't loaded. From SIOCONS
press F3 then type auto<CR>.

Stuart
--MESSAGE FILE 288 END: ./1 SCEE/yaroze/beginners/000000023html.html

--MESSAGE FILE 289 START: ./1 SCEE/yaroze/beginners/000000024html.html
Path: chuka.playstation.co.uk!news
From: "D Smethurst" <ulthwe@foobar.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Reading a CD
Date: 27 May 1997 21:55:19 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <01bc6ae9$35b7e660$c35ba4c2@ulthwe>
NNTP-Posting-Host: dyn-dtC03.foobar.co.uk
X-Newsreader: Microsoft Internet News 4.70.1161

Hi,

Having just got through my exams and revision (well partially).

Anyway ... the black CD that comes with the Yaroze, the special
boot CD for the development platform.

What is on it ... or how can I get a listing of files that are on it ?

D.
ulthwe@foobar.co.uk

--MESSAGE FILE 289 END: ./1 SCEE/yaroze/beginners/000000024html.html

--MESSAGE FILE 290 START: ./1 SCEE/yaroze/beginners/000000025html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Reading a CD
Date: Tue, 27 May 1997 23:07:04 +0100
Organization: shadow developments
Lines: 21
Message-ID: <338B5B07.1A7C@netcomuk.co.uk>
References: <01bc6ae9$35b7e660$c35ba4c2@ulthwe>
NNTP-Posting-Host: dialup-13-31.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

D Smethurst wrote:
>
> Hi,
>
> Having just got through my exams and revision (well partially).
>
> Anyway ... the black CD that comes with the Yaroze, the special
> boot CD for the development platform.
>
> What is on it ... or how can I get a listing of files that are on it ?
>
> D.
> ulthwe@foobar.co.uk

Just slip it into your ROM drive on your PC, you can read it just the
same as a regular CD.

Ira
--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 290 END: ./1 SCEE/yaroze/beginners/000000025html.html

--MESSAGE FILE 291 START: ./1 SCEE/yaroze/beginners/000000026html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jack Copper <impmeister@earthlink.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Backgrounds
Date: Wed, 28 May 1997 21:51:52 -0400
Organization: ArcanaTech
Lines: 20
Message-ID: <338CE138.66B2@earthlink.net>
References: <3380C107.1DAC@netcomuk.co.uk>
NNTP-Posting-Host: 1Cust53.Max6.Cleveland.OH.MS.UU.NET
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Ira Rainey wrote:
>
> Any chance of anyone posting some simple code - with good comments
> please.
>
> Ira.
> --
> "Never take life too seriously, 'cause you know you're not getting out
> of it alive." - Bugs Bunny

Ira,
I had quite a bit of trouble myself, but with some timely hints from
Mario (on this side of the pond) I got a full screen (512x240 8bit CLUT)
to display nicely..

Rather than duplicating my post here, check out the sceA newsgroup on
2-D graphics (I assume you can get to it, since I can get to sceE
groups).

Jack Copper
--MESSAGE FILE 291 END: ./1 SCEE/yaroze/beginners/000000026html.html

--MESSAGE FILE 292 START: ./1 SCEE/yaroze/beginners/000000027html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Furlough" <furlough@bellsouth.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Reading a CD
Date: 29 May 1997 14:14:42 GMT
Organization: SCEA Net Yaroze News
Lines: 13
Message-ID: <01bc6c3b$3d62b2c0$be8fb5cc@furlough>
References: <01bc6ae9$35b7e660$c35ba4c2@ulthwe>
NNTP-Posting-Host: potomac.medifax.com
X-Newsreader: Microsoft Internet News 4.70.1155

D Smethurst <ulthwe@foobar.co.uk> wrote in article
<01bc6ae9$35b7e660$c35ba4c2@ulthwe>...
>
> Hi,
>
> Having just got through my exams and revision (well partially).
>
> Anyway ... the black CD that comes with the Yaroze, the special
> boot CD for the development platform.
>
> What is on it ... or how can I get a listing of files that are on it ?

Or in siocons, just type DIR, and it'll do the work for you.
--MESSAGE FILE 292 END: ./1 SCEE/yaroze/beginners/000000027html.html

--MESSAGE FILE 293 START: ./1 SCEE/yaroze/beginners/000000028html.html
Path: chuka.playstation.co.uk!news
From: Ken Lam <100411.265@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Bad demos: blow.gz and chrome.gz
Date: Fri, 30 May 1997 17:25:53 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 38
Message-ID: <338F7011.6B9C@compuserve.com>
References: <33849A2B.7077@compuserve.com> <33844446.4FC0@interactive.sony.com>
NNTP-Posting-Host: ld29-096.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win16; I)

>>Date: Thu, 22 May 1997 14:04:06 +0100
From: Developer Support <dev_support@interactive.sony.com>
Ken Lam wrote:
>
> The demos "blow.gz" and "chrome.gz" seem to be bugged : (

With the chrome demo it looks like the TMD isn't loaded. From SIOCONS
press F3 then type auto<CR>.

Stuart
<<
Can you confirm that "chrome" is not faulty and does run properly?

As you can see from the SIOCONS output below, the TMD file has been
loaded, but it still doesn't work :(

I've also just tried 3d.gz and I've had the same kind of problems : (

Ken Lam

ESP Software

```
siocons -B115200 -p0x2f8,3 auto
 I/O addr = 0x02F8, IRQ=3(vect=0x000B,8259=20)
 BAUDRATE = 115200
start log append into "log.txt"
texture.tim  address:80090000-800a1188 size:011189  011189:   16sec.
torus.tmd  address:800a0000-800a2fd3 size:002fd4  002fd4:    2sec.
main [ .text] address:80100000-80100b8f size:000b90  000b90:    1sec.
main [ .data] address:80100b90-80100cdf size:000150  000150:    1sec.
main [.sdata] address:80100ce0-80100d5f size:000080  000080:    1sec.
  PC=801009d0, GP=80108ce0, SP=801ffff0

>>goResetGraph:jtb=8004829c,env=800482e4
ResetGraph:jtb=8004829c,env=800482e4
GPU CODE 00H not assigned.      (lots of these)

non supported code 0 800a016c      (even more of these)
--MESSAGE FILE 293 END: ./1 SCEE/yaroze/beginners/000000028html.html


--MESSAGE FILE 294 START: ./1 SCEE/yaroze/beginners/000000029html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Bad demos: blow.gz and chrome.gz
Date: Fri, 30 May 1997 17:45:39 +0100
Organization: Sony Computer Entertainment Europe
Lines: 51
Message-ID: <338F0432.7AB1@interactive.sony.com>
References: <33849A2B.7077@compuserve.com> <33844446.4FC0@interactive.sony.com>
<338F7011.6B9C@compuserve.com>
Reply-To: N/A-Use-Newsgroup
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Ken Lam wrote:
>
> >>Date: Thu, 22 May 1997 14:04:06 +0100
> From: Developer Support <dev_support@interactive.sony.com>
> Ken Lam wrote:
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>
> With the chrome demo it looks like the TMD isn't loaded. From SIOCONS
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>
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>
> As you can see from the SIOCONS output below, the TMD file has been
> loaded, but it still doesn't work :(
>
> I've also just tried 3d.gz and I've had the same kind of problems : (
>
> Ken Lam
> ESP Software
>
> siocons -B115200 -p0x2f8,3 auto
```

```
>  I/O addr = 0x02F8, IRQ=3(vect=0x000B,8259=20)
>  BAUDRATE = 115200
> start log append into "log.txt"
> texture.tim  address:80090000-800a1188 size:011189  011189:   16sec.
> torus.tmd  address:800a0000-800a2fd3 size:002fd4  002fd4:    2sec.
> main [ .text] address:80100000-80100b8f size:000b90  000b90:    1sec.
> main [ .data] address:80100b90-80100cdf size:000150  000150:    1sec.
> main [.sdata] address:80100ce0-80100d5f size:000080  000080:    1sec.
>   PC=801009d0, GP=80108ce0, SP=801ffff0
>
> >>goResetGraph:jtb=8004829c,env=800482e4
> ResetGraph:jtb=8004829c,env=800482e4
> GPU CODE 00H not assigned.              (lots of these)
>
> non supported code 0 800a016c           (even more of these)
```

I can confirm there are no problems with the 'chrome' demo. We even had it running under codewarrior.

The errors definitely seem to indicate that the model isn't loaded. I'll have a look at it on Monday. It could be that it isn't being decompressed correctly, (just a thought).

Is there anyone else whose had problems, got it working?

Stuart
--MESSAGE FILE 294 END: ./1 SCEE/yaroze/beginners/000000029html.html

--MESSAGE FILE 295 START: ./1 SCEE/yaroze/beginners/000000030html.html
Path: chuka.playstation.co.uk!news
From: Peter Dollochan <peter.dollochan@ukonline.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: object.c/.h examples
Date: Fri, 30 May 1997 20:32:52 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <338F2B64.5818@ukonline.co.uk>
NNTP-Posting-Host: lon3-45.ukonline.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

hi all,
    Are there any examples kicking around using the scee overlay object.c/.h that explains the use of hierarchial model's, you know the supercoordinateobjectid bit.

cheers Pete.
--MESSAGE FILE 295 END: ./1 SCEE/yaroze/beginners/000000030html.html

--MESSAGE FILE 296 START: ./1 SCEE/yaroze/beginners/000000031html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Sprite/2D Demo code
Date: Sun, 01 Jun 1997 23:15:40 +0100
Organization: shadow developments
Lines: 16
Message-ID: <3391F473.AAD@netcomuk.co.uk>
NNTP-Posting-Host: dialup-13-04.netcomuk.co.uk
```
```

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)
CC: scea.yaroze.beginners

Having recently had the fog lifted, from my mind, and now making some progress on my Yaroze, I would be willing to put togther some *simple* source code, with an explanation of the problems I had and the way the graphics system works, basically the real basics to get people going with sprites and the like.

If enough people need it then I will compile this resource, if no-one needs it then that's fine, but I know how frustrating it can get.

So either mail me or post here, and if demand requires it then I will do it.

Ira
--
"Never take life too seriously, 'cause you know you're not getting out of it alive." - Bugs Bunny
--MESSAGE FILE 296 END: ./1 SCEE/yaroze/beginners/000000031html.html

--MESSAGE FILE 297 START: ./1 SCEE/yaroze/beginners/000000032html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Sprite/2D Demo code
Date: Sun, 01 Jun 1997 23:17:16 +0100
Organization: shadow developments
Lines: 16
Message-ID: <3391F4E9.70FE@netcomuk.co.uk>
NNTP-Posting-Host: dialup-13-04.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

Having recently had the fog lifted, from my mind, and now making some progress on my Yaroze, I would be willing to put togther some *simple* source code, with an explanation of the problems I had and the way the graphics system works, basically the real basics to get people going with sprites and the like.

If enough people need it then I will compile this resource, if no-one needs it then that's fine, but I know how frustrating it can get.

So either mail me or post here, and if demand requires it then I will do it.

Ira
--
"Never take life too seriously, 'cause you know you're not getting out of it alive." - Bugs Bunny
--MESSAGE FILE 297 END: ./1 SCEE/yaroze/beginners/000000032html.html

--MESSAGE FILE 298 START: ./1 SCEE/yaroze/beginners/000000033html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: object.c/.h examples

Date: Mon, 02 Jun 1997 08:52:52 +0100
Organization: Sony Computer Entertainment Europe
Lines: 18
Message-ID: <33927BD3.50BA@interactive.sony.com>
References: <338F2B64.5818@ukonline.co.uk>
Reply-To: N/A-Use-Newsgroup
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Peter Dollochan wrote:
>
> hi all,
>   Are there any examples kicking around using the scee overlay
> object.c/.h that explains the use of hierarchial model's,
> you know the supercoordinateobjectid bit.
>
> cheers Pete.

The super-coordinate-object id is just there so that
objects can participate in a coordinate system hierarchy;
a simple version of this is shown in the demo <solar2>,
and before long we may be doing a 3d-animation sample demo
that will also use a hierarchical coordinate tree to achieve
the movement animation.

Lewis
--MESSAGE FILE 298 END: ./1 SCEE/yaroze/beginners/000000033html.html

--MESSAGE FILE 299 START: ./1 SCEE/yaroze/beginners/000000034html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Bad demos: blow.gz and chrome.gz
Date: Mon, 02 Jun 1997 09:57:37 +0100
Organization: Sony Computer Entertainment Europe
Lines: 56
Message-ID: <33928B01.73D1@interactive.sony.com>
References: <33849A2B.7077@compuserve.com> <33844446.4FC0@interactive.sony.com>
<338F7011.6B9C@compuserve.com>
Reply-To: N/A-Use-Newsgroup
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Ken Lam wrote:
>
> >>Date: Thu, 22 May 1997 14:04:06 +0100
> From: Developer Support <dev_support@interactive.sony.com>
> Ken Lam wrote:
> >
> > The demos "blow.gz" and "chrome.gz" seem to be bugged : (
>
> With the chrome demo it looks like the TMD isn't loaded. From SIOCONS
> press F3 then type auto<CR>.
>
> Stuart
> <<

> Can you confirm that "chrome" is not faulty and does run properly?
>
> As you can see from the SIOCONS output below, the TMD file has been
> loaded, but it still doesn't work :(
>
> I've also just tried 3d.gz and I've had the same kind of problems : (
>
> Ken Lam
> ESP Software
>
> siocons -B115200 -p0x2f8,3 auto
> I/O addr = 0x02F8, IRQ=3(vect=0x000B,8259=20)
> BAUDRATE = 115200
> start log append into "log.txt"
> texture.tim address:80090000-800a1188 size:011189 011189:   16sec.
> torus.tmd address:800a0000-800a2fd3 size:002fd4 002fd4:   2sec.
> main [.text] address:80100000-80100b8f size:000b90 000b90:   1sec.
> main [.data] address:80100b90-80100cdf size:000150 000150:   1sec.
> main [.sdata] address:80100ce0-80100d5f size:000080 000080:   1sec.
>   PC=801009d0, GP=80108ce0, SP=801ffff0
>
> >>goResetGraph:jtb=8004829c,env=800482e4
> ResetGraph:jtb=8004829c,env=800482e4
> GPU CODE 00H not assigned.   (lots of these)
>
> non supported code 0 800a016c   (even more of these)

I've checked them both out and they do work on my machine.

One thing I did notice is that in the 'chrome' demo texture.tim and
torus.tmd overlap, a bit of an oversight on my part. You could try
altering 'main.c' so that #define torusTMD (u_long *)800a0000 is changed
to #define torusTMD (u_long *)800b0000, and then alter 'auto' so that
dload torus.tmd 800a0000 reads dload tour.tmd 800b0000.

One other thing, when I loaded the demo on my machine the texture was
loaded from 80090000-800a021f and the torus from 800a0000-800a2fb7,
which is a bit strange.

Anyway, try the changes and let me know if it works. If it doesn't,
could you give me the file sizes for torus.tmd and texture.tim from DOS.

Stuart
--MESSAGE FILE 299 END: ./1 SCEE/yaroze/beginners/000000034html.html

--MESSAGE FILE 300 START: ./1 SCEE/yaroze/beginners/000000035html.html
Path: chuka.playstation.co.uk!news
From: Ken Lam <"100411,265"@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Bad demos: blow.gz and chrome.gz
Date: Mon, 02 Jun 1997 13:00:33 -0700
Organization: ESP Software
Lines: 47
Message-ID: <33932661.7C3E@compuserve.com>
References: <33849A2B.7077@compuserve.com> <33844446.4FC0@interactive.sony.com>
<338F7011.6B9C@compuserve.com> <33928B01.73D1@interactive.sony.com>
NNTP-Posting-Host: ld41-118.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win16; I)

> One thing I did notice is that in the 'chrome' demo texture.tim and

> torus.tmd overlap, a bit of an oversight on my part. You could try
> altering 'main.c' so that #define torusTMD (u_long *)800a0000 is changed
> to #define torusTMD (u_long *)800b0000, and then alter 'auto' so that
> dload torus.tmd 800a0000 reads dload tour.tmd 800b0000.
>I've tried this but it still doesn't work: the only difference is in the
error message
  non supported code 0 800b016c

(The SIOCONS is shown output below.)

> One other thing, when I loaded the demo on my machine the texture was
> loaded from 80090000-800a021f and the torus from 800a0000-800a2fb7,
> which is a bit strange.
>
> Anyway, try the changes and let me know if it works. If it doesn't,
> could you give me the file sizes for torus.tmd and texture.tim from DOS.
>
> Stuart

Here are the file sizes:
  TEXTURE TIM   70,025 24/04/97   10:32
  TORUS   TMD   12,244 24/04/97   10:32

I note that when I try to Preview TEXTURE.TIM in TIMUTIL, I get an error
message in Japanese "x xxxx 65535 xxxxxxxxxx" where "x"s are extended
ASCII
characters. Is this a limit in TIMUTIL or is the file corrupted(but the
.gz
file was decompressed by WinZip without errors)?

Ken Lam
ESP Software

C:\PROJECTS\PSX\CHROME>siocons -B115200 -p0x2f8,3 auto1
start log append into "log.txt"
texture.tim address:80090000-800a1188 size:011189 011189:   8sec.
torus.tmd address:800b0000-800b2fd3 size:002fd4 002fd4:   2sec.
main [.text] address:80100000-80100baf size:000bb0 000bb0:   0sec.
main [.data] address:80100bb0-80100cff size:000150 000150:   1sec.
main [.sdata] address:80100d00-80100d7f size:000080 000080:   1sec.
  PC=801009f0, GP=80108d00, SP=801ffff0

PS A nettiqeutte reminder which I'm sure you're already aware of: When
replying, please
EDIT down the quoted message!
--MESSAGE FILE 300 END: ./1 SCEE/yaroze/beginners/000000035html.html

--MESSAGE FILE 301 START: ./1 SCEE/yaroze/beginners/000000036html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Bad demos: blow.gz and chrome.gz
Date: Mon, 02 Jun 1997 13:33:28 +0100
Organization: Sony Computer Entertainment Europe
Lines: 7
Message-ID: <3392BD98.64C6@interactive.sony.com>
References: <33849A2B.7077@compuserve.com> <33844446.4FC0@interactive.sony.com>
<338F7011.6B9C@compuserve.com> <33928B01.73D1@interactive.sony.com>
<33932661.7C3E@compuserve.com>
Reply-To: N/A-Use-Newsgroup
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

The file sizes should be 66080 for texture.tim and 12216 for torus.tmd.
It might be worth getting gzip and untar and decompressing the stuff
from dos.

Stuart

PS at least I'm not a CAPS fiend.
--MESSAGE FILE 301 END: ./1 SCEE/yaroze/beginners/000000036html.html

--MESSAGE FILE 302 START: ./1 SCEE/yaroze/beginners/000000037html.html
Path: chuka.playstation.co.uk!news
From: Ken Lam <"100411,265"@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Bad demos: blow.gz and chrome.gz
Date: Mon, 02 Jun 1997 16:22:59 -0700
Organization: ESP Software
Lines: 17
Message-ID: <339355D3.1615@compuserve.com>
References: <33849A2B.7077@compuserve.com> <33844446.4FC0@interactive.sony.com>
<338F7011.6B9C@compuserve.com> <33928B01.73D1@interactive.sony.com>
<33932661.7C3E@compuserve.com> <3392BD98.64C6@interactive.sony.com>
NNTP-Posting-Host: ld45-098.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win16; I)

> The file sizes should be 66080 for texture.tim and 12216 for torus.tmd.
> It might be worth getting gzip and untar and decompressing the stuff
> from dos.

You're right, WinZip 5.6 is inflating the sizes of the files, even though
it reports the correct values in its own window.

I've installed WinZip 6.2 (16-bit) which decompresses correctly-sized
files.

Hooray! I now get a spinning torus on the screen :)

(This might explain why some of the demos I've tried haven't been working
properly. Anyway, at least the problem's been nailed down. Thanks!)

Ken Lam
ESP Software
--MESSAGE FILE 302 END: ./1 SCEE/yaroze/beginners/000000037html.html

--MESSAGE FILE 303 START: ./1 SCEE/yaroze/beginners/000000038html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: How to ... Display sprites.
Date: Mon, 02 Jun 1997 20:13:06 +0100
Organization: shadow developments
Lines: 43
Message-ID: <33931B40.3765@netcomuk.co.uk>
NNTP-Posting-Host: dialup-11-17.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

How to ... Display sprites.

As promised, I have written some documentation and source code for the display of sprites for use by anybody who needs it.

The docs started out short, but ended up about eight pages long. They're pretty detailed without being complicated, I just cover the necessary bits to get the sprite from your head onto the screen.

The source code is short, functional, well documented with comments, and easy to follow.

The docs and source code are available now, including the executable and a sample TIM from my ftp site at:

http://www.playstation.co.uk/~shadow/ftp/

It's available as a .zip file for PC, with the docs in Word 6 format & Ascii text, and .hqx format for Mac with the docs in Wordperfect 3.1 format & Simpletext.

If you can't access the SCEE ftp, mail me and I will mail it to you, just say what format you want it in.

I know how frustrating it can get when you are trying to get stuff working, it took me a couple of weeks to get my head round it all. So I just hope this makes life easier and quicker for those of you who are struggling and starting out - have faith we've all been there.

How about continuing this "How to .." series, if anyone else could knock together some docs and source code for say, basic 3D, basic sound, using Yaroze on Mac/Amiga/Linux, assembler on Yaroze, collision detection, etc, etc. Source code alone without docs can sometimes just be confusing. Perhaps SCEE could give us some more FTP space for a "How to .." area, and then people could upload stuff there for the benefit of everyone.

How about it people, after all, we're all in this together.

Ira
--
"Never take life too seriously, 'cause you know you're not getting out of it alive." - Bugs Bunny
--MESSAGE FILE 303 END: ./1 SCEE/yaroze/beginners/000000038html.html

--MESSAGE FILE 304 START: ./1 SCEE/yaroze/beginners/000000039html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: djinn666 <djinn666@concentric.net>
Newsgroups: scee.yaroze.beginners
Subject: help
Date: Mon, 02 Jun 1997 00:08:09 -0400
Organization: SCEA Net Yaroze News
Lines: 8
Message-ID: <33924729.B68@concentric.net>
Reply-To: djinn666@concentric.net
NNTP-Posting-Host: ts001d20.tar-ny.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (Win95; I)

hi ira,
i'm one of those people who are frustrated and the fog isn't yet lifted
off my head. seeing one of your programs might help alot.

thanks

-Djinn
e-mail: kaneda101@aol.com
--MESSAGE FILE 304 END: ./1 SCEE/yaroze/beginners/000000039html.html

--MESSAGE FILE 305 START: ./1 SCEE/yaroze/beginners/000000040html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Baokang Chen <chen@actlab.com>
Newsgroups: scee.yaroze.beginners
Subject: Q: What's ku/k0/k1?
Date: Tue, 03 Jun 1997 12:38:36 -0700
Organization: ACT Laboratory Ltd.
Lines: 13
Message-ID: <339472BC.228C@actlab.com>
Reply-To: chen@actlab.com
NNTP-Posting-Host: FLYERS.ACTLAB.COM
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; U)

Hi everyone,

I just started jumping to this Yaroze boat. Browsing through
the Yaroze development manuals, there is no place to explain
those 3 fixed memory mappings: ku/k0/k1.

Can anyone out there kindly explain to me those terms and how
those mappings are reflected in the source code and when to
use which mapping?

Thanks in advance!

--Benny
--MESSAGE FILE 305 END: ./1 SCEE/yaroze/beginners/000000040html.html

--MESSAGE FILE 306 START: ./1 SCEE/yaroze/beginners/000000041html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Backgrounds
Date: Tue, 03 Jun 1997 22:40:04 +0100
Organization: shadow developments
Lines: 13
Message-ID: <33948F31.3121@netcomuk.co.uk>
NNTP-Posting-Host: dialup-00-32.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

I have posted more how to code on my ftp area:

http://www.playstation.co.uk/~shadow/

This time it is about displaying a 320x240 16 bit image as a whole

screen using two sprites.

Let me know what you think.

Ira
--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 306 END: ./1 SCEE/yaroze/beginners/000000041html.html

--MESSAGE FILE 307 START: ./1 SCEE/yaroze/beginners/000000042html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scee.yaroze.beginners
Subject: Re: Q: What's ku/k0/k1?
Date: Wed, 04 Jun 1997 00:15:02 GMT
Organization: SCEA Net Yaroze News
Lines: 23
Message-ID: <3394b346.8692597@news.scea.sony.com>
References: <339472BC.228C@actlab.com>
NNTP-Posting-Host: nbppp93.cac.psu.edu
X-Newsreader: Forte Free Agent 1.11/32.235

    This has been asked several times in SCEA and no
one seems to answer....

Jamin Frederick

On Tue, 03 Jun 1997 12:38:36 -0700, Baokang Chen <chen@actlab.com>
wrote:

>Hi everyone,
>
>I just started jumping to this Yaroze boat. Browsing through
>the Yaroze development manuals, there is no place to explain
>those 3 fixed memory mappings: ku/k0/k1.
>
>Can anyone out there kindly explain to me those terms and how
>those mappings are reflected in the source code and when to
>use which mapping?
>
>Thanks in advance!
>
>--Benny

--MESSAGE FILE 307 END: ./1 SCEE/yaroze/beginners/000000042html.html

--MESSAGE FILE 308 START: ./1 SCEE/yaroze/beginners/000000043html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: djinn666 <djinn666@concentric.net>
Newsgroups: scee.yaroze.beginners
Subject: just agreeing.
Date: Tue, 03 Jun 1997 08:36:55 -0400
Organization: SCEA Net Yaroze News
Lines: 5
Message-ID: <33940FE7.5BE1@concentric.net>
Reply-To: djinn666@concentric.net
NNTP-Posting-Host: ts003d11.hil-ny.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 3.0C (Win95; I)

hi,
i would just like to point out that i would also be very interested in
any information about the three memory fields (ku,ko,k1)

-Djinn
--MESSAGE FILE 308 END: ./1 SCEE/yaroze/beginners/000000043html.html

--MESSAGE FILE 309 START: ./1 SCEE/yaroze/beginners/000000044html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Q: What's ku/k0/k1?
Date: Wed, 04 Jun 1997 09:28:17 +0100
Organization: Sony Computer Entertainment Europe
Lines: 20
Message-ID: <33952720.364@interactive.sony.com>
References: <339472BC.228C@actlab.com> <3394b346.8692597@news.scea.sony.com>
Reply-To: N/A-Use-Newsgroup
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

> >those 3 fixed memory mappings: ku/k0/k1.
> >
> >Can anyone out there kindly explain to me those terms and how
> >those mappings are reflected in the source code and when to
> >use which mapping?

The memory mappings are just left-overs from the
full dev. kit. On Yaroze, there is only one mapping
available to use, and this involved using addresses
0x80090000 - 0x801fffff. In that single
mapping, the I-cache and D-cache are both available
for use. (The D-cache is 1K data scratchpad, usable for
storing a program stack for faster stack access;
see the new download area for an example of this use.
The I-cache is a 4K instruction scratchpad, usable
for speeding up execution, especially when in loops).

Lewis
--MESSAGE FILE 309 END: ./1 SCEE/yaroze/beginners/000000044html.html

--MESSAGE FILE 310 START: ./1 SCEE/yaroze/beginners/000000045html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scee.yaroze.beginners
Subject: Re: Q: What's ku/k0/k1?
Date: Thu, 05 Jun 1997 15:48:14 GMT
Organization: SCEA Net Yaroze News
Lines: 21
Message-ID: <3396df2b.5763546@205.149.189.29>
References: <339472BC.228C@actlab.com> <3394b346.8692597@news.scea.sony.com>
<33952720.364@interactive.sony.com>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

Lewis,

Thanks for clearing that up. I suspected it was a holdover from the
full kit, but couldn't find anyone who could/would confirm it.

Mario

On Wed, 04 Jun 1997 09:28:17 +0100, Developer Support
<dev_support@interactive.sony.com> wrote:

>The memory mappings are just left-overs from the
>full dev. kit. On Yaroze, there is only one mapping
>available to use, and this involved using addresses
>0x80090000 - 0x801fffff. In that single
>mapping, the I-cache and D-cache are both available
>for use. (The D-cache is 1K data scratchpad, usable for
>storing a program stack for faster stack access;
>see the new download area for an example of this use.
>The I-cache is a 4K instruction scratchpad, usable
>for speeding up execution, especially when in loops).

--MESSAGE FILE 310 END: ./1 SCEE/yaroze/beginners/000000045html.html

--MESSAGE FILE 311 START: ./1 SCEE/yaroze/beginners/000000046html.html
Path: chuka.playstation.co.uk!news
From: "Andrew Howe" <ataru@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: What's ku/k0/k1?
Date: 5 Jun 1997 22:05:53 GMT
Organization: Acme
Lines: 14
Message-ID: <01bc71fd$26738220$01000080@solabh51.dial.pipex.com>
References: <339472BC.228C@actlab.com>
NNTP-Posting-Host: ae179.du.pipex.com
X-Newsreader: Microsoft Internet News 4.70.1155

> I just started jumping to this Yaroze boat. Browsing through
> the Yaroze development manuals, there is no place to explain
> those 3 fixed memory mappings: ku/k0/k1.

The docs are wrong.
00000000-001fffff and 80000000-801fffff are identical and cacheable
(instructions only)
a0000000-a01fffff is the same as the other two but is uncacheable.

The docs on page 15 of the user guide are wrong, they suggest "k0"
(80000000-801fffff) is uncacheable.

Andrew.

--MESSAGE FILE 311 END: ./1 SCEE/yaroze/beginners/000000046html.html

--MESSAGE FILE 312 START: ./1 SCEE/yaroze/beginners/000000047html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Simple sprite rotation
Date: Thu, 05 Jun 1997 23:44:03 +0100
Organization: shadow developments
Lines: 10
Message-ID: <33974132.49F6@netcomuk.co.uk>
NNTP-Posting-Host: dialup-01-54.netcomuk.co.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

To continue on with the sprite how to series, a simple rotation and scaling demo, with source is now at my ftp.

http://www.playstation.co.uk/~shadow/

Ira

--
"Never take life too seriously, 'cause you know you're not getting out of it alive." - Bugs Bunny
--MESSAGE FILE 312 END: ./1 SCEE/yaroze/beginners/000000047html.html

--MESSAGE FILE 313 START: ./1 SCEE/yaroze/beginners/000000048html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: What's ku/k0/k1?
Date: Fri, 06 Jun 1997 09:23:00 +0100
Organization: Sony Computer Entertainment Europe
Lines: 24
Message-ID: <3397C8E4.2274@interactive.sony.com>
References: <339472BC.228C@actlab.com>
<01bc71fd$26738220$01000080@solabh51.dial.pipex.com>
Reply-To: N/A-Use-Newsgroup
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Andrew Howe wrote:
>
> > I just started jumping to this Yaroze boat. Browsing through
> > the Yaroze development manuals, there is no place to explain
> > those 3 fixed memory mappings: ku/k0/k1.
>
> The docs are wrong.
> 00000000-001fffff and 80000000-801fffff are identical and cacheable
> (instructions only)
> a0000000-a01fffff is the same as the other two but is uncacheable.
>
> The docs on page 15 of the user guide are wrong, they suggest "k0"
> (80000000-801fffff) is uncacheable.
>
> Andrew.

There is no point in trying to use any mapping other than
0x80000000 - 0x801fffff.

Under this mapping, both the I-cache and the D-cache are available.

See the new ftp download area for sample code using the D-cache.
--MESSAGE FILE 313 END: ./1 SCEE/yaroze/beginners/000000048html.html

--MESSAGE FILE 314 START: ./1 SCEE/yaroze/beginners/000000049html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: djinn666 <djinn666@concentric.net>
Newsgroups: scee.yaroze.beginners
Subject: great document!!!
Date: Sat, 07 Jun 1997 05:45:18 -0400
Organization: SCEA Net Yaroze News
Lines: 8
Message-ID: <33992DAE.2918@concentric.net>
Reply-To: djinn666@concentric.net
NNTP-Posting-Host: ts001d10.tar-ny.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C (Win95; I)

for those of you who are having trouble on displaying simple sprites,
there is a great document that really helps on understand the procedure

it's located at www.playstation.co.uk/~shadow/

it's by far the best doc floating around

-Djinn
--MESSAGE FILE 314 END: ./1 SCEE/yaroze/beginners/000000049html.html

--MESSAGE FILE 315 START: ./1 SCEE/yaroze/beginners/000000050html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Stars
Date: Wed, 11 Jun 1997 00:38:13 +0100
Organization: shadow developments
Lines: 16
Message-ID: <339DE564.1BBF@netcomuk.co.uk>
NNTP-Posting-Host: dialup-07-46.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

Another simple step up the routine ladder.

Check out my stars demo at my ftp, showing a four field parallax star
field and sprite rotation and scaling stuff.

Only simple stuff, but ace fun to play with.

Source code available when it's tidy.

Ira

http://www.playstation.co.uk/~shadow/

--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 315 END: ./1 SCEE/yaroze/beginners/000000050html.html

--MESSAGE FILE 316 START: ./1 SCEE/yaroze/beginners/000000051html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scee.yaroze.beginners

Subject: Source available
Date: Thu, 12 Jun 1997 19:01:06 +0100
Organization: shadow developments
Lines: 11
Message-ID: <33A03962.D56@netcomuk.co.uk>
NNTP-Posting-Host: dialup-08-03.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

The source for the starfield and runner demos are now on my ftp area.

http://www.playstation.co.uk/~shadow/

Check them out.

Ira

--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 316 END: ./1 SCEE/yaroze/beginners/000000051html.html

--MESSAGE FILE 317 START: ./1 SCEE/yaroze/beginners/000000052html.html
Path: chuka.playstation.co.uk!news
From: "Andrew Howe" <ataru@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: What's ku/k0/k1?
Date: 15 Jun 1997 22:59:01 GMT
Organization: Acme
Lines: 14
Message-ID: <01bc79e0$3e255340$01000080@solabh51.dial.pipex.com>
References: <339472BC.228C@actlab.com>
<01bc71fd$26738220$01000080@solabh51.dial.pipex.com>
<3397C8E4.2274@interactive.sony.com>
NNTP-Posting-Host: ak041.du.pipex.com
X-Newsreader: Microsoft Internet News 4.70.1155

> There is no point in trying to use any mapping other than
> 0x80000000 - 0x801fffff.

It's identical to 0x00000000-0x001fffff. And the latter is faster to use
in some cases, like generating primitive lists.

> Under this mapping, both the I-cache and the D-cache are available.

The "D-cache" is only available at 0x1f800000, and it's not a data cache,
it's just 1k of 1 cycle memory ... ???

Andrew - Core Design

--MESSAGE FILE 317 END: ./1 SCEE/yaroze/beginners/000000052html.html

--MESSAGE FILE 318 START: ./1 SCEE/yaroze/beginners/000000053html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nelson Santos" <nsantos@total.net>
Newsgroups: scee.yaroze.beginners
Subject: Backgrounds
Date: 20 Jun 1997 13:13:34 GMT
Organization: SCEA Net Yaroze News

Lines: 35
Message-ID: <01bc7d95$a546a200$cb56eccd@nsantos>
NNTP-Posting-Host: ppp-5200-0445.mtl.total.net
X-Newsreader: Microsoft Internet News 4.70.1155

I read a couple of messages regarding displaying an entire 320x240 image on the screen. If you want an easy and crude way of doing it, you can use the LoadImage to move the entire image into your display and swap buffers instead of using 2 sprites, and just use a main loop that does nothing but swap buffers. Like this:

```
...
   GsGetTimInfo((u_long *)(PICTURE+1),&Image);
   Rect.x = 0;
   Rect.y = 0;
   Rect.w = 320;
   Rect.h = 240;
   LoadImage(&Rect,Image.pixel);
   Rect.y = 240;
   LoadImage(&Rect,Image.pixel);

   while(PadRead(1) != PadSelect)
   {
      Buffer = GsGetActiveBuff();
      GsSetWorkBase((PACKET *)Packet[Buffer]);
      GsClearOt(0,0,&OT[Buffer]);
      DrawSync(0);
      VSync(0);
      GsSwapDispBuff();
      GsDrawOt(&OT[Buffer]);
   }
...
```

This is not useable for background images in games and only works with images that includes the CLUT information in the data, but it's a great way to do a quick display of a title image for example.

Nelson.

--MESSAGE FILE 318 END: ./1 SCEE/yaroze/beginners/000000053html.html

--MESSAGE FILE 319 START: ./1 SCEE/yaroze/beginners/000000054html.html
Path: chuka.playstation.co.uk!news
From: SCEE TECH <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Backgrounds
Date: Fri, 20 Jun 1997 14:38:31 +0100
Organization: Sony Computer Entertainment Europe
Lines: 46
Message-ID: <33AA87D7.6184@interactive.sony.com>
References: <01bc7d95$a546a200$cb56eccd@nsantos>
Reply-To: N/A-Use-Newsgroups
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Nelson Santos wrote:
>
> I read a couple of messages regarding displaying an entire 320x240 image on
> the screen. If you want an easy and crude way of doing it, you can use the

```
> LoadImage to move the entire image into your display and swap buffers
> instead of using 2 sprites, and just use a main loop that does nothing but
> swap buffers.  Like this:
>
> ...
>    GsGetTimInfo((u_long *)(PICTURE+1),&Image);
>    Rect.x = 0;
>    Rect.y = 0;
>    Rect.w = 320;
>    Rect.h = 240;
>    LoadImage(&Rect,Image.pixel);
>    Rect.y = 240;
>    LoadImage(&Rect,Image.pixel);
>
>    while(PadRead(1) != PadSelect)
>    {
>       Buffer = GsGetActiveBuff();
>       GsSetWorkBase((PACKET *)Packet[Buffer]);
>       GsClearOt(0,0,&OT[Buffer]);
>       DrawSync(0);
>       VSync(0);
>       GsSwapDispBuff();
>       GsDrawOt(&OT[Buffer]);
>    }
> ...
>
> This is not useable for background images in games and only works with
> images that includes the CLUT information in the data, but it's a great way
> to do a quick display of a title image for example.
>
> Nelson.

-- One nice advantage of this LoadImage method is that you can
specify the TIM coordinates as those of one draw/display buffer in VRAM
eg topleft (0, 0) and (w,h) as (320, 240);
this means you can fit more things into the rest of VRAM,
and so a large title screen need not hinder use of game textures.

GsSPRITEs will enable you to display images very flexibly;
each one can only show 256by256 pixels of frame buffer, but if
you have a larger TIM than 256x256, show it using more than
one sprite.
--MESSAGE FILE 319 END: ./1 SCEE/yaroze/beginners/000000054html.html


--MESSAGE FILE 320 START: ./1 SCEE/yaroze/beginners/000000055html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Sprite/2D Demo code
Date: Tue, 01 Jul 1997 23:53:30 -0700
Organization: SCEA Net Yaroze News
Lines: 20
Message-ID: <33B9FAE9.2636@earthlink.net>
References: <3391F4E9.70FE@netcomuk.co.uk>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: max1-so-ca-22.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP  (Win16; U)

Ira Rainey wrote:
>
```

> Having recently had the fog lifted, from my mind, and now making some
> progress on my Yaroze, I would be willing to put togther some *simple*
> source code, with an explanation of the problems I had and the way the
> graphics system works, basically the real basics to get people going
> with sprites and the like.
>
> If enough people need it then I will compile this resource, if no-one
> needs it then that's fine, but I know how frustrating it can get.
>
> So either mail me or post here, and if demand requires it then I will do
> it.
>
> Ira
> --
> "Never take life too seriously, 'cause you know you're not getting out
> of it alive." - Bugs Bunny
Oh yes definetely I would like that a lot . Email at
Hodgke@earthlink.net . Great!!!! I was looking for someone like you!!!
--MESSAGE FILE 320 END: ./1 SCEE/yaroze/beginners/000000055html.html

--MESSAGE FILE 321 START: ./1 SCEE/yaroze/beginners/000000056html.html
Path: chuka.playstation.co.uk!news
From: wardster1@hotmail.com
Newsgroups: scee.yaroze.beginners
Subject: Memory address selection?
Date: Wed, 09 Jul 1997 00:58:18 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <33C3449A.34EB@hotmail.com>
NNTP-Posting-Host: ld17-036.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.01E-CIS (Win95; I; 16bit)

Hi there...

I got the Yaroze only a few days ago, but something has got me confused.
Why do I have to choose hexadecimal value memory addressed for any data
files that I choose to use (seq, vab, 3d objects etc.).

Does anyone have any information regarding the choice of memory adresses,
for example, what is the top/bottom address, do I have to allocate a
certain amount of memory etc.

Any comments would be appreciated....

See ya.
--MESSAGE FILE 321 END: ./1 SCEE/yaroze/beginners/000000056html.html

--MESSAGE FILE 322 START: ./1 SCEE/yaroze/beginners/000000057html.html
Path: chuka.playstation.co.uk!news
From: wardster1@hotmail.com
Newsgroups: scee.yaroze.beginners
Subject: Visual C++ 5
Date: Wed, 09 Jul 1997 01:02:53 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <33C345AD.453A@hotmail.com>
NNTP-Posting-Host: ld17-036.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.01E-CIS (Win95; I; 16bit)

Hi again ...

When I purchased the Yaroze I ordered CodeWarrior also, however, after
using Microsoft VC++ 5, MetroWerks IDE seems to be lacking (ho hum...).

Is there any possibilty of using VC++ as a frontend IDE / Compiler.

Any info would be greatly appreciated.

See ya.
--MESSAGE FILE 322 END: ./1 SCEE/yaroze/beginners/000000057html.html

--MESSAGE FILE 323 START: ./1 SCEE/yaroze/beginners/000000058html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory address selection?
Date: Wed, 09 Jul 1997 08:56:54 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 54
Message-ID: <33C34446.520@interactive.sony.com>
References: <33C3449A.34EB@hotmail.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

wardster1@hotmail.com wrote:
>
> Hi there...
>
> I got the Yaroze only a few days ago, but something has got me confused.
> Why do I have to choose hexadecimal value memory addressed for any data
> files that I choose to use (seq, vab, 3d objects etc.).

The convention on PlayStation is to use hexadecimal addressing;
the PC programs that directly communicate with the PlayStation
will use them, so it's easiest to stick with them throughout
rather than converting to decimal.

>
> Does anyone have any information regarding the choice of memory adresses,
> for example, what is the top/bottom address, do I have to allocate a
> certain amount of memory etc.
>
> Any comments would be appreciated....
>
> See ya.

The Yaroze memory is 2Mb of main RAM from
0x80000000 - 0x801fffff. The video RAM and sound RAM are
1Mb and 0.5Mb each respectively, and the addresses for them
are not disclosed as they are acccessed via library calls.

The Yaroze kernal and base library take up the memory
from 0x80000000 - 0x8008ffff, so Never load anything before
0x80090000; this is effectively the starting address.
The top address is 0x801fffff, but the stack grows down from that
point, so best to leave it some space; hence you can take

values like 0x801f0000 or 0x801ff000 as the top-most address.

As regards allocation, you can use whatever bits of RAM you like,
as long as you avoid conflict with data files (TIM, TMD, SEQ, VH, VB,
etc) and with program space; you can use dynamic memory allocation,
or static allocation (eg declaring global arrays) or you
can directly set where you want a buffer to be, e.g.

```
u_long *memoryBuffer1;      // pointer:
              // treatable as base of array
memoryBuffer1 = (u_long*) 0x80090000;
   // set the memory location of memory buffer
```

you can define memory buffer areas quite easily, and if you
define a bottom and top address for each, and check against
these values when getting memory, all will be fine.

Note: in the makefile of a project, specify the linker option
that forces generation of a mapfile (lots of the SCEE samples
do this). The mapfile shows you exactly where things are
and how much space various parts of your program are consuming;
very useful for spotting subtle conflicts.

Lewis
--MESSAGE FILE 323 END: ./1 SCEE/yaroze/beginners/000000058html.html

--MESSAGE FILE 324 START: ./1 SCEE/yaroze/beginners/000000059html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory address selection?
Date: Wed, 09 Jul 1997 19:38:18 GMT
Organization: SCEA Net Yaroze News
Lines: 32
Message-ID: <33c3e6ed.8639997@news.scea.sony.com>
References: <33C3449A.34EB@hotmail.com> <33C34446.520@interactive.sony.com>
NNTP-Posting-Host: nb5ppp166.cac.psu.edu
X-Newsreader: Forte Free Agent 1.11/32.235

On Wed, 09 Jul 1997 08:56:54 +0100, Developer Support
<dev_support@interactive.sony.com> wrote:

>The Yaroze memory is 2Mb of main RAM from
>0x80000000 - 0x801fffff. The video RAM and sound RAM are
>1Mb and 0.5Mb each respectively, and the addresses for them
>are not disclosed as they are acccessed via library calls.
>

   anyways, would it interfere with video syncing if we
were able to access video RAM at will?

>The Yaroze kernal and base library take up the memory
>from 0x80000000 - 0x8008ffff, so Never load anything before
>0x80090000; this is effectively the starting address.
>The top address is 0x801fffff, but the stack grows down from that
>point, so best to leave it some space; hence you can take
>values like 0x801f0000 or 0x801ff000 as the top-most address.

   program stack grows down from 0x801ffff, and the
linker option to load your executable will load at that point and
upward, say at 0x801e3000 and upward, so that the only thing
colliding would be the program stack and the program exectable,
and everything below 0x801e3000 is ok? yes? no?

Jamin

>Lewis

--MESSAGE FILE 324 END: ./1 SCEE/yaroze/beginners/000000059html.html

--MESSAGE FILE 325 START: ./1 SCEE/yaroze/beginners/000000060html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory address selection?
Date: Thu, 10 Jul 1997 10:22:07 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <33C4A9BF.4B06@interactive.sony.com>
References: <33C3449A.34EB@hotmail.com> <33C34446.520@interactive.sony.com>
<33c3e6ed.8639997@news.scea.sony.com>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

> >The Yaroze kernal and base library take up the memory
> >from 0x80000000 - 0x8008ffff, so Never load anything before
> >0x80090000; this is effectively the starting address.
> >The top address is 0x801fffff, but the stack grows down from that
> >point, so best to leave it some space; hence you can take
> >values like 0x801f0000 or 0x801ff000 as the top-most address.
>
>   program stack grows down from 0x801ffff, and the
> linker option to load your executable will load at that point and
> upward, say at 0x801e3000 and upward, so that the only thing
> colliding would be the program stack and the program exectable,
> and everything below 0x801e3000 is ok? yes? no?

If you were loading your program at 801e3000, and you made the
linker generate a mapfile, and hence you knew the program
space ended at e.g. 0x801f0000, then you can be sure of no overlap
of stack and program; and use of the space between
0x80090000 and 0x801e2fff would be fine.

>
> Jamin
>
> >Lewis
--MESSAGE FILE 325 END: ./1 SCEE/yaroze/beginners/000000060html.html

--MESSAGE FILE 326 START: ./1 SCEE/yaroze/beginners/000000061html.html
Path: chuka.playstation.co.uk!news
From: "Grim" <frothkid@fourny.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Visual C++ 5
Date: 10 Jul 1997 18:56:18 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <01bc8120$19d11280$c793989e@fourny.demon.co.uk>

References: <33C345AD.453A@hotmail.com>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

wardster1@hotmail.com wrote in article <33C345AD.453A@hotmail.com>...
> Hi again ...
>
> When I purchased the Yaroze I ordered CodeWarrior also, however, after
> using Microsoft VC++ 5, MetroWerks IDE seems to be lacking (ho hum...).
>
> Is there any possibilty of using VC++ as a frontend IDE / Compiler.
>
> Any info would be greatly appreciated.
>
> See ya.
>

I dont have visual C++ 5, but visual C++ 4 allows you to load an external makefile if its got a .mak extension, for example a makefile that would work with gcc (just make sure its simple). Then when you do 'build' it calls the makefile which calls the external compiler and builds your ps exe. Use siocons for uploading and you can forget CodeWarrior (hurrah). Of course the debugger doesnt work, not sure about the browsers.

I havent actually tried this but it works with my TI compilers. I seem to remember someone working on their own windows IDE for yaroze. Also there is something called 'blue gnu' for cygnus-release gcc on win32. That might work too.

see ya

Graeme

--MESSAGE FILE 326 END: ./1 SCEE/yaroze/beginners/000000061html.html

--MESSAGE FILE 327 START: ./1 SCEE/yaroze/beginners/000000062html.html
Path: chuka.playstation.co.uk!news
From: Jon Arkley <113131.206@Compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: 3d "chessboard"
Date: Sun, 03 Aug 1997 22:08:27 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <33E4F34B.697@Compuserve.com>
NNTP-Posting-Host: ld44-188.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

I'm trying to create a 3d "chessboard" effect using cubes of varying height in a grid pattern.

I downloaded the "3dprogs" demo programs, and substituted CUBE.TMP for the object displayed by tuto0. This worked fine, giving me a cube on the screen which I could rotate and zoom in and out using the joypad.

My next step was to display more than one cube. I modified the program to create a two-element array for the object handler and to do all the 3d calls etc twise, once for each element.

I changed the initial xyz coordinates for the second object to offset it on the screen from the first.

All I got was a single cube at the new position.

Am I on the right lines? If so, what am I doing wrong? Perhaps I need to do something more complicated?

Any help would be most welcome. This is my first attempt at 3d, so forgive me if I'm doing something really stupid! I would also be grateful for any really basic examples of displaying two identical objects at different coordinates.

Thanks.
--MESSAGE FILE 327 END: ./1 SCEE/yaroze/beginners/000000062html.html

--MESSAGE FILE 328 START: ./1 SCEE/yaroze/beginners/000000063html.html
Path: chuka.playstation.co.uk!news
From: Mark Green <mark@antelope.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Stuck with Sprites - Oddness`
Date: Mon, 04 Aug 1997 21:35:48 +0100
Organization: No
Lines: 33
Message-ID: <33E63D24.33F3@antelope.demon.co.uk>
NNTP-Posting-Host: antelope.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Ok, after spending a while with this machine, I've finally gone from a completely blank screen to a completely blank screen with a slight tinge of red... Basically, I understand (I think!) how the graphics system works, but it seems to have inconsistencies in it that I don't understand. Perhaps some kind soul could explain a few things..

  1 - Ok, I have the frame buffer, which is basically a massive scratchpad except that part of it at any given moment will be onscreen. Things like GetTPage and LoadImage, etc. seem to refer to coordinates in this. However, when it comes to actually _drawing_ things, it seems that the system compensates for the location of the current drawing buffer in the scratchpad. (Evidence: The CHECK program, when it recalculates the positions of the sprites, does not have an amount that it adds on in order to draw in the second frame buffer on every other frame). Is this true? What if I really do want to draw in the texture space, CLUT, or similar?

  2 - What colour does FntPrint() text come out in? (I was trying to FntPrint() some text in the scratchpad, mark that area as TextureSpace then pick it up in a sprite, but it never shows up...)

  3 - Once you've drawn an Ot, you can do whatever you like to the Ot in memory, right?

  4 - You don't actually *need* two sets of GpuPackets for two buffered frames if you're only drawing one at a time (which is a stupid thing to do, but is simple, so that's what I'm trying to do at the moment :))

  5 - The drawing commands draw on the buffer that is *not* visible at the moment, right?

  Thanks for any help!!
Mg
--MESSAGE FILE 328 END: ./1 SCEE/yaroze/beginners/000000063html.html

--MESSAGE FILE 329 START: ./1 SCEE/yaroze/beginners/000000064html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Clint Kelly <clint@erols.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Stuck with Sprites - Oddness`
Date: Mon, 04 Aug 1997 19:43:51 -0400
Organization: Cornell University
Lines: 48
Message-ID: <33E66937.2140@erols.com>
References: <33E63D24.33F3@antelope.demon.co.uk>
NNTP-Posting-Host: rkv-as1s30.erols.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.01KIT (Win95; U)

I don't have very many answers, but I'll give this a shot...

Mark Green wrote:

>   1 - Ok, I have the frame buffer, which is basically a massive
> scratchpad except that part of it at any given moment will be onscreen.
> Things like GetTPage and LoadImage, etc. seem to refer to coordinates in
> this. However, when it comes to actually _drawing_ things, it seems
> that the system compensates for the location of the current drawing
> buffer in the scratchpad. (Evidence: The CHECK program, when it

When you have sprites on the screen, you're dealing with world coordinates
(correct me if I'm
wrong) and not frame buffer coordinates. For example, you can move sprites to
negative
coordinates, even though no such coordinates exist in the framebuffer.

> recalculates the positions of the sprites, does not have an amount that
> it adds on in order to draw in the second frame buffer on every other
> frame). Is this true? What if I really do want to draw in the texture
> space, CLUT, or similar?

If you want to actually write somewhere off the screen in the frame buffer, I
think you have to
use LoadImage().

>
>   2 - What colour does FntPrint() text come out in? (I was trying to
> FntPrint() some text in the scratchpad, mark that area as TextureSpace
> then pick it up in a sprite, but it never shows up...)

I assume FntPrint() is in white, just cos I've used that function before and my
text was white.
If you want to have some text on a sprite, try writing the text using a paint
program, saving the
image with the text, converting it to a tim, and then mapping that tim to your
sprite.

>   3 - Once you've drawn an Ot, you can do whatever you like to the Ot in
> memory, right?
>
>   4 - You don't actually *need* two sets of GpuPackets for two buffered

> frames if you're only drawing one at a time (which is a stupid thing to
> do, but is simple, so that's what I'm trying to do at the moment :))

Can't help you with those, sorry.

>   5 - The drawing commands draw on the buffer that is *not* visible at
> the moment, right?

That's right.

CliNt
--MESSAGE FILE 329 END: ./1 SCEE/yaroze/beginners/000000064html.html

--MESSAGE FILE 330 START: ./1 SCEE/yaroze/beginners/000000065html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Stuck with Sprites - Oddness`
Date: Tue, 05 Aug 1997 08:22:37 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 64
Message-ID: <33E6D4BD.1AC4@interactive.sony.com>
References: <33E63D24.33F3@antelope.demon.co.uk>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Mark Green wrote:
>
> Ok, after spending a while with this machine, I've finally gone from a
> completely blank screen to a completely blank screen with a slight tinge
> of red... Basically, I understand (I think!) how the graphics system
> works, but it seems to have inconsistencies in it that I don't
> understand. Perhaps some kind soul could explain a few things..
>
>   1 - Ok, I have the frame buffer, which is basically a massive
> scratchpad except that part of it at any given moment will be onscreen.
> Things like GetTPage and LoadImage, etc. seem to refer to coordinates in
> this. However, when it comes to actually _drawing_ things, it seems
> that the system compensates for the location of the current drawing
> buffer in the scratchpad. (Evidence: The CHECK program, when it
> recalculates the positions of the sprites, does not have an amount that
> it adds on in order to draw in the second frame buffer on every other
> frame). Is this true? What if I really do want to draw in the texture
> space, CLUT, or similar?

The GPU draws on screen (The 512 by 1024 VRAM) using a structure
called a DRAWENV to tell it where the origin is, and what size to use
for screen clipping. The graphics initialisation normally sets up two of
these structures for the double buffering, but you can use others if you
want to draw off screen (For reflection effects etc)

>
>   2 - What colour does FntPrint() text come out in? (I was trying to
> FntPrint() some text in the scratchpad, mark that area as TextureSpace
> then pick it up in a sprite, but it never shows up...)
>

You can change the colour of FntPrint using either ~crgb where rgb are
single digits from 0-9 (you can go above but it's in ASCII order, not
hex)

>   3 - Once you've drawn an Ot, you can do whatever you like to the Ot in
> memory, right?

Once the drawing has finished the Ot is dead.. but don't modify it
before drawing has finished.

>
>   4 - You don't actually *need* two sets of GpuPackets for two buffered
> frames if you're only drawing one at a time (which is a stupid thing to
> do, but is simple, so that's what I'm trying to do at the moment :))
>

If you drawsync after drawing (So that the CPU waits for the drawing to
complete) You will only need one set of Gpupackets+OT, however you will
lose a lot of performance that way.

>   5 - The drawing commands draw on the buffer that is *not* visible at
> the moment, right?
>

Yup...(Unless you tell them not to)

>   Thanks for any help!!
> Mg

Cheers,

Colin.
--MESSAGE FILE 330 END: ./1 SCEE/yaroze/beginners/000000065html.html

--MESSAGE FILE 331 START: ./1 SCEE/yaroze/beginners/000000066html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Stuck with Sprites - Oddness`
Date: Tue, 05 Aug 1997 09:46:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <33E6E86E.3606@interactive.sony.com>
References: <33E63D24.33F3@antelope.demon.co.uk>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Mark Green wrote:
>   2 - What colour does FntPrint() text come out in? (I was trying to
> FntPrint() some text in the scratchpad, mark that area as TextureSpace
> then pick it up in a sprite, but it never shows up...)
>

If your trying to use FntPrint off screen, you can't because it gets
clipped to the screen.

Stuart
--MESSAGE FILE 331 END: ./1 SCEE/yaroze/beginners/000000066html.html

--MESSAGE FILE 332 START: ./1 SCEE/yaroze/beginners/000000067html.html
Path: chuka.playstation.co.uk!news

From: Mark Green <mark@antelope.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Stuck with Sprites - Oddness
Date: 5 Aug 1997 21:11:24 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <5s84ts$oj7@chuka.playstation.co.uk>
NNTP-Posting-Host: antelope.demon.co.uk

  Thanks for all your help, I've finally gotten it working now. :)

Mg
--MESSAGE FILE 332 END: ./1 SCEE/yaroze/beginners/000000067html.html

--MESSAGE FILE 333 START: ./1 SCEE/yaroze/beginners/000000068html.html
Path: chuka.playstation.co.uk!news
From: Mark Green <mark@antelope.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Spoke too soon - TIM files..?
Date: 6 Aug 1997 20:36:59 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <5san9b$oj9@chuka.playstation.co.uk>
NNTP-Posting-Host: antelope.demon.co.uk

  Ok, I got it working using the ball.h data from the check program, but then i tried to load a TIM file.. and got stuck. Do I load these with LoadImage() or is there some other call? Does a TIM have to full the frame buffer (since the program seems to let you place bitmaps anywhere in the frame buffer?) WHy can't I save the bitmap and the clut in different bitmaps and load them with seperate LoadImages just like the check program does? When I tried to load the sprite from the TIM (loading the TIM at coordinate 0 in the frame buffer), I got garbage. Also, the image was the wrong colour in the Timutil program.. and when I reloaded the tim it created it was a *different* wrong colour! :) What's the deal with this?

Mg
(pardon my spelling, but from here I'm having to type news into telnet :))
--MESSAGE FILE 333 END: ./1 SCEE/yaroze/beginners/000000068html.html

--MESSAGE FILE 334 START: ./1 SCEE/yaroze/beginners/000000069html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Clint Kelly <clint@erols.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Spoke too soon - TIM files..?
Date: Thu, 07 Aug 1997 22:40:13 -0400
Organization: Cornell University
Lines: 34
Message-ID: <33EA870D.3ADA@erols.com>
References: <5san9b$oj9@chuka.playstation.co.uk>
NNTP-Posting-Host: rkv-as4s63.erols.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.01KIT (Win95; U)

Mark Green wrote:
>
>   Ok, I got it working using the ball.h data from the check program, but then
> i tried to load a TIM file.. and got stuck. Do I load these with LoadImage()
> or is there some other call? Does a TIM have to full the frame buffer (since
> the program seems to let you place bitmaps anywhere in the frame buffer?)

> WHy can't I save the bitmap and the clut in different bitmaps and load them
> with seperate LoadImages just like the check program does? When I tried to
> load the sprite from the TIM (loading the TIM at coordinate 0 in the frame
> buffer), I got garbage. Also, the image was the wrong colour in the Timutil
> program.. and when I reloaded the tim it created it was a *different* wrong
> colour! :) What's the deal with this?
>
> Mg
> (pardon my spelling, but from here I'm having to type news into telnet :))

Check out http://www.playstation.co.uk/~shadow/ and click on the disk. These demos should get you pointed in
the right direction.

I went through the same questions about a month ago. Unfortunately I'm leaving on vacation tomorrow so I
don't have enough time to write a big explaination... sorry. I'll try to answer some of your questions,
though:

You load TIM files with a batch file. All of the demos you can download have these. They tell your PC to
where in the PSX's memory to put the TIMs and then they put in the main program.

The TIM doesn't have to fill the frame buffer. Look at page 154 on the user guide for instructions for using
timutil. You can use the Tim Arrangment command to place your textures and cluts. You shouldn't load the TIM
to 0,0 on the frame buffer, cos that's the display area.

I know that timutil screws up colors. I'm not sure what to do about it.
Sorry....

Clint
--MESSAGE FILE 334 END: ./1 SCEE/yaroze/beginners/000000069html.html

--MESSAGE FILE 335 START: ./1 SCEE/yaroze/beginners/000000070html.html
Path: chuka.playstation.co.uk!news
From: Mark Green <mark@antelope.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Ok, truly stuck again.
Date: Sun, 10 Aug 1997 12:50:15 +0100
Organization: No
Lines: 142
Message-ID: <33EDAAF7.7E00@antelope.demon.co.uk>
NNTP-Posting-Host: antelope.demon.co.uk
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------26CC511B519D"
X-Mailer: Mozilla 3.0 (Win95; I)

This is a multi-part message in MIME format.

--------------26CC511B519D
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

I'm actually going to post my source here because I really can't see
what's wrong (and worse yet I have to post through Netscape to do a file
include, so it'll probably do that stupid post-it-in-html-twice trick,
but I can't get a decent bit of news software and my telnet won't
transmit files.. many apologies in advance if it has done it).
  Basically, this program is supposed to draw a sprite, but it doesn't

work at all. And I can't see why. I have checked against the check program and against shadow's code and it seems to do everything in the same order. If I take the GsSortClear() out, it works, but doesn't clear the screen (of course ;))
  Any help much appreciated.

Mg

--------------26CC511B519D
Content-Type: text/plain; charset=us-ascii; name="main.c"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="main.c"

```
#include <libps.h>
#include "pad.h"

#define VH_ADDR         0x80100000

/* Reserved memory for building packets for the GPU */
PACKET Packets[2][500];

/* Ordering table for planes */
GsOT OT[2];
/* Only need a few tags, since we're not using 3D */
GsOT_TAG Tag[2][10];
int frame;

/* Our sprite record */
GsSPRITE oursprite;

/* Where we put the TIM */
u_long *theTIMfile = (u_long *)VH_ADDR;

/* Pointers to the PSX control buffers */
volatile u_char *bb0, *bb1;

GsIMAGE         theimage;

/* God knows what this does, but it works */
static u_long PadRead(long id)
{
    return(~(*(bb0+3) | *(bb0+2) << 8 | *(bb1+3) << 16 | *(bb1+2) << 24));
}


void loadthetexture() {
    RECT      rect;
        int             i;

        GsGetTimInfo((u_long *)(VH_ADDR+4),&theimage);
        rect.x = theimage.px;  rect.y = theimage.py;
        rect.w = theimage.pw;  rect.h = theimage.ph;
        LoadImage(&rect, theimage.pixel);
        rect.x = theimage.cx;     rect.y = theimage.cy;
        rect.w = theimage.cw;     rect.h = theimage.ch;
        LoadImage(&rect, theimage.clut);
        DrawSync(0);
}

void setupsprite() {
  u_long tpage;

  tpage = GetTPage(1,0,640,0);
```

```
  oursprite.attribute = 1 << 24;
  oursprite.x = 50; oursprite.y = 50;
  oursprite.w = theimage.pw*2; oursprite.h = theimage.ph;
  oursprite.u = 0; oursprite.v = 0;
  oursprite.cx = theimage.cx; oursprite.cy = theimage.cy;
  oursprite.tpage = tpage;
  oursprite.r = oursprite.g = oursprite.b = 128;
  oursprite.scalex = oursprite.scaley = ONE;
  oursprite.mx = oursprite.my = 10;
  oursprite.rotate = 0;
}

main() {

  int t;
  u_long padval;
  /* Set up screen */

  SetVideoMode(MODE_PAL);
  GetPadBuf(&bb0, &bb1);
  GsInitGraph(320,256,4,0,0);

  /* Tell system where the double-buffer screen is in the global fbuf */
  GsDefDispBuff(0,0,0,256);

  /* Set up the ordering tables */
  for (t=0; t<2; t++) {
    OT[t].length = 1;
    OT[t].org = Tag[t];
  }

  loadthetexture();
  setupsprite();

/* ORDER OF DOING THINGS: */
/*    Compute frame X */
/*    Check drawing of frame X-1 is finished */
/*    Wait for vertical blanking */
/*    Shift X-1 into screen, bring X-2 to buffer for overwrite */
/*    Start drawing frame X */
/*    Increment X, go to top */

  while (padval != PADselect) {

    frame = GsGetActiveBuff();
    GsSetWorkBase((PACKET *)Packets[frame]);
    GsClearOt(0,0,&OT[frame]);

    padval = PadRead(1);
    if (padval & PADLright) oursprite.rotate += 4096;
    if (padval & PADLleft) oursprite.rotate -= 4096;

    GsSortSprite(&oursprite, &OT[frame], 0);

    DrawSync(0);
    VSync(0);
    GsSwapDispBuff();
    GsSortClear(0,0,0,&OT[frame]);
    GsDrawOt(&OT[frame]);
  }

}
```

--------------26CC511B519D--

--MESSAGE FILE 335 END: ./1 SCEE/yaroze/beginners/000000070html.html

--MESSAGE FILE 336 START: ./1 SCEE/yaroze/beginners/000000071html.html
Path: chuka.playstation.co.uk!news
From: Chris Chadwick <xjk18@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: Mon, 11 Aug 1997 01:08:57 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 151
Message-ID: <33EEC899.5F54@dial.pipex.com>
References: <33EDAAF7.7E00@antelope.demon.co.uk>
NNTP-Posting-Host: aj241.du.pipex.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

Mark Green wrote:
>
> I'm actually going to post my source here because I really can't see
> what's wrong (and worse yet I have to post through Netscape to do a file
> include, so it'll probably do that stupid post-it-in-html-twice trick,
> but I can't get a decent bit of news software and my telnet won't
> transmit files.. many apologies in advance if it has done it).
>   Basically, this program is supposed to draw a sprite, but it doesn't
> work at all. And I can't see why. I have checked against the check
> program and against shadow's code and it seems to do everything in the
> same order. If I take the GsSortClear() out, it works, but doesn't
> clear the screen (of course ;))
>   Any help much appreciated.
>
> Mg

Hi Mark,

I've had a quick look through your code and the only problem I can
see is regarding the OT length. I've annoted your code, below,
to what I think should help...

Sorry I couldn't actually try this out but it's too late/early now
do so (for reasons I wont bore you with). Anyway, if this makes no
difference, or I've missed something else, Im shaw a SCEE tech bod
will step in tomorrow (Monday) and help you out!

This is me signing off for at least a few days while my laptop
goes on a jolly jaunt back to Ireland for repairs :(

See ya later

Chris

>
>   --
>
> #include <libps.h>
> #include "pad.h"
>
> #define VH_ADDR   0x80100000 #define OT_LENGTH   1   //can be any
value from 1 to 14 only!   <-- add this line
                  //1 here = just 2 Z planes (see below)

```
>
> /* Reserved memory for building packets for the GPU */
> PACKET Packets[2][500];
>
> /* Ordering table for planes */
> GsOT OT[2];
> /* Only need a few tags, since we're not using 3D */
> GsOT_TAG Tag[2][1<<OT_LENGTH];   //1<<OT_LENGTH=2 planes            <-- change
to this line                //Note the 2nd dimension, 10 you had in your
                  //original code is invalid: it must be a power of 2
> int frame;
>
> /* Our sprite record */
> GsSPRITE oursprite;
>
> /* Where we put the TIM */
> u_long *theTIMfile = (u_long *)VH_ADDR;
>
> /* Pointers to the PSX control buffers */
> volatile u_char *bb0, *bb1;
>
> GsIMAGE         theimage;
>
> /* God knows what this does, but it works */
> static u_long PadRead(long id)
> {
>         return(~(*(bb0+3) | *(bb0+2) << 8 | *(bb1+3) << 16 | *(bb1+2) << 24));
> }
>
> void loadthetexture() {
>         RECT            rect;
>         int             i;
>
>         GsGetTimInfo((u_long *)(VH_ADDR+4),&theimage);
>         rect.x = theimage.px;  rect.y = theimage.py;
>         rect.w = theimage.pw;  rect.h = theimage.ph;
>         LoadImage(&rect, theimage.pixel);
>         rect.x = theimage.cx;     rect.y = theimage.cy;
>         rect.w = theimage.cw;     rect.h = theimage.ch;
>         LoadImage(&rect, theimage.clut);
>         DrawSync(0);
> }
>
> void setupsprite() {
>   u_long tpage;
>
>   tpage = GetTPage(1,0,640,0);
>
>   oursprite.attribute = 1 << 24;
>   oursprite.x = 50; oursprite.y = 50;
>   oursprite.w = theimage.pw*2; oursprite.h = theimage.ph;
>   oursprite.u = 0; oursprite.v = 0;
>   oursprite.cx = theimage.cx; oursprite.cy = theimage.cy;
>   oursprite.tpage = tpage;
>   oursprite.r = oursprite.g = oursprite.b = 128;
>   oursprite.scalex = oursprite.scaley = ONE;
>   oursprite.mx = oursprite.my = 10;
>   oursprite.rotate = 0;
> }
>
> main() {
>
>   int t;
>   u_long padval;
```

```
>   /* Set up screen */
>
>   SetVideoMode(MODE_PAL);
>   GetPadBuf(&bb0, &bb1);
>   GsInitGraph(320,256,4,0,0);
>
>   /* Tell system where the double-buffer screen is in the global fbuf */
>   GsDefDispBuff(0,0,0,256);
>
>   /* Set up the ordering tables */
>   for (t=0; t<2; t++) {
>     OT[t].length = OT_LENGTH;                    <-- change to this line
>     OT[t].org = Tag[t];
>   }
>
>   loadthetexture();
>   setupsprite();
>
> /* ORDER OF DOING THINGS: */
> /*    Compute frame X */
> /*    Check drawing of frame X-1 is finished */
> /*    Wait for vertical blanking */
> /*    Shift X-1 into screen, bring X-2 to buffer for overwrite */
> /*    Start drawing frame X */
> /*    Increment X, go to top */
>
>   while (padval != PADselect) {
>
>     frame = GsGetActiveBuff();
>     GsSetWorkBase((PACKET *)Packets[frame]);
>     GsClearOt(0,0,&OT[frame]);
>
>     padval = PadRead(1);
>     if (padval & PADLright) oursprite.rotate += 4096;
>     if (padval & PADLleft) oursprite.rotate -= 4096;
>
>     GsSortSprite(&oursprite, &OT[frame], 0);
>
>     DrawSync(0);
>     VSync(0);
>     GsSwapDispBuff();
>     GsSortClear(0,0,0,&OT[frame]);
>     GsDrawOt(&OT[frame]);
>   }
>
> }
--MESSAGE FILE 336 END: ./1 SCEE/yaroze/beginners/000000071html.html


--MESSAGE FILE 337 START: ./1 SCEE/yaroze/beginners/000000072html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: Mon, 11 Aug 1997 18:25:44 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <33EF4B18.704B@interactive.sony.com>
References: <33EDAAF7.7E00@antelope.demon.co.uk>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)
```

Mark Green wrote:
>
> I'm actually going to post my source here because I really can't see
> what's wrong (and worse yet I have to post through Netscape to do a file
> include, so it'll probably do that stupid post-it-in-html-twice trick,
> but I can't get a decent bit of news software and my telnet won't
> transmit files.. many apologies in advance if it has done it).
>   Basically, this program is supposed to draw a sprite, but it doesn't
> work at all. And I can't see why. I have checked against the check
> program and against shadow's code and it seems to do everything in the
> same order. If I take the GsSortClear() out, it works, but doesn't
> clear the screen (of course ;))
>   Any help much appreciated.
>
> Mg
>

I got it to work by replacing

tpage = GetTPage(1,0,640,0);

with

tpage = GetTPage(theimage.pmode & 3, 0, theimage.px,theimage.py);

this way it doesn't matter where the texture is, or its bit depth.

Stuart
--MESSAGE FILE 337 END: ./1 SCEE/yaroze/beginners/000000072html.html

--MESSAGE FILE 338 START: ./1 SCEE/yaroze/beginners/000000073html.html
Path: chuka.playstation.co.uk!news
From: Mark Green <mark@antelope.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: 11 Aug 1997 21:14:46 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <5snvc6$d575@chuka.playstation.co.uk>
NNTP-Posting-Host: antelope.demon.co.uk

  Thanks for all your help. However I have tried both of your kind
suggestions and neither worked :(This seems very odd. Is it something to
do with non-word-alignment of variables or similar?
--MESSAGE FILE 338 END: ./1 SCEE/yaroze/beginners/000000073html.html

--MESSAGE FILE 339 START: ./1 SCEE/yaroze/beginners/000000074html.html
Path: chuka.playstation.co.uk!news
From: Chris Chadwick <xjk18@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: Tue, 12 Aug 1997 00:02:00 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <33F00A68.74E@dial.pipex.com>
References: <5snvc6$d575@chuka.playstation.co.uk>
NNTP-Posting-Host: al171.du.pipex.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

Mark Green wrote:
>
>   Thanks for all your help. However I have tried both of your kind
> suggestions and neither worked :(This seems very odd. Is it something to
> do with non-word-alignment of variables or similar?

Hi Mark. Me again (I got an extra day before I have to send PC for repairs :)

Sorry no solution yet, but i've just noticed something else that should
make a difference! The TIM load address defined in your code with:

```
#define VH_ADDR         0x80100000
```

Address 0x80100000 is the default load address to place the actual .text
section of your program. Try changing this to something like 0x80090000.
I'm assuming you havent changed the default .text load address in your
makefile - if using GNU development - or made the equivalent dialog box
setting change - if using CodeWarrior.

However, im still a bit puzzled when you said earlier that it works
when you remove the GsSortClear(); if there was a conflict of
addresses, your download TIM would be overwritten when the .text
section was downloaded at the same address...

Anyway, hope this helps.

Cheers

Chris
--MESSAGE FILE 339 END: ./1 SCEE/yaroze/beginners/000000074html.html

--MESSAGE FILE 340 START: ./1 SCEE/yaroze/beginners/000000075html.html
Path: chuka.playstation.co.uk!news
From: Kev <shockwave@mindless.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: Tue, 12 Aug 1997 14:02:21 +0100
Organization: Twisted Wave Productions
Lines: 11
Message-ID: <33F05EDD.7A85@mindless.com>
References: <33EDAAF7.7E00@antelope.demon.co.uk>
NNTP-Posting-Host: mango.ferndown.ate.slb.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (X11; I; SunOS 5.3 sun4m)

Mark Green brilliantly summed up my Yaroze experience so far:

> /* God knows what this does, but it works */

Arrrrrgghhh, now if I could only suss out half the code I'm using I
might be able to actually code something useful :)

Kev.
--
EyeCandy Award winning homepage! <- blatent plug!
http://www.geocities.com/SiliconValley/Pines/7428
--MESSAGE FILE 340 END: ./1 SCEE/yaroze/beginners/000000075html.html

--MESSAGE FILE 341 START: ./1 SCEE/yaroze/beginners/000000076html.html

Path: chuka.playstation.co.uk!news
From: Mark Green <mark@antelope.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: 13 Aug 1997 21:06:40 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <5st7l0$d5710@chuka.playstation.co.uk>
NNTP-Posting-Host: antelope.demon.co.uk

  I tried changing the address.. no luck.. the makefile was set to load the program at 80140000, but I changed it to 80100000 and the TIM address to 80090000, still no luck. This is driving me *MAD*! Everybody else's code does exactly the same thing AFAICT.. but theirs works and mine doesn't (hmm, is my Yaroze discriminating against me? ;)) I may just try rewrting thecode from scratch but even then I have no idea why it's behaving like it is, and this annoying little voice in the back of my head reminds me how much I paid for being frustrated like this.. :) ;)
--MESSAGE FILE 341 END: ./1 SCEE/yaroze/beginners/000000076html.html

--MESSAGE FILE 342 START: ./1 SCEE/yaroze/beginners/000000077html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: Thu, 14 Aug 1997 09:58:53 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <33F2C8CD.5033@interactive.sony.com>
References: <5st7l0$d5710@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Mark Green wrote:
>
>   I tried changing the address.. no luck.. the makefile was set to load
> the program at 80140000, but I changed it to 80100000 and the TIM address
> to 80090000, still no luck. This is driving me *MAD*! Everybody else's
> code does exactly the same thing AFAICT.. but theirs works and mine
> doesn't (hmm, is my Yaroze discriminating against me? ;)) I may just
> try rewrting thecode from scratch but even then I have no idea why
> it's behaving like it is, and this annoying little voice in the back of
> my head reminds me how much I paid for being frustrated like this.. :) ;)

Can you post the lot as an attachment, TIM file, code, exe, etc. This will give us a better chance of finding out what's wrong.

Stuart
--MESSAGE FILE 342 END: ./1 SCEE/yaroze/beginners/000000077html.html

--MESSAGE FILE 343 START: ./1 SCEE/yaroze/beginners/000000078html.html
Path: chuka.playstation.co.uk!news
From: Stephen Ewart <S.Ewart@ulst.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: Thu, 14 Aug 1997 12:15:47 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <33F2E8E3.167E@ulst.ac.uk>

References: <33EDAAF7.7E00@antelope.demon.co.uk>
NNTP-Posting-Host: ijce231.infj.ulst.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01SGoldC-SGI (X11; I; IRIX 6.3 IP32)

Mark Green wrote:
>
> I'm actually going to post my source here because I really can't see
> what's wrong (and worse yet I have to post through Netscape to do a file
> include, so it'll probably do that stupid post-it-in-html-twice trick,
> but I can't get a decent bit of news software and my telnet won't
> transmit files.. many apologies in advance if it has done it).
>   Basically, this program is supposed to draw a sprite, but it doesn't
> work at all. And I can't see why. I have checked against the check
> program and against shadow's code and it seems to do everything in the
> same order. If I take the GsSortClear() out, it works, but doesn't
> clear the screen (of course ;))

This would suggest to me that the CLUT was being written over by the
GsSortClear() call.
This happened to me with the simple ball bounding demo which came with
the Yaroze. That demo work fine in NTSC but as the CLUT was stored just
below the second video buffer it was overwritten when using the larger
buffers of MODE_PAL.

Check the position of the CLUT with timtool.

.. Steve
--MESSAGE FILE 343 END: ./1 SCEE/yaroze/beginners/000000078html.html

--MESSAGE FILE 344 START: ./1 SCEE/yaroze/beginners/000000079html.html
Path: chuka.playstation.co.uk!news
From: raasch@fh-worms.de (Michael Raasch)
Newsgroups: scee.yaroze.beginners
Subject: problems with sin()
Date: Thu, 14 Aug 1997 17:41:02 +0200
Organization: Michael Raasch Softwareentwicklung
Lines: 27
Message-ID: <MPG.e5d444e80cf636e989688@news.playstation.co.uk>
NNTP-Posting-Host: port14.Fh-Worms.DE
X-Newsreader: Anawave Gravity v1.10.570

hi there.

I would like to calculate the sinus of an angle, but CW complains while
linking that something is undefined.
the source for testing is:

```
#include <libps.h>
main()
{
int sinus;
sinus = sin(0.1);
sinus = (int) sin(0.1);
}
```

the error-msg is:
Link Error   : ndefined: _cvt_dfp2unsigned¨¨¨¨¨¨eferenced from main
in main.cLink Error   : ndefined: _cvt_dfp2unsigned¨¨¨¨¨¨eferenced
from main in main.c

Link failed.

I was looking around in other sources, but everybody has a precalculated
sinustable as a sourcefile. So what can I do? Waiting for another update
or is there a workaround?

--
hasta la pasta, .\\ichael

"Wenn das John Wayne noch erlebt haette..."
--MESSAGE FILE 344 END: ./1 SCEE/yaroze/beginners/000000079html.html

--MESSAGE FILE 345 START: ./1 SCEE/yaroze/beginners/000000080html.html
Path: chuka.playstation.co.uk!news
From: Mark Green <mark@antelope.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: 14 Aug 1997 21:20:05 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <5svsq5$d3t1@chuka.playstation.co.uk>
References: <33F2E8E3.167E@ulst.ac.uk>
NNTP-Posting-Host: antelope.demon.co.uk

  JACKPOT!!!!!
  Just today I tried changing the screen to NTSC mode, and it worked..
I was wondering if my RFU was broken, but your solution makes perfect
sense - I haven't had time to try it yet, but it ties in with everything -
and I forgot to check those coordinates in timutil..
  Next thing. Just recently I tried to add another sprite to the program -
the laser that the rotating ship the previous code was supposed to produce
can fire. It's in ok, but when I tried to draw it, despite using the
values from the GetTimInfo() as the texture coordinate, I get the wrong
coordinates. If, however, I modify the texture u+v values it works. Now,
I think this is the following thing: How exactly does GetTPage() work?
Does it return a magic value calculated from the inputs? Or does it poke
the inputs into a table somewhere in the GPU and return a value? (ie,
is it safe to do: for t=1 to 5 sprite[x].tpage = GetTPage(x,y,z,a) and expect
all the values will be the same, or should I copy the GetTPage value into a
variable first?)
--MESSAGE FILE 345 END: ./1 SCEE/yaroze/beginners/000000080html.html

--MESSAGE FILE 346 START: ./1 SCEE/yaroze/beginners/000000081html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: problems with sin()
Date: Fri, 15 Aug 1997 10:22:39 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <33F41FDF.3A85@interactive.sony.com>
References: <MPG.e5d444e80cf636e989688@news.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 3.01 (Win95; I)

Michael Raasch wrote:
>
> hi there.
>

> I would like to calculate the sinus of an angle, but CW complains while
> linking that something is undefined.
> the source for testing is:
>
> #include <libps.h>
> main()
> {
> int sinus;
> sinus = sin(0.1);
> sinus = (int) sin(0.1);
> }
>
> the error-msg is:
> Link Error   : ndefined: _cvt_dfp2unsigned
> eferenced from main
> in main.c
>
> Link Error   : ndefined: _cvt_dfp2unsigned
> eferenced
> from main in main.c
>
> Link failed.
>

This is a specifically CodeWarrior problem, solvable by
floating-point code generation options in the IDE.

The easiest workaround is to use the precalculated sincos
tables, available as .c and .h modules, in much of the SCEE
sample code programs.
--MESSAGE FILE 346 END: ./1 SCEE/yaroze/beginners/000000081html.html

--MESSAGE FILE 347 START: ./1 SCEE/yaroze/beginners/000000082html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: Fri, 15 Aug 1997 10:29:19 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 30
Message-ID: <33F4216F.73BC@interactive.sony.com>
References: <33F2E8E3.167E@ulst.ac.uk> <5svsq5$d3t1@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Mark Green wrote:
>
>   JACKPOT!!!!!
>   Just today I tried changing the screen to NTSC mode, and it worked..
> I was wondering if my RFU was broken, but your solution makes perfect
> sense - I haven't had time to try it yet, but it ties in with everything -
> and I forgot to check those coordinates in timutil..
>   Next thing. Just recently I tried to add another sprite to the program -
> the laser that the rotating ship the previous code was supposed to produce
> can fire. It's in ok, but when I tried to draw it, despite using the
> values from the GetTimInfo() as the texture coordinate, I get the wrong
> coordinates. If, however, I modify the texture u+v values it works. Now,
> I think this is the following thing: How exactly does GetTPage() work?
> Does it return a magic value calculated from the inputs? Or does it poke
> the inputs into a table somewhere in the GPU and return a value? (ie,

> is it safe to do: for t=1 to 5 sprite[x].tpage = GetTPage(x,y,z,a) and expect
> all the values will be the same, or should I copy the GetTPage value into a
> variable first?)

The fact that you can modify the u,v and thereby make it work
tells you something about your TIM file and how you are drawing
it with a sprite; specifically, how to make it work correctly.
You could make the u,vs modifiable at runtime (modified using
controller) to see exactly what is going on.

The better method is to use pre-built functions from sample code;
the SCEE sample programs 2d and 2d2 (and mny others)
show a clean, clear way to link a sprite to any image; using those
you can get a laser working in not time, and they will show
you how to use GetTPage.
--MESSAGE FILE 347 END: ./1 SCEE/yaroze/beginners/000000082html.html

--MESSAGE FILE 348 START: ./1 SCEE/yaroze/beginners/000000083html.html
Path: chuka.playstation.co.uk!news
From: Mark Green <mark@antelope.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Truly stuck again.
Date: 15 Aug 1997 20:24:54 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <5t2dum$d3t3@chuka.playstation.co.uk>
NNTP-Posting-Host: antelope.demon.co.uk

  (** THIS IS THE END OF THE HEADERS YOU SILLY MACHINE. IF YOU LET ME TYPE
MY WHOLE MESSAGE IN AGAIN AND THEN BOUNCE IT BECAUSE IT HAS NO BODY I'M
GOING TO SCREAM. **)

  I got the laser problem sussed - the texture page address was getting clipped
to the nearest multiple of a predefined value. Now it all works. :) Reckon
there's call for a text file to introduce this type of thing? Or has that
all been done to death?
--MESSAGE FILE 348 END: ./1 SCEE/yaroze/beginners/000000083html.html

--MESSAGE FILE 349 START: ./1 SCEE/yaroze/beginners/000000084html.html
Path: chuka.playstation.co.uk!dialup-00-52.netcomuk.co.uk!user
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scee.yaroze.beginners
Subject: Where's the help!
Date: Sat, 16 Aug 1997 22:53:23 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <ira-1608972253240001@dialup-00-52.netcomuk.co.uk>
NNTP-Posting-Host: dialup-00-52.netcomuk.co.uk
X-newsreader: MT-NewsWatcher 2.2.2

I've just updated my ftp area to incorporate all of my demos to PAL and
NTSC so there's something for everybody.

Ira

http://www.playstation.co.uk/~shadow/
--MESSAGE FILE 349 END: ./1 SCEE/yaroze/beginners/000000084html.html

--MESSAGE FILE 350 START: ./1 SCEE/yaroze/beginners/000000085html.html
Path: chuka.playstation.co.uk!news

From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Ok, truly stuck again.
Date: Mon, 18 Aug 1997 11:53:26 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <33F829A6.7E2D@interactive.sony.com>
References: <33F2E8E3.167E@ulst.ac.uk> <5svsq5$d3t1@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

GetTPage() just calculates the tpage from the coordinates given. There
are 32 tpages 16x2 in VRAM. Theres also a bit of information on CLUT
depth and semi transparency.

bit 7+8 ... colour mode 0-4bit 1-8bit 2-16bit
bit 5+6 ... semi trans 0-50+50 1-100+100 2-100-100 3-100+25%
bit 0..4 ... tpage (0..31)

Stuart
--MESSAGE FILE 350 END: ./1 SCEE/yaroze/beginners/000000085html.html

--MESSAGE FILE 351 START: ./1 SCEE/yaroze/beginners/000000086html.html
Path: chuka.playstation.co.uk!news
From: alan@alanyuen.demon.co.uk (Alan Yuen)
Newsgroups: scee.yaroze.beginners
Subject: Space Invaders.
Date: Tue, 19 Aug 1997 01:54:20 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <33fafc7e.20655220@news.playstation.co.uk>
Reply-To: alan@alanyuen.demon.co.uk
NNTP-Posting-Host: alanyuen.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.0/32.390

Anyone done a space invaders. Need to know how it would be done, like
I would be using that to learn how to put a program together.
Anyone tried reading the manuals? I knew less than before I read
them.. heh heh..
/\/\/\/\/\(o.O)
Yep Luen (Alan) Yuen
alan@alanyuen.demon.co.uk
http://www.playstation.co.uk/~alanyuen/
--MESSAGE FILE 351 END: ./1 SCEE/yaroze/beginners/000000086html.html

--MESSAGE FILE 352 START: ./1 SCEE/yaroze/beginners/000000088html.html
Path: chuka.playstation.co.uk!news
From: alan@alanyuen.demon.co.uk (Alan Yuen)
Newsgroups: scee.yaroze.beginners
Subject: Ira's Sprite file thingy
Date: Tue, 19 Aug 1997 18:30:20 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <33f9e5c4.9719365@news.playstation.co.uk>
Reply-To: alan@alanyuen.demon.co.uk
NNTP-Posting-Host: alanyuen.demon.co.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.0/32.390

Got the code to compile,
I get a blank screen... nothing much happens..
I know I am missing a step somewhere...let me guess.. the TIM's?
How do I get the TIM's on to the Yaroze?

I am using Code Warrior.

Anyhelps?

/\/\/\/\/\(o.O)
Yep Luen (Alan) Yuen
alan@alanyuen.demon.co.uk
http://www.playstation.co.uk/~alanyuen/
--MESSAGE FILE 352 END: ./1 SCEE/yaroze/beginners/000000088html.html

--MESSAGE FILE 353 START: ./1 SCEE/yaroze/beginners/000000089html.html
Path: chuka.playstation.co.uk!dialup-13-50.netcomuk.co.uk!user
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scee.yaroze.beginners
Subject: Re: Ira's Sprite file thingy
Date: Tue, 19 Aug 1997 21:07:48 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <ira-1908972107480001@dialup-13-50.netcomuk.co.uk>
References: <33f9e5c4.9719365@news.playstation.co.uk>
NNTP-Posting-Host: dialup-13-50.netcomuk.co.uk
X-newsreader: MT-NewsWatcher 2.2.2

In article <33f9e5c4.9719365@news.playstation.co.uk>,
alan@alanyuen.demon.co.uk wrote:

> Got the code to compile,
> I get a blank screen... nothing much happens..
> I know I am missing a step somewhere...let me guess.. the TIM's?
> How do I get the TIM's on to the Yaroze?
>
> I am using Code Warrior.
>
> Anyhelps?

Try just using the batch download file to download the exe and the tims.
If you've downloaded the docs within the past week then the PC version has
a file called batch.bat, or if you've downloaded it previous to the past
week then you'll be looking at download.sio for your batch file needs.

Make sure your tim files are sitting at a decent place in the frame
buffer, and not overwritten by the screen image. This is *the* most common
problem when starting out.

Ira
--MESSAGE FILE 353 END: ./1 SCEE/yaroze/beginners/000000089html.html

--MESSAGE FILE 354 START: ./1 SCEE/yaroze/beginners/000000090html.html
Path: chuka.playstation.co.uk!news
From: alan@alanyuen.demon.co.uk (Alan Yuen)
Newsgroups: scee.yaroze.beginners

Subject: tim tool.
Date: Wed, 20 Aug 1997 20:04:07 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <33fbded1.988791@news.playstation.co.uk>
Reply-To: alan@alanyuen.demon.co.uk
NNTP-Posting-Host: alanyuen.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.0/32.390

What I am supppose to do with the project file when i have made one
with Tim tool?
I am using codewarrior.
/\/\/\/\/\(o.O)
Yep Luen (Alan) Yuen
alan@alanyuen.demon.co.uk
http://www.playstation.co.uk/~alanyuen/
--MESSAGE FILE 354 END: ./1 SCEE/yaroze/beginners/000000090html.html

--MESSAGE FILE 355 START: ./1 SCEE/yaroze/beginners/000000091html.html
Path: chuka.playstation.co.uk!dialup-01-34.netcomuk.co.uk!user
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scee.yaroze.beginners
Subject: Shadow stuff update
Date: Fri, 22 Aug 1997 20:44:01 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <ira-2208972044010001@dialup-01-34.netcomuk.co.uk>
NNTP-Posting-Host: dialup-01-34.netcomuk.co.uk
X-newsreader: MT-NewsWatcher 2.2.2

After a few complaints about junk in the PC files on my ftp area, I
checked it out and found that CW puts all it's formatting in the header
and tail of the file, so if you don't use CW to open the file then you get
loads of shit. Also some of the text files were still in Mac format, and
so a bit difficult to read with a basic text editor.

I've now fixed all these problems and *all* the pc stuff has been sorted
out and zipped up - on a pc - and I've just uploaded it all again.If
you've had some problems like this then just download again and it will
all be nice and lovely.

Sorry about that.

Ira
--MESSAGE FILE 355 END: ./1 SCEE/yaroze/beginners/000000091html.html

--MESSAGE FILE 356 START: ./1 SCEE/yaroze/beginners/000000092html.html
Path: chuka.playstation.co.uk!dialup-11-58.netcomuk.co.uk!user
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scee.yaroze.beginners
Subject: New game demo
Date: Sun, 31 Aug 1997 01:25:18 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <ira-3108970125180001@dialup-11-58.netcomuk.co.uk>
NNTP-Posting-Host: dialup-11-58.netcomuk.co.uk
X-newsreader: MT-NewsWatcher 2.2.2

I have just uploaded to my ftp area my first finished game demo, a dog tale.

Check it out and let me know what you think.

http://www.playstation.co.uk/~shadow

Ira
--MESSAGE FILE 356 END: ./1 SCEE/yaroze/beginners/000000092html.html

--MESSAGE FILE 357 START: ./1 SCEE/yaroze/beginners/000000093html.html
Path: chuka.playstation.co.uk!news
From: "Wardster" <wardster1@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Executable file size
Date: 9 Sep 1997 10:05:10 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 103
Message-ID: <01bcbd07$efe4c7e0$LocalHost@steve>
NNTP-Posting-Host: ld36-235.lon.compuserve.com
Mime-Version: 1.0
Content-Type: multipart/alternative; boundary="----
=_NextPart_000_01BCBD10.51A92FE0"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Internet News 4.70.1155

This is a multi-part message in MIME format.

------=_NextPart_000_01BCBD10.51A92FE0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit

Hi everyone.

I have downloaded the example code that Ira Rainey wrote to demonstrate how to manipulate sprites / rotation etc.

I downloaded the code and executable to the station and it ran fine (by the way this is the example code which uses the mascots.tim file). I had a look around the code and decided I would experiment with parameterising some of the functions making them more generic, so that I could use them in any future Yaroze project.

Using the MAKE utility I compiled the code, and after sorting out some errors with dereferencing pointers incorrectly, I downloaded the new executable to the Yaroze .... the screen on the TV went blank.

After messing around with the code for a while, I decided to revert back to the original code, by re-exploding the .zip file. To cut a long story short, I tried a few things with the code, some a simple as declaring a variable as type GsSPRITE (and not doing anything with that variable) and trying to run the executable .... the same problem occurred, a blank screen.

Then I noticed two things.

Firstly, the executable size for the original provided by Ira was aprox. 7K. My re-compiled version was at least 27K, even though all I had done was re-compile with no changes!

Secondly, I noticed that when Ira's exe was downloading to the station that it was downloading in a single block, where as mine was downloaded in, I think, three stages .text, .data and something else, sorry I have forgot!

This leaves me in a very frustrating position because I have been using the

Yaroze for some weeks now and I feel 'comfortable' with the way that the system should be programmed/manipulated to achieve the right results but I can not test any code because I don't understand what is happening to my exe.

This is almost like having two learning cures for me, one for the system and the associated functions and another for how to compile the code and create makefiles!

I presume that this is due to some compiler optimisation flag, or that I'm not creating the makefile correctly. If this is the case, can someone please post an example makefile which I could use for future development as everytime I find a makefile it seems to be in a different format. (perhaps when code is posted the author could provide the makefile also? ... pretty please)

Anyway, any info regarding the problems outlined above would be really appreciated.

See ya.


```
------=_NextPart_000_01BCBD10.51A92FE0
Content-Type: text/html; charset=ISO-8859-1
Content-Transfer-Encoding: quoted-printable

<html><head></head><BODY bgcolor=3D"#FFFFFF"><p><font size=3D2 =
color=3D"#000000" face=3D"Arial">Hi everyone.<br><br>I have downloaded =
the example code that Ira Rainey wrote to demonstrate how to manipulate =
sprites / rotation etc.<br><br>I downloaded the code and executable to =
the station and it ran fine (by the way this is the example code which =
uses the mascots.tim file). I had a look around the code and decided I =
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Ira was aprox. 7K. My re-compiled version was at least 27K, even though =
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... pretty please)<br><br>Anyway, any info regarding the problems =
outlined above would be really appreciated.<br><br>See ya.</p>
</font></body></html>
------=_NextPart_000_01BCBD10.51A92FE0--
```

--MESSAGE FILE 357 END: ./1 SCEE/yaroze/beginners/000000093html.html

--MESSAGE FILE 358 START: ./1 SCEE/yaroze/beginners/000000094html.html
Path: chuka.playstation.co.uk!news
From: wardster1@hotmail.com
Newsgroups: scee.yaroze.beginners
Subject: Executable file size
Date: 10 Sep 1997 16:13:42 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 121
Message-ID: <5v6gvn$aa110@chuka.playstation.co.uk>
Reply-To: wardster1@hotmail.com
NNTP-Posting-Host: chuka.playstation.co.uk
Originator: news@chuka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

From the info given it's not possible to say what the problem is.

It might just be that Ira's exe is not current with source and makefile.

Use other demo programs, they do not suffer these problems.

Lewis

To: Lewis Evans
cc:
From: news @ playstation.co.uk
Subject: Executable file size:scee.yaroze.beginners

From: "Wardster" <wardster1@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Executable file size
Content-Type: multipart/alternative;
boundary="----=_NextPart_000_01BCBD10.51A92FE0"
Content-Transfer-Encoding: 7bit
This is a multi-part message in MIME format.
------=_NextPart_000_01BCBD10.51A92FE0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit
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Using the MAKE utility I compiled the code, and after sorting out some errors with dereferencing pointers incorrectly, I downloaded the new executable to the Yaroze .... the screen on the TV went blank.
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This leaves me in a very frustrating position because I have been using the Yaroze for some weeks now and I feel 'comfortable' with the way that the system should be programmed/manipulated to achieve the right results but I can not test any code because I don't understand what is happening to my exe.
This is almost like having two learning cures for me, one for the system and the associated functions and another for how to compile the code and create makefiles!
I presume that this is due to some compiler optimisation flag, or that I'm not creating the makefile correctly. If this is the case, can someone please post an example makefile which I could use for future development as everytime I find a makefile it seems to be in a different format. (perhaps when code is posted the author could provide the makefile also? ... pretty please)
Anyway, any info regarding the problems outlined above would be really appreciated.
See ya.
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(perhaps when code is posted the author could provide the makefile also? =
... pretty please)

Anyway, any info regarding the problems =
outlined above would be really appreciated.

See ya.</p>
</body></html>
------=_NextPart_000_01BCBD10.51A92FE0--

--MESSAGE FILE 358 END: ./1 SCEE/yaroze/beginners/000000094html.html

--MESSAGE FILE 359 START: ./1 SCEE/yaroze/beginners/000000095html.html
Path: chuka.playstation.co.uk!news
From: "Ira Rainey" <ira@netcomuk.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Executable file size
Date: 11 Sep 1997 08:15:06 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <01bcbe8c$b3c285a0$5ae52ac2@ira-rainey>
References: <5v6gvn$aa110@chuka.playstation.co.uk>
NNTP-Posting-Host: dialup-05-26.netcomuk.co.uk
X-Newsreader: Microsoft Internet News 4.70.1161

wardster1@hotmail.com wrote in article
<5v6gvn$aa110@chuka.playstation.co.uk>...
> From: Lewis_Evans@Playstation.sony.com
> To: news@playstation.co.uk
> From the info given it's not possible to say what the problem is.
> It might just be that Ira's exe is not current with source and makefile.
> Use other demo programs, they do not suffer these problems.
>
> Lewis

The executable *is* the actual code compiled from that particular source
code. All code is compiled using CW.

Ira

--MESSAGE FILE 359 END: ./1 SCEE/yaroze/beginners/000000095html.html

--MESSAGE FILE 360 START: ./1 SCEE/yaroze/beginners/000000096html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Beginners 3D Questions
Date: Mon, 22 Sep 1997 14:26:44 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 112
Message-ID: <34267214.541C94E8@micronetics.com>
References: <01bcc069$85cdfe20$c793989e@fourny.demon.co.uk>
<341D0A2C.801EF566@micronetics.com>
<01bcc1c3$c7f77c80$c793989e@fourny.demon.co.uk>
NNTP-Posting-Host: jim.micronetics.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Graeme Evans wrote:

>
> Jim. Your demo is one of my favourites (can't wait for the Make-a-chip
> bit).

Thanks, that means a lot to me. At least it looks like I'm heading down
the right path. Currently I've not done much on it as I'm currently
working on realtime compression stuff. Expect something real soon now.

> Can I rather cheekily ask you some questions about it & steal all
> your ideas?

Sure, fire away.

>
> > >
> > > (a)   Lit gourard quads and triangles dont work, or rather the lighting
> > > doesnt work
> > >
>
> What did
> you do to get them working? Anything special?

I created the objects in 3ds, (now I use lightwave) exported them as dxf
and did dxf2rsd with the gouraud option on. Now I used the lightwave
plug in and export directly it rsd. I don't think I hit any noticeable
problems with this and it was about 2 months ago, so I could have
selectively forgotten it all.

>

> >
> > I played with this in theory but thought that it would be far too much
> > work to run though a tmd and tweak the normals each frame just for the
> > lighting. If you look at my robot demo (playstation.co.uk/~Sig1LL) I
> > don't use any of GsLibs lighting or fogging effects.
>
> No fogging? How did you get the maze to appear out of darkness?

I wrote the fogging myself. I just find the distance from the viewer to
each tile and alter the light intensity based on the distance.

>Did you
> alter the RGB values of the floor polys and robots as they get further
> away?

Yep for each vertices of the polygon, I just scale it on the distance.

>What about that cool green glow? It looks too circular to be done the
> same way.

Its done it exactly the same way. I just calculate the distance from
the emitter to each tile vertices and calculate an intensity on that.

>Is it a separate set of green polys with transparency set you
> draw over the floor?

Nope. I just tweak each RGB triple for each poly vert.

>
> Do you get a better resolution with libgs fogging, for example does it
> gradate a fog effect over a single poly so the back of it is more faded
> than the front?

The major bonus is that my fogging is actually spherical. I don't pay attention to the polygon normals so back facing polys would be lit exactly the same as forward. It would be quite trivial to fix, but I don't estimate it to be a major glitch. So it would probably never be fixed.

>When you say it only works with black and white does that
> mean it can only fade to black
> or that all your polys have to be greyscale?

Ah no. gslib will only depth cue polys to black (I think). So a faded out poly would look really strange against a red background. (if you see what I mean)

>
> > > I guess subdivision is to do with how you draw polys when half of them
> > > sticks off the screen (like the floor in dungeon);
>
> I'm being a bit lazy here and I suppose I should really write some code and
> try it, but if say you have one of your nice textured floor quads and maybe
> 10% of it (say the bottom left corner) is off the bottom of the screen,
> does that mean it doesnt get drawn unless you subdivide or do I have
> totally the wrong idea here?

All changed now. :-) I don't do any of my own subdivision now. I managed to totally eradicate it. (probably a good thing too.) I've tweaked the view distance so not may disappear and GsDIV1 (I think) seems to suffice for ones that will split.
>

>
> Do you have this split TMD arrangement for your floor, where your near
> objects are in one tmd (with subdivision turned on) and the far ones in
> another? And each time you subdivide by two, do the polys divide exactly in
> the middle?

Each tile in the world is just one tmd. Which is why the the rgb tweaking to so trivial.

>
> Oh so many questions.

Fire away. All too happy to help. I'll be releasing the source once it is readable.

>
> Graeme
--MESSAGE FILE 360 END: ./1 SCEE/yaroze/beginners/000000096html.html

--MESSAGE FILE 361 START: ./1 SCEE/yaroze/beginners/000000097html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!news
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Re: Beginners 3D Questions
Date: 22 Sep 1997 20:20:38 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <606juo$53211@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: 194.203.13.2
Originator: news@emeka

From: Lewis_Evans@Playstation.sony.com

To: news@playstation.co.uk

>When you say it only works with black and white does that
> mean it can only fade to black
> or that all your polys have to be greyscale?
Ah no. gslib will only depth cue polys to black (I think). So a faded out poly would look really strange against a red background. (if you see what I mean)

LibGs will depth cue polygons/TMDs to ANY specified colour.

GsFOGPARAM has members rfc, gfc, bfc: basically the rgb members of the fog colour.
By setting rgb, you can make libgs depth cue to any background colour.
In practice, black is mosty commonly chosen, but white generates a nice misty effect.

Lewis

--MESSAGE FILE 361 END: ./1 SCEE/yaroze/beginners/000000097html.html

--MESSAGE FILE 362 START: ./1 SCEE/yaroze/beginners/000000098html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!news
From: Kev <shkwav@globalnet.co.uk>
Newsgroups: scee.yaroze.programming.3d_graphics,scee.yaroze.beginners
Subject: Moving an object locally?
Date: Thu, 18 Sep 1997 18:09:04 +0100
Organization: Twisted Wave Productions
Lines: 17
Message-ID: <34216030.6706A19F@globalnet.co.uk>
NNTP-Posting-Host: client084a.globalnet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:322 scee.yaroze.beginners:98

Hi,

Can anyone help with this problem, I think it's quite simple but I can't suss it out...

I've got a spaceship object and I've got it rotating and moving etc. but it moves relative to the WORLD and I need it to move in the direction it's pointing. So if I've got a rotation vector, how do I use it to get the ship to translate/move in that direction?? (yeah, I know I need to brush up on my 3D but I've been playing with 2D so far.... :)

Cheers!

Kev.
--
http://www.geocities.com/SiliconValley/Pines/7428

--MESSAGE FILE 362 END: ./1 SCEE/yaroze/beginners/000000098html.html

--MESSAGE FILE 363 START: ./1 SCEE/yaroze/beginners/000000099html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!news
From: James Russell <jamesr@peace.co.nz>
Newsgroups: scee.yaroze.programming.3d_graphics,scee.yaroze.beginners
Subject: Re: Moving an object locally?
Date: Fri, 19 Sep 1997 16:14:03 +1200
Organization: Peace Computers NZ Ltd
Lines: 38
Message-ID: <3421FC0B.63DE@peace.co.nz>
References: <34216030.6706A19F@globalnet.co.uk>
NNTP-Posting-Host: 202.37.70.35
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (X11; I; IRIX 6.2 IP22)
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:323
scee.yaroze.beginners:99

Kev wrote:
>
> Hi,
>
> Can anyone help with this problem, I think it's quite simple but I
> can't suss it out...
>
> I've got a spaceship object and I've got it rotating and moving etc.
> but it moves relative to the WORLD and I need it to move in the direction
> it's pointing. So if I've got a rotation vector, how do I use it to get the
> ship to translate/move in that direction?? (yeah, I know I need to brush up
> on my 3D but I've been playing with 2D so far.... :)
>

With only a rotation matrix, I would:

Make a unit vector pointing in a standard direction (X, Y or Z, can't
remember which).

Apply the rotation matrix to it.

There's your direction vector.

Multiply this by the 'distance' you want to go.
Vector Add it onto the original position.

yay!

J

--
==PEACE COMPUTERS
==James.Russell@peace.co.nz - 64(9)3730400 -Fax 64(9)3730401

Trust me! Would I lie to you...again?
--MESSAGE FILE 363 END: ./1 SCEE/yaroze/beginners/000000099html.html

--MESSAGE FILE 364 START: ./1 SCEE/yaroze/beginners/000000100html.html

Path: chuka.playstation.co.uk!news
From: "Mike" <m.ferenduros@btinternet.com.removethisbit>
Newsgroups: scee.yaroze.beginners
Subject: Memory usage - Help!
Date: 30 Sep 1997 22:10:33 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <01bccdee$cf4753c0$6e3863c3@default>
NNTP-Posting-Host: host5-99-56-110.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161

Hi,

I'm a bit confused about how memory usage works.
Ok, I understand you have main RAM, VRAM and SRAM. I also understand you can't get at the VRAM or SRAM directly.

My problem is with the following: Say you have 1/2Mb of textures and 1/2Mb of sound data. These would fit into VRAM and SRAM respectively with no need to keep copies in main memory. However, as I understand it, you have to upload them to main memory and then have your code copy them to VRAM/SRAM. So that's 1Mb of main memory taken up, used only to store (very) temporary copies of your data. This seems like a bit of a waste of a pretty scarce resource.

Have I gone wrong somewhere, or is that right?

Thanks in advance,

Mike

m.ferenduros@btinternet.com
--MESSAGE FILE 364 END: ./1 SCEE/yaroze/beginners/000000100html.html

--MESSAGE FILE 365 START: ./1 SCEE/yaroze/beginners/000000101html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Mark Clayton <mark@nombas.com>
Newsgroups: scee.yaroze.beginners
Subject: Newbie getting nowhere with setup
Date: Thu, 16 Oct 1997 13:47:11 -0400
Organization: Nombas Inc
Lines: 17
Message-ID: <3446531F.C2158032@nombas.com>
Reply-To: mark@nombas.com
NNTP-Posting-Host: 205.181.136.237
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en]C-DIAL (WinNT; U)
CC: mark@nombas.com

I'm a little late getting started here since I've been real busy with other projects. I've finally got around to hooking of the playstation to my TV. It appears that I'm not getting any output. I've tried attaching the PS to both the TV and the VCR video and audio inputs. For the TV, I needs one of those Game/TV switches (circa 1990 Atari). What's the likelihood I've a) broken the PS b) received a busted PS or c) my TV and VCR are not compatible? I've never hooked up a PS, it can't be this difficult, right (heck, I haven't even played a video game since the Atari died back in the early '80's). All I can get is static. Just to make sure I'm not being stupid, here are a few assumption I made, a) I don't need the PS to be hooked up to a computer just to see if

the PS boots, b) the boot CD and access card are all I need to
install (besides hooking to a TV) or c) even a 10 year old TV
should work. What do you think?
Mark
mark@nombas.com
--MESSAGE FILE 365 END: ./1 SCEE/yaroze/beginners/000000101html.html

--MESSAGE FILE 366 START: ./1 SCEE/yaroze/beginners/000000102html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@hrtc.net (Mario Perdue)
Newsgroups: scee.yaroze.beginners
Subject: Re: Newbie getting nowhere with setup
Date: Fri, 17 Oct 1997 00:47:57 GMT
Organization: SCEA News Server
Lines: 34
Message-ID: <3446b488.30729086@205.149.189.29>
References: <3446531F.C2158032@nombas.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Thu, 16 Oct 1997 13:47:11 -0400, Mark Clayton <mark@nombas.com>
wrote:

>I'm a little late getting started here since I've been real busy
>with other projects. I've finally got around to hooking of the
>playstation to my TV. It appears that I'm not getting any output.
>I've tried attaching the PS to both the TV and the VCR video and
>audio inputs. For the TV, I needs one of those Game/TV switches
>(circa 1990 Atari). What's the likelihood I've a) broken the PS
>b) received a busted PS or c) my TV and VCR are not compatible?
>I've never hooked up a PS, it can't be this difficult, right
>(heck, I haven't even played a video game since the Atari died
>back in the early '80's). All I can get is static. Just to make
>sure I'm not being stupid, here are a few assumption I made, a)
>I don't need the PS to be hooked up to a computer just to see if
>the PS boots, b) the boot CD and access card are all I need to
>install (besides hooking to a TV) or c) even a 10 year old TV
>should work. What do you think?

Mark,

The Yaroze should work fine with older TV's but you may need an RF
adapter to hook it up. I don't think this adapter comes with the
Yaroze (at least it didn't come with mine) so you may have to purcahse
it seperately. It should just be a matter of plugging it in and
turning it on.

Mario

PS

You can tell if you have the RF adapter cable by looking at the
connector on the Yaroze end. There's a switch that selects the
channel.
--MESSAGE FILE 366 END: ./1 SCEE/yaroze/beginners/000000102html.html

--MESSAGE FILE 367 START: ./1 SCEE/yaroze/beginners/000000103html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups:
scea.yaroze.programming,scea.yaroze.programming.codewarrior,scee.yaroze.beginner
s,scee.yaroze.programming.codewarrior

Subject: [ANN] CodeWarrior Update
Date: Wed, 29 Oct 1997 14:01:15 -0600
Organization: Metrowerks
Lines: 40
Message-ID: <sumner-ya02408000R2910971401150001@news.scea.sony.com>
NNTP-Posting-Host: docs-old.metrowerks.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0
Xref: chuka.playstation.co.uk scea.yaroze.programming.codewarrior:221
scee.yaroze.beginners:103 scee.yaroze.programming.codewarrior:102

For those of you who haven't gone up to the Yaroze web site recently, I
thought I would repost this message here:

The update CDs are in the mail now. If you purchased CodeWarrior and have
not sent back your registration form, please visit our website at the
address below and register. If you don't receive your update by Monday,
November 3, please e-mail me your registration number (do not post it
please <grin>) and I'll check on your status.

Thanks!

CodeWarrior Update

To insure that all CodeWarrior customers are using the highest quality
CodeWarrior for Net Yaroze tools we are offering a free update to
customers who purchased the original version of CodeWarrior for Net
Yaroze. This is a special one time offer for persons who purchased the
first edition of the Codewarrior for Net Yaroze tools only.
The latest full-featured Win/Mac version of CodeWarrior for Net Yaroze
will be available at the end of October. If you have registered your
copy with Metrowerks you will receive your new CD through the mail. If
you are a North American or European customer and have not registered
your copy, please visit the Metrowerks website at
http://www.metrowerks.com/db/registerFM.qry?function=form and fill out
the online form ASAP or send an e-mail to register@metrowerks.com.

If you do not use CodeWarrior now but would like to license CodeWarrior
for Net Yaroze please contact Sony Computer Entertainment America, Sony
Computer Entertainment Europe, or Metrowerks. Please let us know if you
have any additional questions. Thanks for being a CodeWarrior!

Andy Price
Corporate Sales
Metrowerks

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 367 END: ./1 SCEE/yaroze/beginners/000000103html.html

--MESSAGE FILE 368 START: ./1 SCEE/yaroze/beginners/000000104html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups:
scea.yaroze.programming,scea.yaroze.programming.codewarrior,scee.yaroze.beginner
s,scee.yaroze.programming.codewarrior
Subject: Re: [ANN] CodeWarrior Update
Date: Wed, 29 Oct 1997 22:26:54 -0600

Organization: (no organization)
Lines: 18
Message-ID: <34580C8E.58FF@charlie.cns.iit.edu>
References: <sumner-ya02408000R2910971401150001@news.scea.sony.com>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.programming.codewarrior:223
scee.yaroze.beginners:104 scee.yaroze.programming.codewarrior:103

> ------------------
> CodeWarrior Update
>
> To insure that all CodeWarrior customers are using the highest quality
> CodeWarrior for Net Yaroze tools we are offering a free update to
> customers who purchased the original version of CodeWarrior for Net
> Yaroze. This is a special one time offer for persons who purchased the
> first edition of the Codewarrior for Net Yaroze tools only.

I thought when we register CodeWarrior tools, we automatically get
two free updates. (I could be wrong on that, I tried poking around
the Metrowerks Web site, but I can't get through to it at the moment
for some reason).

Is this saying for us "early adopters" we actually get three
free updates, or is it saying we only get one free update?

Ed Federmeyer
--MESSAGE FILE 368 END: ./1 SCEE/yaroze/beginners/000000104html.html

--MESSAGE FILE 369 START: ./1 SCEE/yaroze/beginners/000000105html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups:
scea.yaroze.programming,scea.yaroze.programming.codewarrior,scee.yaroze.beginner
s,scee.yaroze.programming.codewarrior
Subject: Re: [ANN] CodeWarrior Update
Date: Thu, 30 Oct 1997 09:29:55 -0600
Organization: Metrowerks
Lines: 46
Message-ID: <sumner-ya02408000R3010970929550001@news.scea.sony.com>
References: <sumner-ya02408000R2910971401150001@news.scea.sony.com>
<34580C8E.58FF@charlie.cns.iit.edu>
NNTP-Posting-Host: 198.214.227.135
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0
Xref: chuka.playstation.co.uk scea.yaroze.programming.codewarrior:224
scee.yaroze.beginners:105 scee.yaroze.programming.codewarrior:104

Hi there,

The Net Yaroze tools are a bit of a special case.

Normally, if you purchase our full development kit (CodeWarrior for Mac or
CodeWarrior for PlayStation) for $599 or $899 respectively, you get one
year worth of updates. Now that we have gone to a 6 month cycle, this means
one free update for each product.

Our Discover series of tools that are not intended for commercial development (Discover Programming for Mac, Discover Java, CodeWarrior for Net Yaroze) are sold at a much lower price ($119 to $300) and don't come with updates. However, due to the admitted problems with the first Net Yaroze CD, we wanted to release a second version to all registered users for free. Hence, everyone is receiving CodeWarrior for Net Yaroze release 2.

I hope this answers your question.

-Joel

In article <34580C8E.58FF@charlie.cns.iit.edu>, fedeedw@charlie.cns.iit.edu wrote:

>> -------------------
>> CodeWarrior Update
>>
>> To insure that all CodeWarrior customers are using the highest quality
>> CodeWarrior for Net Yaroze tools we are offering a free update to
>> customers who purchased the original version of CodeWarrior for Net
>> Yaroze. This is a special one time offer for persons who purchased the
>> first edition of the Codewarrior for Net Yaroze tools only.
>
>I thought when we register CodeWarrior tools, we automatically get
>two free updates. (I could be wrong on that, I tried poking around
>the Metrowerks Web site, but I can't get through to it at the moment
>for some reason).
>
>Is this saying for us "early adopters" we actually get three
>free updates, or is it saying we only get one free update?
>
>Ed Federmeyer

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 369 END: ./1 SCEE/yaroze/beginners/000000105html.html

--MESSAGE FILE 370 START: ./1 SCEE/yaroze/beginners/000000106html.html
Path: chuka.playstation.co.uk!news
From: Toby Sargeant <toby@forefront.com.au>
Newsgroups:
scea.yaroze.programming,scea.yaroze.programming.codewarrior,scee.yaroze.beginner
s,scee.yaroze.programming.codewarrior
Subject: Re: [ANN] CodeWarrior Update
Date: Fri, 31 Oct 1997 10:02:43 +1100
Organization: Forefront Software Services
Lines: 18
Message-ID: <34591213.7044580A@forefront.com.au>
References: <sumner-ya02408000R2910971401150001@news.scea.sony.com>
<34580C8E.58FF@charlie.cns.iit.edu> <sumner-
ya02408000R3010970929550001@news.scea.sony.com>
NNTP-Posting-Host: ws19.forefront.com.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.programming.codewarrior:227
scee.yaroze.beginners:106 scee.yaroze.programming.codewarrior:105

Joel Sumner wrote:
> Our Discover series of tools that are not intended for commercial

> development (Discover Programming for Mac, Discover Java, CodeWarrior for
> Net Yaroze) are sold at a much lower price ($119 to $300) and don't come
> with updates. However, due to the admitted problems with the first Net
> Yaroze CD, we wanted to release a second version to all registered users
> for free. Hence, everyone is receiving CodeWarrior for Net Yaroze release
> 2.
>
So what you mean to say is that the when the documentation that playstation
distributed, as well as the documentation that came with the compiler said
'two free updates', what it really should have said was 'two free updates, at
least one of which you have to pay for'? Pity...

> -Joel
>

Toby.
--MESSAGE FILE 370 END: ./1 SCEE/yaroze/beginners/000000106html.html

--MESSAGE FILE 371 START: ./1 SCEE/yaroze/beginners/000000107html.html
Path: chuka.playstation.co.uk!news
From: TOUZALIN William <wtouzali@freenet.fr>
Newsgroups: scee.yaroze.beginners
Subject: Questions about Ordering Table
Date: Wed, 19 Nov 1997 00:47:29 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <34722911.C7EC3C06@freenet.fr>
NNTP-Posting-Host: ppp-rack196.melun.cci.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en] (Win95; I)

Hello every body,
I research more informations about ordering table) .
I try to understand the Hello World Program :

```
 GsOT      WorldOrderingTable[2];
 GsOT_TAG zsortTable[2][1<<OT_LENGTH];

WorldOrderingTable[0].length = OT_LENGTH;
WorldOrderingTable[1].length = OT_LENGTH;
WorldOrderingTable[0].org  = zSortTable[0];
WorldOrderingTable[1].org  = zSortTable[1];
```

What's a Ordering Table ?
Why OT_LENGHT is egal 14 ?
Can you explain the point "." between WorldOrderingTable[x] and length (
ou org...) ?

               Thank you for playing

William

--MESSAGE FILE 371 END: ./1 SCEE/yaroze/beginners/000000107html.html

--MESSAGE FILE 372 START: ./1 SCEE/yaroze/beginners/000000108html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James.Russell@peace.co.nz>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about Ordering Table

Date: Wed, 19 Nov 1997 15:28:30 +1300
Organization: Peace Computers NZ Ltd
Lines: 146
Message-ID: <34724ECE.6EEA@peace.co.nz>
References: <34722911.C7EC3C06@freenet.fr>
NNTP-Posting-Host: intro.peace.co.nz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (X11; I; IRIX 6.2 IP22)

TOUZALIN William wrote:
>
>
> GsOT   WorldOrderingTable[2];
> GsOT_TAG zsortTable[2][1<<OT_LENGTH];
>
> WorldOrderingTable[0].length = OT_LENGTH;
> WorldOrderingTable[1].length = OT_LENGTH;
> WorldOrderingTable[0].org = zSortTable[0];
> WorldOrderingTable[1].org = zSortTable[1];
>
> What's a Ordering Table ?

To draw things on the screen, the Yaroze sends the Graphics Processor
a list of commands, and it's the Graphics Processor that does the
actual drawing. You can't affect the screen directly like on other machines.

These commands are operations like "Draw Line" and "Clear Screen", or
"Draw This Triangle with This Texture Map", and each command has a number
or arguments (for instance, Draw Line's arguments specify the
start and end points, and the colour of the line to be drawn).

With traditional games, especially 3D ones, the way you render a scene
is to draw the objects furthest away from you first, then work your
way to the objects nearest to you. This is called the Painters
Algorithm. The reason we do this is because if you draw something near,
then draw something further back that overlap in an area on the screen,
the object further back will cover or overlap the object that is supposed
to be nearer, and your scene will look all wrong.

With this appraoch, you have to sort out which objects
will be drawn first, and which will be drawn last. This is where Ordering
Tables come in.

With ordering tables, you just work out what you want you object to look
like (position, size and so on) and insert it (using GsSortSprite or
GsSortObject)
into the Ordering Table. The Graphics Library will automatically figure out
where
your object is supposed to be in amongst the other objects, so that
when the GPU come to draw the scene, everything looks right. You don't have
to worry about sorting objects, because the Ordering Tables do that
for you. When you've put every object you want on the screen into the
Ordering Table, you set the GPU off and it goes and draws everything for you.

(The GsSortSprite and GsSortObject functions also create the Graphics
Processor commands decribed above to draw your object. They put those
commands in a Working area (These are the zSortTables in the code above)
and you don't have to worry about those.)

Ordering Tables are used by both 2D and 3D graphics, so you can mix

sprites (2D graphics) with 3D objects. It may seem strange to think of 2D graphics as having an order, but if you can imagine a screen with a background, well, you'd want that to be 'behind' your main character, so it would be further back in the order.

When you insert and object into an Ordering Table, you've got to specify how far back the object is. This 'distance' is called the objects 'priority'. The higher the priority, the further back it is (if this seems strange, think of higher priority as meaning it gets drawn sooner).
This is where the 'length' comes in. A priority of 0 means it is drawn last (is closest to you). But what is the highest priority? Well, the highest priority will depend on your situation.

If you've only got two or three objects to draw, then you only need two priorities maximum, so a maximum priority of 1 will do.
If you've got a zillion 3D objects to draw, then you might need more.
If you have complicated 3D objects, having a greater maximum priority can avoid some drawing errors.

When you make an Ordering Table, you choose the maximum priority.
Priorities start at 2 and go up in powers of 2 (up to 2^14).
So you could have a maximum priority of 2-1 (1), 4-1 (3), 8-1 (7), ... 16384-1 (16383).The higher the maxmimum priority, the more memory is taken up though.
This exponent is called the Ordering Table 'length'. The minimum length is 1 and the maximum length is 14 (I think, off the top of my head).

Instead of having to remember these numbers, you just use the exponent of 2. Thus, if you have an Ordering Table with length 10, that means you've got a maximum priority of 2^10-1 = 1024-1 = 1023. 0 is always the lowest priority.

The reason why there are two Ordering Tables are because there must be one for each frame of the Double Buffering (ie the Graphics Processor is busy drawing off one while you're drawing *into* the other).

Every screen must have a "World" or "Master" Ordering Table. Eventually, everything
ends up in this Ordering Table. It is possible to have more than one Ordering Table for a screen (this is done for speed reasons), but they all have to be merged
into one big Ordering Table before you can draw the scene.

An Ordering Table works via linked lists (I won't explain how those work). One important
thing to remember is that if you insert an object using GsSortObject or GsSortSprite
into an Ordering Table at, say, priority 6, then insert another object at priority 6,
the object drawn first will be the last one inserted.

Thusif you have the following objects and insert them in the following order at the
following priorities (My 'length' is 4, so my maximum priority is 2^4-1 = 15):

Aeroplane - priority 4
Wizard   - priority 10
Moose wearing Wax Lips - priority 7
Postman Pat - priority 3
Thermonuclear Toaster - priority 7

Large Weasel with Contract - priority 10

They will be drawn by the GPU in the following order (remember, last to be drawn appears
'closest'):

```
Large Weasel    - 10
Wizard          - 10
Toaster         - 7
Moose           - 7
Aeroplane       - 4
Postman Pat     - 3
```

So Postman Pat will appear in front of all the others.

The next question usually is - "Do I have to use Ordering Tables?" and the answer is "Unless you wan't to go to a WHOLE lot of trouble, yes."

> Can you explain the point "." between WorldOrderingTable[x] and length (
> ou org...) ?

If you're asking what I think you're asking then you don't know about referencing
structures (which in C are pretty Basic Things You Need To Know). I suggest getting
a good book about C, in that case. Apologies if you're talking about something else.

Cheers,

James

--
==PEACE COMPUTERS
==James.Russell@peace.co.nz - 64(9)3730400 -Fax 64(9)3730401

Buffalo: Greeting between two nudists.
--MESSAGE FILE 372 END: ./1 SCEE/yaroze/beginners/000000108html.html

--MESSAGE FILE 373 START: ./1 SCEE/yaroze/beginners/000000109html.html
Path: chuka.playstation.co.uk!news
From: Peter Passmore <p.passmore@mdx.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: 3D Tutorial
Date: Wed, 19 Nov 1997 20:31:16 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <34734C94.75E8@mdx.ac.uk>
Reply-To: p.passmore@mdx.ac.uk
NNTP-Posting-Host: staff-dialup3.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

A new 40 page 3D tutorial can be found at
http://www.netyaroze-europe.com/~middx_uni/ftp/
My students have got 3D games results within 2 weeks with this even

though they have lots of other work to do and spend their weekends drunk dancing on tables in pubs...
--MESSAGE FILE 373 END: ./1 SCEE/yaroze/beginners/000000109html.html

--MESSAGE FILE 374 START: ./1 SCEE/yaroze/beginners/000000110html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <evans@fourny.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about Ordering Table
Date: Thu, 20 Nov 1997 18:15:46 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <651udp$1bn7@chuka.playstation.co.uk>
References: <34722911.C7EC3C06@freenet.fr> <34724ECE.6EEA@peace.co.nz>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

James, you're a star. I vote you rewrite the manuals.

--MESSAGE FILE 374 END: ./1 SCEE/yaroze/beginners/000000110html.html

--MESSAGE FILE 375 START: ./1 SCEE/yaroze/beginners/000000111html.html
Path: chuka.playstation.co.uk!news
From: Steve <SMR@cs.bham.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: just testing
Date: Tue, 25 Nov 1997 23:54:26 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <347B6532.6DE0@cs.bham.ac.uk>
NNTP-Posting-Host: dial10.bham.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

Sorry. I`ve just set up my yaroze and modem and am just checking that the newsgroup posting stuff is set up OK.

Steve
--MESSAGE FILE 375 END: ./1 SCEE/yaroze/beginners/000000111html.html

--MESSAGE FILE 376 START: ./1 SCEE/yaroze/beginners/000000112html.html
Path: chuka.playstation.co.uk!news
From: "Pete" <Pete.Hobson@virgin.com>
Newsgroups: scee.yaroze.beginners
Subject: Linking Data files
Date: 28 Nov 1997 00:29:16 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <01bcfb8f$d2e5c560$LocalHost@petecom>
NNTP-Posting-Host: p24-dunlin-gui.tch.virgin.net
X-Newsreader: Microsoft Internet News 4.70.1155

How do I load sprite and 3D data into the N-Z?
Am I supposed to access the PC's file system from the code i.e fopen() (Or similar)
Or, do I link the data to the executable in some way?
I know this seems a very rudimentry question - but I cant find any

reference in the manuals to this simple ?-^ task...

Cheers
--MESSAGE FILE 376 END: ./1 SCEE/yaroze/beginners/000000112html.html

--MESSAGE FILE 377 START: ./1 SCEE/yaroze/beginners/000000113html.html
Path: chuka.playstation.co.uk!news
From: "Pete" <Pete.Hobson@virgin.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Sprite/2D Demo code
Date: 28 Nov 1997 00:29:17 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <01bcfb90$3ed5e980$LocalHost@petecom>
References: <3391F4E9.70FE@netcomuk.co.uk>
NNTP-Posting-Host: p24-dunlin-gui.tch.virgin.net
X-Newsreader: Microsoft Internet News 4.70.1155

Ira Rainey <shad.dev@netcomuk.co.uk> wrote in article
<3391F4E9.70FE@netcomuk.co.uk>...
> Having recently had the fog lifted, from my mind, and now making some
> progress on my Yaroze, I would be willing to put togther some *simple*
> source code, with an explanation of the problems I had and the way the
> graphics system works, basically the real basics to get people going
> with sprites and the like.
>
Me too...

Pete
--MESSAGE FILE 377 END: ./1 SCEE/yaroze/beginners/000000113html.html

--MESSAGE FILE 378 START: ./1 SCEE/yaroze/beginners/000000114html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James.Russell@peace.co.nz>
Newsgroups: scee.yaroze.beginners
Subject: Re: Linking Data files
Date: Fri, 28 Nov 1997 14:19:43 +1300
Organization: Peace Computers NZ Ltd
Lines: 93
Message-ID: <347E1C2F.167E@peace.co.nz>
References: <01bcfb8f$d2e5c560$LocalHost@petecom>
NNTP-Posting-Host: intro.peace.co.nz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (X11; I; IRIX 6.2 IP22)

Pete wrote:
>
> How do I load sprite and 3D data into the N-Z?

N-Z?

> Am I supposed to access the PC's file system from the code i.e fopen() (Or
> similar)
> Or, do I link the data to the executable in some way?

If you 'compile' your sprite objects into .o files (convert raw source
to
a C char array), then you can link objects very easily.

E.G char MyGraphic[] = { 0x34, 0x2a, 0x44..... };

You just reference the graphic as MyGraphic and you're away laughing.

However, this can get to be a bit of a pain, especially when you adjust 3 pixels
in your source BMP file, and you've got to reconvert the raw file to C. In addition, you can only have 64K of static data linked to your executable
(or is that 64K of global variables... damn, can't remember), so when you
start writing large games, this method won't work.

The alternatice method that everyone uses is:

Make your graphic/sound/3D file.
In your C, make a #define like:
   #define MY_GRAPHIC 0x80100000
This is an address in Yaroze memory to place your graphic.
In your C program, reference the graphic as MY_GRAPHIC.
Make the program.
Upload the CODE for the program (what gcc and the linker generated) and the GRAPHIC itself separately. Load the graphic to the address you specified.

A SIOCONS script to do this might look like:

```
local dload c:\graphics\my_wizard.tim   80100000
local load c:\psx_code\my_program
go
```

This will load the file c:\graphics\my_wizard.tim to yaroze address 0x80100000,
and the code file c:\psx_code\my_program to wherever you linked the program to.
(When you link the program, you specify which address you want, and the 'load'
function puts it there).
The "go" part starts the execution of your program. Because your program referenced
MY_GRAPHIC, which was really address 0x80100000, and you loaded your graphic
to 0x80100000 with SIOCONS, your program will be accessing the graphic data just
as if you had linked the data to be at 0x80100000.

Valid address ranges are from 0x80090000 to 0x801fffff. Most people load their
data at 0x80090000 and their code at 0x80100000. You have to manually make
sure that multiple data loads won't overlap other data, so that means you
have to sit down with a calculator and figure out the sizes and addresses of
all the data.

Cheers,

James

--
==PEACE COMPUTERS
==James.Russell@peace.co.nz - 64(9)3730400 -Fax 64(9)3730401

A poor man's holodeck: A tab of acid and a glass of water.
--MESSAGE FILE 378 END: ./1 SCEE/yaroze/beginners/000000114html.html

--MESSAGE FILE 379 START: ./1 SCEE/yaroze/beginners/000000115html.html
Path: chuka.playstation.co.uk!ira
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scee.yaroze.beginners
Subject: Re: Sprite/2D Demo code
Date: Fri, 28 Nov 1997 17:51:14 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <ira-2811971751140001@dialup-03-30.netcomuk.co.uk>
References: <3391F4E9.70FE@netcomuk.co.uk> <01bcfb90$3ed5e980$LocalHost@petecom>
NNTP-Posting-Host: dialup-03-30.netcomuk.co.uk
X-Newsreader: MT-NewsWatcher 2.3.5

In article <01bcfb90$3ed5e980$LocalHost@petecom>, "Pete"
<Pete.Hobson@virgin.com> wrote:

> > Having recently had the fog lifted, from my mind, and now making some
> > progress on my Yaroze, I would be willing to put togther some *simple*
> > source code, with an explanation of the problems I had and the way the
> > graphics system works, basically the real basics to get people going
> > with sprites and the like.
> >
> Me too...

Wow, does the news server hold messages for this amount of time? I wrote
this message back in June (I think!).

If you want to check out the demo/tutorials, there are all at my ftp site:

http://www.netyaroze-europe.com/~shadow

Ira
--MESSAGE FILE 379 END: ./1 SCEE/yaroze/beginners/000000115html.html

--MESSAGE FILE 380 START: ./1 SCEE/yaroze/beginners/000000116html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: 3D Tutorial
Date: Thu, 04 Dec 1997 08:54:07 -0800
Organization: SCEA News Server
Lines: 10
Message-ID: <3486E02F.6320@earthlink.net>
References: <34734C94.75E8@mdx.ac.uk>

Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: 170-72-123.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

Hi thanks a lot for making that tutorial, it has opened my learning
channels all the way!!!
     Well I have been trying collision detection for the end of the road
and the only thing I can come up with is to see if the GsObjectHandler
is greater or equal to SEPERATION and if it is then reverse Vectors.Do
you have something different?
       I haven't been able to get 2 models on screen yet except a
blinking one that draws each player each frame.Any suggestions?
     Thanks a lot!!!!
-Austin(Bufferman)
--MESSAGE FILE 380 END: ./1 SCEE/yaroze/beginners/000000116html.html

--MESSAGE FILE 381 START: ./1 SCEE/yaroze/beginners/000000117html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Siocons <-[7m eh??
Date: Tue, 30 Dec 1997 19:11:29 +0000
Organization: Bacardi Ferrari V12
Lines: 21
Message-ID: <34A94761.1C3B@manc.u-net.com>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

OK, got the NY today. Mmmm nice. No IDE with the standard
dev tools? I got CodeWarrior but I don't really want code
that's over twice as slow. Come on Metrowerks sort it out!

OK, with SIOCONS I'm getting rubbish characters output like this:

  type -[7m F1 -[0;36;1m ----> display help
       ^^^^   ^^^^^^^^^

What's that all about?

Cheers,
Jim

Mmmm, WOW 9600 bps is FAST maaan! I _think_ I'll need a mem
card......
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 381 END: ./1 SCEE/yaroze/beginners/000000117html.html

--MESSAGE FILE 382 START: ./1 SCEE/yaroze/beginners/000000118html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <evans@fourny.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Siocons <-[7m eh??

Date: Thu, 1 Jan 1998 16:09:48 -0000
Organization: Yaloozer
Lines: 25
Message-ID: <68gepn$9ij8@chuka.playstation.co.uk>
References: <34A94761.1C3B@manc.u-net.com>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>OK, got the NY today. Mmmm nice. No IDE with the standard
>dev tools? I got CodeWarrior but I don't really want code
>that's over twice as slow. Come on Metrowerks sort it out!
>

You can load a gnu makefile into visual c++ and use microsofts IDE (minus debugger). Mmm... nice.

>OK, with SIOCONS I'm getting rubbish characters output like this:
>
> type -[7m F1 -[0;36;1m ----> display help
>   ^^^^   ^^^^^^^^^
>
>What's that all about?

Its that you need to load ANSI.SYS. Well you dont need to load it, you just get a load of garbage characters instead of colour if you dont.

cheerio

Graeme

--MESSAGE FILE 382 END: ./1 SCEE/yaroze/beginners/000000118html.html

--MESSAGE FILE 383 START: ./1 SCEE/yaroze/beginners/000000119html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Do I have to use double buffering? & PAL?
Date: Fri, 02 Jan 1998 12:17:37 +0000
Organization: Bacardi Ferrari V12
Lines: 23
Message-ID: <34ACDAE1.5327@manc.u-net.com>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

OK, after a couple of days messing around, I'm quickly
getting the hang of this thing. Sure is easier than PC!
The question is as the title says, do I HAVE to use double
buffering in order to see my screen? I am fine if I use
it but I don't want to! How do I set the screen offset
of the frame buffer (to 0,0 say) for my visual area (I'm using
a 640x512 virtual screen). I could do it with DBing but I'd
have to MoveImage everything twice - to both pages. Mmmm..
Or I could set both pages to the same frame buffer area...

Another question - I can get into PAL mode (it's B/W and fuzzy
on my monitor if in NTSC) fine, but the working area still

is only 240 pixels high (even though I have put 256 :
GsInitGraph(320, 256, 0, 0, 0);
Help please!!!

Jim
PS Expect a working demo on my page in one week!
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 383 END: ./1 SCEE/yaroze/beginners/000000119html.html

--MESSAGE FILE 384 START: ./1 SCEE/yaroze/beginners/000000120html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Do I have to use double buffering? & PAL?
Date: 2 Jan 1998 14:10:02 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 67
Sender: news@chuka.playstation.co.uk
Message-ID: <68isfq$jce1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

As regards double buffering, the use of this depends on vertical screen
resolution.
If you use hi-res (screen height is 480 or 512) you have to use interlaced
mode;
here the double buffering is done semi-invisibly, ie you only use ONE area
in VRAM.
The restriction is that if your program doesn't run at top frame rate, you
inevitably get severe
flicker.

If you use low-res (screen height is 240 or 256), you can use single or
double buffering.
Single buffering will usually leave you with lots of flicker, so is not
recommended.
Many of the SCEE samples use 320 by 240, this is quite common and a decent
resolution to work with.

As regards PAL and NTSC, most PAL TVs do not display the whole 256 lines;
many only display just over 240 lines. There's nothing that can be done
about this.

     Lewis

To: Lewis Evans
cc:
From: news @ playstation.co.uk
Subject: Do I have to use double buffering? & PAL?:scee.yaroze.beginners

From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Do I have to use double buffering? & PAL?
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
OK, after a couple of days messing around, I'm quickly
getting the hang of this thing. Sure is easier than PC!
The question is as the title says, do I HAVE to use double
buffering in order to see my screen? I am fine if I use
it but I don't want to! How do I set the screen offset
of the frame buffer (to 0,0 say) for my visual area (I'm using
a 640x512 virtual screen). I could do it with DBing but I'd
have to MoveImage everything twice - to both pages. Mmmm..
Or I could set both pages to the same frame buffer area...
Another question - I can get into PAL mode (it's B/W and fuzzy
on my monitor if in NTSC) fine, but the working area still
is only 240 pixels high (even though I have put 256 :
GsInitGraph(320, 256, 0, 0, 0);
Help please!!!
Jim
PS Expect a working demo on my page in one week!
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 384 END: ./1 SCEE/yaroze/beginners/000000120html.html

--MESSAGE FILE 385 START: ./1 SCEE/yaroze/beginners/000000121html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: How to see a single buffered screen? & PAL? Mem card?
Date: Fri, 02 Jan 1998 16:11:00 +0000
Organization: Bacardi Ferrari V12
Lines: 42
Message-ID: <34AD1194.4287@manc.u-net.com>
References: <68isfq$jce1@emeka.playstation.co.uk>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

> As regards PAL and NTSC, most PAL TVs do not display the whole 256 lines;
> many only display just over 240 lines. There's nothing that can be done
> about this.
>   Lewis

I'm using a Philips CM8833 monitor (from my Amiga days) with RGB scart
input
with a fully adjustable screen -- it is still only getting 240 lines.
The
SIOCONS tool has full 256 height I just can't kick it into it myself.
Looking at a lot of PAL demos they also only use 240 (small black
borders
at top and bottom). All setting PAL does is CENTRE the screen better
(and

give a colour composite A/V picture).
As I say I've sorted my main double buffering problem by doing:
GsSetDispBuff(0, 0, 0, 0);
which saves me drawing everything twice. Using a virtual screen
avoids the flicker you get by drawing on the visible space.
How do do singe buffering then? As I say I know what to do I just
can't see the part of the frame buffer I'm using. Note: all my
graphic drawing/operations are done on a virtual screen at another
part of the frame buffer, so all I do is whip with MoveImage the
part of the virtual screen I want. (The reason I'm doing this is
there's two players sharing same bit-map space, with a split screen
view, so this is the best method than handling each screen's view
separately) Anyone know what I'm talking about?
But how do I actually get a 256 pixel-high picture?

Cheers,
 Jim

PS I just bought a memory card today but how do I FORMAT the bugger??
SIOCONS isn't seeing it on startup. 9600 is driving me mad!
At the main card control screen it gives me only 3 options -- none to
initialize it like it says in the manual. I don't have any commercial
games for it yet to do it by game software.
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 385 END: ./1 SCEE/yaroze/beginners/000000121html.html

--MESSAGE FILE 386 START: ./1 SCEE/yaroze/beginners/000000122html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups: scee.yaroze.beginners
Subject: Re: Siocons <-[7m eh??
Date: Tue, 06 Jan 1998 16:28:08 -0600
Organization: Metrowerks
Lines: 25
Message-ID: <sumner-ya02408000R0601981628080001@news.scea.sony.com>
References: <34A94761.1C3B@manc.u-net.com>
NNTP-Posting-Host: mtwks219.metrowerks.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <34A94761.1C3B@manc.u-net.com>, James Shaughnessy
<james@manc.u-net.com> wrote:

>OK, got the NY today. Mmmm nice. No IDE with the standard
>dev tools? I got CodeWarrior but I don't really want code
>that's over twice as slow. Come on Metrowerks sort it out!

I'm not sure where this rumor might have started. All of the code I have
compiled runs around the same speed with gnu "Opt 3/no frame pointer" as it
does with CW in Optimization level 4. I've seen a few cases where our code
is somewhat slower but they are always on code fragments that aren't really
reflective of a game. (benchmarks are never substitues for the real thing)
We have large customers using our compilers to produce PlayStation titles
that you'll see in the stores this spring (i.e, they are in beta test now)
and they are seeing the same frame rates as with GNU.

If you have an example of some inefficent codegen, please let me know. The

compiler patch that we will be sending out in about two weeks to fix some
global debug symbol issues will also boost performance in some cases.

-Joel

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 386 END: ./1 SCEE/yaroze/beginners/000000122html.html

--MESSAGE FILE 387 START: ./1 SCEE/yaroze/beginners/000000123html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups: scee.yaroze.beginners
Subject: Re: How to see a single buffered screen? & PAL? Mem card?
Date: Tue, 06 Jan 1998 16:29:18 -0600
Organization: Metrowerks
Lines: 19
Message-ID: <sumner-ya02408000R0601981629180001@news.scea.sony.com>
References: <68isfq$jce1@emeka.playstation.co.uk> <34AD1194.4287@manc.u-net.com>
NNTP-Posting-Host: mtwks219.metrowerks.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <34AD1194.4287@manc.u-net.com>, James Shaughnessy
<james@manc.u-net.com> wrote:

>PS I just bought a memory card today but how do I FORMAT the bugger??
>SIOCONS isn't seeing it on startup. 9600 is driving me mad!
>At the main card control screen it gives me only 3 options -- none to
>initialize it like it says in the manual. I don't have any commercial
>games for it yet to do it by game software.

There's a file in the files area call "memcard.zip" I think. It will
format your memory card. Another way to do it is to run a PlayStation game
on your Net Yaroze with the Memory Card in. It will probably format the
card also.

-Joel

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 387 END: ./1 SCEE/yaroze/beginners/000000123html.html

--MESSAGE FILE 388 START: ./1 SCEE/yaroze/beginners/000000124html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: How to see a single buffered screen? & PAL? Mem card?
Date: Thu, 08 Jan 1998 03:18:50 +0000
Organization: Bacardi Ferrari V12
Lines: 22
Message-ID: <34B4459A.E53@manc.u-net.com>
References: <68isfq$jce1@emeka.playstation.co.uk> <34AD1194.4287@manc.u-net.com>
<sumner-ya02408000R0601981629180001@news.scea.sony.com>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 3.0 (Win95; I)

Joel Sumner wrote:
> There's a file in the files area call "memcard.zip" I think. It will
> format your memory card. Another way to do it is to run a PlayStation game
> on your Net Yaroze with the Memory Card in. It will probably format the
> card also.

I managed it using SIOCONS tool: just typed, "format bu10:" and voila.
115200 is a *tad* better methinks. Why can't Sony just bundle a
mem card with it (only 15 quid!)?
My Playstation is really 'gappy' with polygons in all the games I've
played on it. Does anyone know if this is normal? I think I have
a dodgy GPU, which is okay cause my latest game demo (only a week
in development mind) doesn't even touch it!
Looks like another return is in order tsk...

Cheers,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 388 END: ./1 SCEE/yaroze/beginners/000000124html.html

--MESSAGE FILE 389 START: ./1 SCEE/yaroze/beginners/000000125html.html
Path: chuka.playstation.co.uk!news
From: "Tucmandl Manfred" <jadwin@telekabel.at>
Newsgroups: scee.yaroze.beginners
Subject: Re: Siocons <-[7m eh??
Date: Sat, 10 Jan 1998 18:12:01 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <6989m7$bfn7@chuka.playstation.co.uk>
References: <34A94761.1C3B@manc.u-net.com>
NNTP-Posting-Host: TK140044.telekabel.at
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

James Shaughnessy schrieb in Nachricht <34A94761.1C3B@manc.u-net.com>...

>OK, with SIOCONS I'm getting rubbish characters output like this:
>
> type -[7m F1 -[0;36;1m ----> display help
>   ^^^^   ^^^^^^^^^
>
>What's that all about?

i think you dont have load a ANSI-device

Manfred

--MESSAGE FILE 389 END: ./1 SCEE/yaroze/beginners/000000125html.html

--MESSAGE FILE 390 START: ./1 SCEE/yaroze/beginners/000000126html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.beginners

Subject: Re: 3D Tutorial
Date: Fri, 16 Jan 1998 18:46:53 +0000
Organization: I wish!
Lines: 13
Message-ID: <34BFAB1D.6FF0@mdx.ac.uk>
References: <34734C94.75E8@mdx.ac.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

Peter Passmore wrote:
>
> A new 40 page 3D tutorial can be found at
> http://www.netyaroze-europe.com/~middx_uni/ftp/
> My students have got 3D games results within 2 weeks with this even
> though they have lots of other work to do and spend their weekends drunk
> dancing on tables in pubs...

As one of the aforementioned students, I can comment on the usefulness
of the tutorials, and also the lie about us spending the weekends
drunk. I am of course drunk during the week, when I should be at
university. As a (sort of) beginner, I have put up what my own web site.
Now all I need is my finished demo to go up there. (give me two weeks)
--MESSAGE FILE 390 END: ./1 SCEE/yaroze/beginners/000000126html.html

--MESSAGE FILE 391 START: ./1 SCEE/yaroze/beginners/000000127html.html
Path: chuka.playstation.co.uk!news
From: "James Banks" <james.banks@nospam.virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: NTSC Discs
Date: 19 Jan 1998 18:44:47 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <01bd250a$b712b880$LocalHost@james.banks>
NNTP-Posting-Host: p40-forktail-gui.tch.virgin.net
X-Newsreader: Microsoft Internet News 4.70.1161

    Can anybody play NTSC discs using their Yaroze Playstation ?? I have tried
to play an NTSC disc but all I get is a screen saying "Please insert disc".
My Yaroze Playstation is connected by a SCART lead from the Multi I/O port
to the T.V. (I am in the UK)

Someone please help,

Thanks,

James
--> remove nospam to reply <--
http://www.netyaroze-europe.com/~jbanks/
"How lucky I am!! Whenever I make a mistake people are sure to discover it."
--MESSAGE FILE 391 END: ./1 SCEE/yaroze/beginners/000000127html.html

--MESSAGE FILE 392 START: ./1 SCEE/yaroze/beginners/000000128html.html
Path: chuka.playstation.co.uk!news
From: alan@alanyuen.demon.co.uk (Alan Yuen)
Newsgroups: scee.yaroze.beginners
Subject: Re: 3D Tutorial

Date: Tue, 20 Jan 1998 02:56:59 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <34c41263.22129831@news.playstation.co.uk>
References: <34734C94.75E8@mdx.ac.uk> <34BFAB1D.6FF0@mdx.ac.uk>
Reply-To: alan@alanyuen.demon.co.uk
NNTP-Posting-Host: alanyuen.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

On Fri, 16 Jan 1998 18:46:53 +0000, Robert Swan <rs108@mdx.ac.uk>
wrote:

>Peter Passmore wrote:
>>
>> A new 40 page 3D tutorial can be found at
>> http://www.netyaroze-europe.com/~middx_uni/ftp/
>> My students have got 3D games results within 2 weeks with this even
>> though they have lots of other work to do and spend their weekends drunk
>> dancing on tables in pubs...
>
>As one of the aforementioned students, I can comment on the usefulness
>of the tutorials, and also the lie about us spending the weekends
>drunk. I am of course drunk during the week, when I should be at
>university. As a (sort of) beginner, I have put up what my own web site.
>Now all I need is my finished demo to go up there. (give me two weeks)

When you finish your course work right? :-)
/\/\/\/\/\(o.O)
Yep Luen (Alan) Yuen
alan@alanyuen.demon.co.uk
http://www.playstation.co.uk/~alanyuen/
--MESSAGE FILE 392 END: ./1 SCEE/yaroze/beginners/000000128html.html

--MESSAGE FILE 393 START: ./1 SCEE/yaroze/beginners/000000130html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: 3D Tutorial
Date: Tue, 10 Feb 1998 21:40:57 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <6bqhfl$bej4@chuka.playstation.co.uk>
References: <34734C94.75E8@mdx.ac.uk>
NNTP-Posting-Host: userk710.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I'm currently converting this excellent tutorial to C++/CodeWarrior. If
anyone would like the source code, please let me know.

>A new 40 page 3D tutorial can be found at
>http://www.netyaroze-europe.com/~middx_uni/ftp/
>My students have got 3D games results within 2 weeks with this even
>though they have lots of other work to do and spend their weekends drunk
>dancing on tables in pubs...

--MESSAGE FILE 393 END: ./1 SCEE/yaroze/beginners/000000130html.html

--MESSAGE FILE 394 START: ./1 SCEE/yaroze/beginners/000000131html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Siocons <-[7m eh??
Date: Wed, 11 Feb 1998 17:49:16 -0800
Organization: .
Lines: 25
Message-ID: <34E2551C.147246C1@netmagic.net>
References: <34A94761.1C3B@manc.u-net.com>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

James Shaughnessy wrote:
>
> OK, got the NY today. Mmmm nice. No IDE with the standard
> dev tools? I got CodeWarrior but I don't really want code
> that's over twice as slow. Come on Metrowerks sort it out!
>
> OK, with SIOCONS I'm getting rubbish characters output like this:
>
>   type -[7m F1 -[0;36;1m ----> display help
>   ^^^^   ^^^^^^^^^
>
> What's that all about?

You need to have ANSI.SYS loaded in your CONFIG.SYS file. Those
are ANSI escape sequence color controls. :) e.g.

    device=himem.sys
    device=emm386.exe
    device=ANSI.SYS
    files=30
    buffers=10

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 394 END: ./1 SCEE/yaroze/beginners/000000131html.html

--MESSAGE FILE 395 START: ./1 SCEE/yaroze/beginners/000000132html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Visual C++ 5
Date: Fri, 13 Feb 1998 17:34:53 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <6c200f$bej18@chuka.playstation.co.uk>
References: <33C345AD.453A@hotmail.com>
<01bc8120$19d11280$c793989e@fourny.demon.co.uk>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Hi there,

I am a new Net Yaroze member and being a (semi)professional Windows
programmer I have Microsoft's Visual C++ 5 and have been using various

versions of Visual C++ for over three years now. So I am used to it's IDE as you can imagine.

I would like to know if anyone has successfully configured VC5 to compile and manage Yaroze projects before I start trying to figure it out. It would save me time and heartache if you could tell me :)

Thanks,
JohnT

--MESSAGE FILE 395 END: ./1 SCEE/yaroze/beginners/000000132html.html

--MESSAGE FILE 396 START: ./1 SCEE/yaroze/beginners/000000133html.html
Path: chuka.playstation.co.uk!news
From: Michael Voegeli <michael@access.ch>
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Assigning texture maps to 3D objects at runtime?
Date: Sun, 15 Feb 1998 19:00:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 61
Message-ID: <34E72D24.691CD1E4@access.ch>
Reply-To: michael@access.ch
NNTP-Posting-Host: line137-basel.datacomm.ch
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 (Macintosh; I; PPC)
To: michael@datacomm.ch
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:330 scee.yaroze.beginners:133 scea.yaroze.freetalk:402

Hi there

After almost one year as a yaroze member, I finally have the time to have a closer look at playstation programming and am trying to catch up a bit.

I studied the paper manuals and thought they are quite useful.

I created some dxf files in some Mac modeler, converted them to rsd and tmd on the PC and downloaded them togeteher with TMDVIEW from my Mac again, since this is my working Platform (Code Warrior, etc.).

Everything worked pretty well and I began to think about what to do as some first 3d project...

Obviously, my dxf files don't contain any color and texture information but I'm not shure if this is because my modeler doesn't export them or because DXF doesn't support them. (???)

I probably have to assign them by editing the RSD File...

However, I would rather like to assign colors and textures to my 3D Objects at runtime anyway.

I checked the manuals for some info about runtime object manipulation and especially texture map and color assignment. It apears the manual is very very thin at this subject. There are things mentioned about texture pages and alignment but this is more like an overview and I couldn't

find any specific information about working with these features...

The Library Reference manual lists no functions for texture or color assignment to 3D Objects in RAM. Are there none? Am I blind?

Do I have to study the file format stuff and hack it myself?

Sure, I will check out all the demos and source I can grab but I wonder If there is some other, more coherent information available on the subject.

Thank you for any hints

MV

?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?
Michael Voegeli Interactive Media Programming
mail: michael@access.ch vox: +41-61-331-4729
snail: Neuensteinerstrasse 28 - 4053 Basel - Switzerland
!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!

--MESSAGE FILE 396 END: ./1 SCEE/yaroze/beginners/000000133html.html

--MESSAGE FILE 397 START: ./1 SCEE/yaroze/beginners/000000134html.html
Path: chuka.playstation.co.uk!news
From: alan@alanyuen.demon.co.uk (Alan Yuen)
Newsgroups: scee.yaroze.beginners
Subject: Re: 3D Tutorial
Date: Sun, 15 Feb 1998 23:24:51 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <34e778d9.26006495@news.playstation.co.uk>
References: <34734C94.75E8@mdx.ac.uk> <6bqhfl$bej4@chuka.playstation.co.uk>
Reply-To: alan@alanyuen.demon.co.uk
NNTP-Posting-Host: alanyuen.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

As in Object Oriented Programming?

On Tue, 10 Feb 1998 21:40:57 -0000, "Steve Dunn"
<stevedunn@dial.pipex.com> wrote:

>I'm currently converting this excellent tutorial to C++/CodeWarrior. If
>anyone would like the source code, please let me know.
>
>>A new 40 page 3D tutorial can be found at
>>http://www.netyaroze-europe.com/~middx_uni/ftp/
>>My students have got 3D games results within 2 weeks with this even

>>though they have lots of other work to do and spend their weekends drunk
>>dancing on tables in pubs...
>

/\/\/\/\/\(o.O)
Yep Luen (Alan) Yuen
alan@alanyuen.demon.co.uk
http://www.playstation.co.uk/~alanyuen/
--MESSAGE FILE 397 END: ./1 SCEE/yaroze/beginners/000000134html.html

--MESSAGE FILE 398 START: ./1 SCEE/yaroze/beginners/000000135html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: 3D tutorials and OT document
Date: Mon, 16 Feb 1998 15:42:31 +0000
Organization: I wish!
Lines: 29
Message-ID: <34E85E67.70B@mdx.ac.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

A while ago my lecturer put up a document explaining
about how to use 3D graphics in a game. Many people
found this very useful, and I have recently been
working on doing all the example programs to go with
this as well. These are now complete, and both the
tutorial and the tutorial demo programs can be
downloaded from my web page.

Another thing that can be found is a document trying
to explain ordering tables. This is partly an
experiment on my own part (I find it hard to work
with the idea of OTs without some form of clear
explanation at hand) and I have put this up for
people to look at. At the moment I think it is fairly
helpful, but I'm worried it sounds like a gibbering
rant at times (especially the last paragraph, which I
will edit (remove) completely so I'm asking for
anyone who reads it to mail me if they have any
opinions other than it is completely average :)

Pick up both the tutorial stuff and the OT documents
from

http://www.netyaroze-europe.com/~middex2

Once there, go to the 'DOWNLOADS' page and have a
ganders.

Robert Swan
--MESSAGE FILE 398 END: ./1 SCEE/yaroze/beginners/000000135html.html

--MESSAGE FILE 399 START: ./1 SCEE/yaroze/beginners/000000136html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: 3D Tutorial
Date: Mon, 16 Feb 1998 18:32:20 -0000

Organization: PlayStation Net Yaroze (SCEE)
Lines: 45
Message-ID: <6ca0mf$beo23@chuka.playstation.co.uk>
References: <34734C94.75E8@mdx.ac.uk> <6bqhfl$bej4@chuka.playstation.co.uk>
<34e778d9.26006495@news.playstation.co.uk>
NNTP-Posting-Host: usera830.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Yes.
    I've got my hands on the C files, and anything that looks like an
entity, i've stuck the word 'class' before it and put squiggly brackets
around.
The current 'objects' are.
    CPad
    CWorld
    CView
    C3DObject
    CPadCompanion
    CCar
    CBat (something I added)
    COrderTable
    COrderTableHeader

I'll upload it on my page (~steved) soon. In the meantime, check the page
out anyway. It's packed full of intersting articles ! (all 2 of them !)

Steve
//

Alan Yuen wrote in message <34e778d9.26006495@news.playstation.co.uk>...
>As in Object Oriented Programming?
>
>On Tue, 10 Feb 1998 21:40:57 -0000, "Steve Dunn"
><stevedunn@dial.pipex.com> wrote:
>
>>I'm currently converting this excellent tutorial to C++/CodeWarrior. If
>>anyone would like the source code, please let me know.
>>
>>>A new 40 page 3D tutorial can be found at
>>>http://www.netyaroze-europe.com/~middx_uni/ftp/
>>>My students have got 3D games results within 2 weeks with this even
>>>though they have lots of other work to do and spend their weekends drunk
>>>dancing on tables in pubs...
>>
>
>/\/\/\/\/\(o.O)
>Yep Luen (Alan) Yuen
>alan@alanyuen.demon.co.uk
>http://www.playstation.co.uk/~alanyuen/

--MESSAGE FILE 399 END: ./1 SCEE/yaroze/beginners/000000136html.html

--MESSAGE FILE 400 START: ./1 SCEE/yaroze/beginners/000000137html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <evans@fourny.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Visual C++ 5
Date: Mon, 16 Feb 1998 18:51:02 -0000
Organization: Yaloozer

Lines: 3
Message-ID: <6ca1g2$beo25@chuka.playstation.co.uk>
References: <33C345AD.453A@hotmail.com>
<01bc8120$19d11280$c793989e@fourny.demon.co.uk>
<6c200f$bej18@chuka.playstation.co.uk>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

mmm you should look at www.netyaroze-europe.com/~steved i believe

--MESSAGE FILE 400 END: ./1 SCEE/yaroze/beginners/000000137html.html

--MESSAGE FILE 401 START: ./1 SCEE/yaroze/beginners/000000138html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: GsSortOt BUG!!
Date: 16 Feb 1998 23:11:47 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <01bd399f$5ff02980$2a02bfc3@manolo>
NNTP-Posting-Host: 195.191.2.42
X-Newsreader: Microsoft Internet News 4.70.1155

Hi world! I have a great problem with sorting:

1)I have created a mech warrior that have 1000 polygons tri and quads.

1.1)If i load all the mechwarrior from 1-RSD to 1TMD and then i use it in
GsSortObject4() it will displayed very well with all the polygons.

1.2)BUT! If i create all the parts in rsd format (head,legs hands,etc...)
and i convert it in tmd format and i sort it with GsSortOt() starting from
head to feets i'll see only the firstest 12 of 23 objects well displayed
and th others are flickering or are not here!

1.3)BUT! This is VERY INTERESTING!!!!,if i invert the allocation to
ordering table from feets to head ,i'll see only the lastest objects thath
means legs feets etc.

CONCLUSION:Why i can't sort more than 15 objects?

ps:I tried using a single object in multiple copyes an the problem persist
but the number of object thath i can display is increased.

--MESSAGE FILE 401 END: ./1 SCEE/yaroze/beginners/000000138html.html

--MESSAGE FILE 402 START: ./1 SCEE/yaroze/beginners/000000139html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Re: Assigning texture maps to 3D objects at runtime?
Date: Mon, 16 Feb 1998 21:24:46 -0600
Organization: (no organization)
Lines: 24

Message-ID: <34E902FE.4224@charlie.cns.iit.edu>
References: <34E72D24.691CD1E4@access.ch>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:339
scee.yaroze.beginners:139 scea.yaroze.freetalk:410

Michael Voegeli wrote:
> Obviously, my dxf files don't contain any color and texture information
> but I'm not shure if this is because my modeler doesn't export them or
> because DXF doesn't support them. (???)
>
> I probably have to assign them by editing the RSD File...

There is an excellent Windows/PC tool called "rsdtool.exe", that you
can download from the "Utilities" page that lets you load an .RSD model
and color and texture the faces of your model.

This is one very usefull program. My only question about it is:
Is there a way to make some faces "goraud shaded" while not "goraud
shading" some other faces?

For example, I want a model with some "roundish" parts, where shading
will help it look smoother, with fewer polys, but other parts of the
same model are "squarish and pointy", where shading would be out of
place.

Any ideas? (currently I use the "-g" option on dxf2rsd.exe to turn
shading on for the whole model).

EdF
--MESSAGE FILE 402 END: ./1 SCEE/yaroze/beginners/000000139html.html

--MESSAGE FILE 403 START: ./1 SCEE/yaroze/beginners/000000140html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory address selection?
Date: Wed, 18 Feb 1998 14:58:09 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <6ceskk$beo37@chuka.playstation.co.uk>
References: <33C3449A.34EB@hotmail.com> <33C34446.520@interactive.sony.com>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>The Yaroze kernal and base library take up the memory
>from 0x80000000 - 0x8008ffff, so Never load anything before
>0x80090000; this is effectively the starting address.
>The top address is 0x801fffff, but the stack grows down from that
>point, so best to leave it some space; hence you can take
>values like 0x801f0000 or 0x801ff000 as the top-most address.
>
So, what you are saying is that the claims in the documentation we got about
the Net Yaroze is wrong when it states we have 2MB of memory to use! Because
of the kernel we only get 1.44MB. The documentation has a FAQ section in
which is effectively asked "What sort of game can I make in 2MB?" and the
answer is effectively "Anything. Ridge Racer, Tomb Raider etc." I think that

is very misleading and should be re-written to say 1.44MB instead of 2 and
that those games spool the level data off the CD and do not keep it all in
memory. Also those games were written with a full development kit which may
give the programmer more memory.

JohnT

--MESSAGE FILE 403 END: ./1 SCEE/yaroze/beginners/000000140html.html

--MESSAGE FILE 404 START: ./1 SCEE/yaroze/beginners/000000141html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Sprite/2D Demo code
Date: Wed, 18 Feb 1998 15:03:20 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <6cesuh$beo38@chuka.playstation.co.uk>
References: <3391F4E9.70FE@netcomuk.co.uk> <01bcfb90$3ed5e980$LocalHost@petecom>
<ira-2811971751140001@dialup-03-30.netcomuk.co.uk>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Ira Rainey wrote in message ...
>In article <01bcfb90$3ed5e980$LocalHost@petecom>, "Pete"
><Pete.Hobson@virgin.com> wrote:
>
>> > Having recently had the fog lifted, from my mind, and now making some
>> > progress on my Yaroze, I would be willing to put togther some *simple*
>> > source code, with an explanation of the problems I had and the way the
>> > graphics system works, basically the real basics to get people going
>> > with sprites and the like.
>> >
>> Me too...
>
>Wow, does the news server hold messages for this amount of time? I wrote
>this message back in June (I think!).
>
It's still holding it now!!!

--MESSAGE FILE 404 END: ./1 SCEE/yaroze/beginners/000000141html.html

--MESSAGE FILE 405 START: ./1 SCEE/yaroze/beginners/000000142html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory address selection?
Date: Wed, 18 Feb 1998 10:10:39 -0600
Organization: Metrowerks
Lines: 26
Message-ID: <sumner-ya02408000R1802981010390001@news.scea.sony.com>
References: <33C3449A.34EB@hotmail.com> <33C34446.520@interactive.sony.com>
<6ceskk$beo37@chuka.playstation.co.uk>
NNTP-Posting-Host: mtwks137.metrowerks.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <6ceskk$beo37@chuka.playstation.co.uk>, "JohnT"
<johnt@nettech.demon.co.uk> wrote:

>>The Yaroze kernal and base library take up the memory
>>from 0x80000000 - 0x8008ffff, so Never load anything before
>>0x80090000; this is effectively the starting address.
>>The top address is 0x801fffff, but the stack grows down from that
>>point, so best to leave it some space; hence you can take
>>values like 0x801f0000 or 0x801ff000 as the top-most address.
>>
>So, what you are saying is that the claims in the documentation we got about
>the Net Yaroze is wrong when it states we have 2MB of memory to use! Because
>of the kernel we only get 1.44MB. The documentation has a FAQ section in
>which is effectively asked "What sort of game can I make in 2MB?" and the
>answer is effectively "Anything. Ridge Racer, Tomb Raider etc." I think that
>is very misleading and should be re-written to say 1.44MB instead of 2
[snip]

Not exactly. "Professional" games have all of the Sony libraries linked in
to the executable. Thus, they don't get 2 Megs worth of RAM to use either.
They can load their programs lower in memory but they end up using a big
chunk of that memory for libraries anyway, just like the Yaroze.

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 405 END: ./1 SCEE/yaroze/beginners/000000142html.html

--MESSAGE FILE 406 START: ./1 SCEE/yaroze/beginners/000000143html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Re: Assigning texture maps to 3D objects at runtime?
Date: Wed, 18 Feb 1998 18:01:09 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 56
Message-ID: <6cf7fj$beo39@chuka.playstation.co.uk>
References: <34E72D24.691CD1E4@access.ch> <34E902FE.4224@charlie.cns.iit.edu>
<34E96F7C.3E149E37@access.ch>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:353
scee.yaroze.beginners:143 scea.yaroze.freetalk:417

Hi,

If you want to apply an animated texture to a TMD, the easiest way is
probally to have the animation frames in main ram, and download one frame at
a time (using LoadImage) before drawing, so the GPU draws the same TMD
each time with the same VRAM info, but the graphics change.
Any other way does involve poking around with the innards of the TMD
structure...

Cheers,

Colin.

Michael Voegeli wrote in message <34E96F7C.3E149E37@access.ch>...

>
>
>Ed Federmeyer wrote:
>
>> Michael Voegeli wrote:
>> > Obviously, my dxf files don't contain any color and texture information
>> > but I'm not shure if this is because my modeler doesn't export them or
>> > because DXF doesn't support them. (???)
>> >
>> > I probably have to assign them by editing the RSD File...
>>
>> There is an excellent Windows/PC tool called "rsdtool.exe", that you
>> can download from the "Utilities" page that lets you load an .RSD model
>> and color and texture the faces of your model.
>>
>
>Thank you for your reply.
>I downloaded rsdtool.exe but didn't try it yet.
>
>Actually I would like to downloaded some TMD File with watever
>color, texture and shading and then change these during RUNTIME.
>
>Obvoiously this is not the standard way to go but it would allow great
>flexibility and reduce my download time.
>
>Any (secret) library functions available for manipulating 3d object data
>?
>Will I have to go down to the bits and bytes to code it one my own?
>
>
>
>
> ?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?
> Michael Voegeli   Interactive Media Programming
>   mail: michael@access.ch   vox: +41-61-331-4729
>   snail: Neuensteinerstrasse 28 - 4053 Basel - Switzerland
>   !-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!
>
>

--MESSAGE FILE 406 END: ./1 SCEE/yaroze/beginners/000000143html.html

--MESSAGE FILE 407 START: ./1 SCEE/yaroze/beginners/000000144html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Re: Assigning texture maps to 3D objects at runtime?
Date: Wed, 18 Feb 1998 15:25:26 -0600
Organization: SCEA News Server
Lines: 17
Message-ID: <34EB51C5.D3D4F3E@ix.netcom.com>
References: <34E72D24.691CD1E4@access.ch> <34E902FE.4224@charlie.cns.iit.edu>
<34E96F7C.3E149E37@access.ch> <6cf7fj$beo39@chuka.playstation.co.uk>
NNTP-Posting-Host: dgr-il1-21.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:355
scee.yaroze.beginners:144 scea.yaroze.freetalk:419

SCEE wrote:

> If you want to apply an animated texture to a TMD, the easiest way is
> probally to have the animation frames in main ram, and download one
> frame at
> a time (using LoadImage) before drawing, so the GPU draws the same
> TMD
> each time with the same VRAM info, but the graphics change.
> Any other way does involve poking around with the innards of the TMD
> structure...

What do I have to do if I want to draw a regular sprite, instead of
using LoadImage?

Manny Najera

--MESSAGE FILE 407 END: ./1 SCEE/yaroze/beginners/000000144html.html

--MESSAGE FILE 408 START: ./1 SCEE/yaroze/beginners/000000145html.html
Path: chuka.playstation.co.uk!news
From: alan@alanyuen.demon.co.uk (Alan Yuen)
Newsgroups: scee.yaroze.beginners
Subject: Re: 3D tutorials and OT document
Date: Thu, 19 Feb 1998 00:30:03 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <34eb7ca6.8092506@news.playstation.co.uk>
References: <34E85E67.70B@mdx.ac.uk>
Reply-To: alan@alanyuen.demon.co.uk
NNTP-Posting-Host: alanyuen.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

On Mon, 16 Feb 1998 15:42:31 +0000, Robert Swan <rs108@mdx.ac.uk>
wrote:

>A while ago my lecturer put up a document explaining
>about how to use 3D graphics in a game. Many people
<snip>
>Robert Swan

hey Rob, you messages today 18th feb, didnt apear on the sever. its
like the 00:29, 19th feb.
/\/\/\/\/\(o.O)
Yep Luen (Alan) Yuen
alan@alanyuen.demon.co.uk
http://www.playstation.co.uk/~alanyuen/
--MESSAGE FILE 408 END: ./1 SCEE/yaroze/beginners/000000145html.html

--MESSAGE FILE 409 START: ./1 SCEE/yaroze/beginners/000000146html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Re: Assigning texture maps to 3D objects at runtime?
Date: Wed, 18 Feb 1998 19:56:33 -0600
Organization: SCEA News Server

Lines: 27
Message-ID: <34EB9150.B3BDED04@ix.netcom.com>
References: <34E72D24.691CD1E4@access.ch> <34E902FE.4224@charlie.cns.iit.edu>
<34E96F7C.3E149E37@access.ch> <6cf7fj$beo39@chuka.playstation.co.uk>
<34EB51C5.D3D4F3E@ix.netcom.com>
NNTP-Posting-Host: dgr-il9-34.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:356
scee.yaroze.beginners:146 scea.yaroze.freetalk:421

Manny Najera wrote:

> > If you want to apply an animated texture to a TMD, the easiest way
> is
> > probally to have the animation frames in main ram, and download one
> > frame at
> > a time (using LoadImage) before drawing, so the GPU draws the same
>
> > TMD
> > each time with the same VRAM info, but the graphics change.
> > Any other way does involve poking around with the innards of the TMD
>
> > structure...
>
> What do I have to do if I want to draw a regular sprite, instead of
> using LoadImage?

Forget it, I just figured it out:

You create a second OT, with it's own workbase and such. You change the
clip property of the GsDRAWENV to point to the place that you want to
draw to in VRAM. Then you sort your sprites and whatnot into the second
OT, which is then drawn into the area you specified. The next time you
draw your TMD, it will be drawn with the changed textures.

Manny Najera

--MESSAGE FILE 409 END: ./1 SCEE/yaroze/beginners/000000146html.html

--MESSAGE FILE 410 START: ./1 SCEE/yaroze/beginners/000000147html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory address selection?
Date: 19 Feb 1998 10:58:13 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 74
Sender: news@chuka.playstation.co.uk
Message-ID: <6ch385$k411@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

To: Lewis Evans
cc:

From: news @ playstation.co.uk
Subject: Re: Memory address selection?:scee.yaroze.beginners

From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory address selection?
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
>The Yaroze kernal and base library take up the memory
>from 0x80000000 - 0x8008ffff, so Never load anything before
>0x80090000; this is effectively the starting address.
>The top address is 0x801fffff, but the stack grows down from that
>point, so best to leave it some space; hence you can take
>values like 0x801f0000 or 0x801ff000 as the top-most address.
>
So, what you are saying is that the claims in the documentation we got about
the Net Yaroze is wrong when it states we have 2MB of memory to use! Because
of the kernel we only get 1.44MB.

As someone else said, on the professional kit all executables are _much_ larger
than Yaroze executables because they must link with libraries; Yaroze executables
do not contain library functions and variables. The difference is hence very small.
Further, on almost every machine there are libraries to be linked with,
and hence available program memory is always less than the N Mb quoted
for the machine.

The documentation has a FAQ section in
which is effectively asked "What sort of game can I make in 2MB?" and the
answer is effectively "Anything. Ridge Racer, Tomb Raider etc." I think that
is very misleading and should be re-written to say 1.44MB instead of 2 and
that those games spool the level data off the CD and do not keep it all in memory.

Many games do spool off CD; but Ridge Racer does not do so at all, the entire caper
fits into RAM. This game is undoubtedly realistic for Yaroze, the main barriers
being graphic artwork and sheer development time.

Also those games were written with a full development kit which may
give the programmer more memory.

The full dev kit does allow you to use 8Mb, it's true; but a game using over 2 Mb can
only been played by other people with full dev kits, ie a restriction in your game market
from 20 million machines to a few thousand. Every game that has ever
been published on PlayStation uses only 2Mb, since that's all the console has.

Cheers,

Lewis
JohnT

--MESSAGE FILE 410 END: ./1 SCEE/yaroze/beginners/000000147html.html

--MESSAGE FILE 411 START: ./1 SCEE/yaroze/beginners/000000148html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.codewarrior,scea.yaroze.programming
.gnu_compiler,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.pro
gramming.codewarrior,scee.yaroze.programming.gnu_compiler
Subject: Datel PC Comms card on NT
Date: Sat, 21 Feb 1998 13:31:27 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <6cmkup$ao5@chuka.playstation.co.uk>
NNTP-Posting-Host: userm340.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:429
scea.yaroze.programming.codewarrior:280 scea.yaroze.programming.gnu_compiler:82
scee.yaroze.beginners:148 scee.yaroze.freetalk.english:372
scee.yaroze.programming.codewarrior:164 scee.yaroze.programming.gnu_compiler:168

Has anyone got this to work under NT(4).

If you have, please let me know

Thanks in advance.

Steve Dunn

--MESSAGE FILE 411 END: ./1 SCEE/yaroze/beginners/000000148html.html

--MESSAGE FILE 412 START: ./1 SCEE/yaroze/beginners/000000149html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Memory card I/O. O_CREAT?
Date: Sun, 22 Feb 1998 13:51:00 +0000
Organization: Bacardi Ferrari V12
Lines: 28
Message-ID: <34F02D44.3294@manc.u-net.com>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Alrighty then, here's the situation:
I have just started out trying to use the memory card and run into
a slight hitch. The manual talks of macros O_CREAT and O_RDONLY
but I can't get them to work. I've searched through all the header
files for definitions to no avail. In FS.H there's defines for READ
etc. but I obviously need the exact value for O_CREAT in order to
create a file on the mem card.
In creating a 1-block file called 'MyFilename', the way I understand
it is this:

```
int fd;                  // File descriptor
char *fname = "bu10:MyFilename";   // bu10: mem card slot 2

fd = open(fname, O_CREAT|(1<<16));
close(fd);
```

Writing data is something I'm not sure about either (but I'll sort
that out using ye-olde tried and tested trial and error technique)
and what about making my own icon (possibly animated) for the file?
Please help, or point me in the right direction!

Cheers,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 412 END: ./1 SCEE/yaroze/beginners/000000149html.html

--MESSAGE FILE 413 START: ./1 SCEE/yaroze/beginners/000000150html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory card I/O. O_CREAT?
Date: Sun, 22 Feb 1998 14:54:56 +0000
Organization: Bacardi Ferrari V12
Lines: 16
Message-ID: <34F03C40.2696@manc.u-net.com>
References: <34F02D44.3294@manc.u-net.com>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Er, I just wrote:
> Writing data is something I'm not sure about either (but I'll sort
> that out using ye-olde tried and tested trial and error technique)
> and what about making my own icon (possibly animated) for the file?

I found all I needed about the mem-card icons and header info here:

http://www.netyaroze-europe.com/yaroze/manuals/periph.htm

But I still need help with O_CREAT please!
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 413 END: ./1 SCEE/yaroze/beginners/000000150html.html

--MESSAGE FILE 414 START: ./1 SCEE/yaroze/beginners/000000151html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory card I/O. O_CREAT?
Date: Sun, 22 Feb 1998 12:07:03 -0800
Organization: SCEA News Server

Lines: 29
Message-ID: <6cq01p$9863@scea>
References: <34F02D44.3294@manc.u-net.com> <34F03C40.2696@manc.u-net.com>
NNTP-Posting-Host: delirium.Stanford.EDU
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

James Shaughnessy wrote in message <34F03C40.2696@manc.u-net.com>...
>Er, I just wrote:
>> Writing data is something I'm not sure about either (but I'll sort
>> that out using ye-olde tried and tested trial and error technique)
>> and what about making my own icon (possibly animated) for the file?
>
>I found all I needed about the mem-card icons and header info here:
>
>http://www.netyaroze-europe.com/yaroze/manuals/periph.htm
>
>But I still need help with O_CREAT please!
>Jim
>--
>--
>James Shaughnessy   james@manc.u-net.com
>http://www.netyaroze-europe.com/~shaughnj
>--

Hmm-- in <sys/file.h>, O_CREAT is defined as FCREAT, which is defined in
<sys/fcntl.h> as:

#define FCREAT 0x0200 /* create if nonexistant */

Hope this helps,

mike

--MESSAGE FILE 414 END: ./1 SCEE/yaroze/beginners/000000151html.html

--MESSAGE FILE 415 START: ./1 SCEE/yaroze/beginners/000000152html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory card I/O. O_CREAT?
Date: Sun, 22 Feb 1998 21:20:04 +0000
Organization: Bacardi Ferrari V12
Lines: 21
Message-ID: <34F09684.695@manc.u-net.com>
References: <34F02D44.3294@manc.u-net.com> <34F03C40.2696@manc.u-net.com>
<6cq01p$9863@scea>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Michael Hough wrote:
> Hmm-- in <sys/file.h>, O_CREAT is defined as FCREAT, which is defined in
> <sys/fcntl.h> as:
>
> #define FCREAT 0x0200 /* create if nonexistant */

DOH! I didn't even look in the sys directory!
O_CREAT is right there in FILE.H which just redefines FCREAT like you say.

Cheers Mike,
Jim

Just one more thing everyone, the details of the header say that for Europe the file type is ALWAYS 0x11 which means you can't have animated icons (like types 0x12 and 0x13). I know animated icons work so why aren't PAL users allowed them?
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 415 END: ./1 SCEE/yaroze/beginners/000000152html.html

--MESSAGE FILE 416 START: ./1 SCEE/yaroze/beginners/000000153html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory card I/O. O_CREAT?
Date: Mon, 23 Feb 1998 09:08:29 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <6cre43$as2@chuka.playstation.co.uk>
References: <34F02D44.3294@manc.u-net.com> <34F03C40.2696@manc.u-net.com> <6cq01p$9863@scea> <34F09684.695@manc.u-net.com>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Hi James,

In the European OSD (Playstation rom) there was a bug that caused animated icons to corrupt. QA limited the use of animated icons because of this.
 It's a bug because the wasn't enough VRAM for 2 cards by 15 files by 3 animations)

Cheers,

Colin.

James Shaughnessy wrote in message <34F09684.695@manc.u-net.com>...
>Michael Hough wrote:
>> Hmm-- in <sys/file.h>, O_CREAT is defined as FCREAT, which is defined in
>> <sys/fcntl.h> as:
>>
>> #define FCREAT 0x0200 /* create if nonexistant */
>
>DOH! I didn't even look in the sys directory!
>O_CREAT is right there in FILE.H which just redefines FCREAT like you say.
>
>Cheers Mike,
>Jim
>
>Just one more thing everyone, the details of the header say that for Europe
>the file type is ALWAYS 0x11 which means you can't have animated icons
(like
>types 0x12 and 0x13). I know animated icons work so why aren't PAL users
>allowed them?
>--
>---
>James Shaughnessy   james@manc.u-net.com
>http://www.netyaroze-europe.com/~shaughnj

>--

--MESSAGE FILE 416 END: ./1 SCEE/yaroze/beginners/000000153html.html

--MESSAGE FILE 417 START: ./1 SCEE/yaroze/beginners/000000154html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Paul_Holman@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory card I/O. O_CREAT?
Date: 23 Feb 1998 09:17:30 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 17
Sender: news@chuka.playstation.co.uk
Message-ID: <6crera$50s1@emeka.playstation.co.uk>
Reply-To: Paul_Holman@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Paul_Holman@Playstation.sony.com
To: news@playstation.co.uk

Hi Jim,
     ..because of a problem with the European version of PlayStation
 - albeit very subtle, and only appearing when you have two full Memory
cards full of animated icons, which results in a little bit of graphical
corruption.

     Its just a rule for full titles, so please go ahead and use them if
you like...

Paul

--MESSAGE FILE 417 END: ./1 SCEE/yaroze/beginners/000000154html.html

--MESSAGE FILE 418 START: ./1 SCEE/yaroze/beginners/000000155html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@codeworks.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: z resolution overflow?
Date: Mon, 23 Feb 1998 13:21:35 +0000
Organization: Mobius Codeworks Ltd.
Lines: 19
Message-ID: <34F177DF.49069A48@codeworks.demon.co.uk>
NNTP-Posting-Host: codeworks.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (WinNT; I)
X-Priority: 3 (Normal)

I've just recently started getting this cryptic message.

ps_sort_sprite,bg: z resolution overflow.

Any one have and suggestions to what's causing it?
It's only recently started happening and naturally I've not changed any
thing in my program. :-)

It happens on a call to GsSortSprite, with a priority of 0,
which I believe always used to work..

On an unrelated not.
I guess that libps does a lot of error checking on the parameters
we pass it. Is it possible to disable the error checking in an
attempt to squeeze a few more cycles from it?

Cheers

Jim
--MESSAGE FILE 418 END: ./1 SCEE/yaroze/beginners/000000155html.html

--MESSAGE FILE 419 START: ./1 SCEE/yaroze/beginners/000000156html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: z resolution overflow?
Date: 24 Feb 1998 18:36:42 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 37
Sender: news@chuka.playstation.co.uk
Message-ID: <6cv3vq$8am1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

I've just recently started getting this cryptic message.
ps_sort_sprite,bg: z resolution overflow.
Any one have and suggestions to what's causing it?
It's only recently started happening and naturally I've not changed any
thing in my program. :-)
It happens on a call to GsSortSprite, with a priority of 0,
which I believe always used to work..

Things to check:
(1) you're not overflowing the work base set for libgs
     (use GsGetWorkBase to check how far from start it is after the
primitives
     have been registered into the OT)
(2) tell us what you've changed recently in the program (OT length? ot org
/ number of ot_tags?
     shift or point within OT?)
On an unrelated not.
I guess that libps does a lot of error checking on the parameters
we pass it. Is it possible to disable the error checking in an
attempt to squeeze a few more cycles from it?

Essentially no. Libgs doesn't perform a great deal of checking,
and it can't be altered.

     Lewis
Cheers
Jim

--MESSAGE FILE 419 END: ./1 SCEE/yaroze/beginners/000000156html.html

--MESSAGE FILE 420 START: ./1 SCEE/yaroze/beginners/000000157html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: I can'tuse math functions!!!!
Date: 25 Feb 1998 00:05:28 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <01bd3ff0$3b526b40$08bff7c2@manolo>
NNTP-Posting-Host: ip008.pool-01.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Why with codewarrior i can't use math function ????
The Linker says every time that are not defined convertion functions
FloatingPoint<----->no Floating Point types!!!!

If there's someone that have some sqrt or e^x function tables please help
me!!

                  Diotallevi Emanuele
--MESSAGE FILE 420 END: ./1 SCEE/yaroze/beginners/000000157html.html

--MESSAGE FILE 421 START: ./1 SCEE/yaroze/beginners/000000158html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: I can'tuse math functions!!!!
Date: 25 Feb 1998 10:11:26 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 50
Sender: news@chuka.playstation.co.uk
Message-ID: <6d0qoe$ac81@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

Note that floating-point is not very fast.

You may be better off doing 'fractional fixed point'. eg using a 32-bit int
as u_short integer part (top 16 bits) and 0-4095 fractional part (lower 16
bits)

eg
```
     // second arg must be 0 to 4095
int MakeComposite (int integerPart, int fractionalPart)
{
     return( (integerPart << 16) + fractionalPart);
}

void DecomposeComposite (int composite, int *integerPart, int
*fractionalPart)
{
     *integerPart = composite >> 16;
     *fractionalPart = composite & 0xffff;
}
```

This way, you get the fractional functionality of float, running faster, and no undefined conversion problems.

Lewis

To: Lewis Evans
cc:
From: news @ playstation.co.uk
Subject: I can'tuse math functions!!!!:scee.yaroze.beginners

From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: I can'tuse math functions!!!!
Why with codewarrior i can't use math function ????
The Linker says every time that are not defined convertion functions
FloatingPoint<----->no Floating Point types!!!!
If there's someone that have some sqrt or e^x function tables please help me!!
Diotallevi Emanuele

--MESSAGE FILE 421 END: ./1 SCEE/yaroze/beginners/000000158html.html

--MESSAGE FILE 422 START: ./1 SCEE/yaroze/beginners/000000159html.html
Path: chuka.playstation.co.uk!news
From: Luca Cappellini <luca.cappellini@planet.it>
Newsgroups: scee.yaroze.beginners
Subject: Upload
Date: Wed, 25 Feb 1998 14:30:01 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <34F41CD9.2C5FF8BD@planet.it>
NNTP-Posting-Host: 195.103.1.44
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

How can I UpLoad some demos in the demo area, i should upload them in my ftp area and than you decide if are good enough to put in the Demo section ?

bye

Luca

--MESSAGE FILE 422 END: ./1 SCEE/yaroze/beginners/000000159html.html

--MESSAGE FILE 423 START: ./1 SCEE/yaroze/beginners/000000160html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Upload
Date: Wed, 25 Feb 1998 13:52:09 +0000
Organization: I wish!
Lines: 15

Message-ID: <34F42209.72E@mdx.ac.uk>
References: <34F41CD9.2C5FF8BD@planet.it>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

I think so. I haven't read of anywhere about people putting stuff into
the demo area. My suggestion would be to upload it to your own ftp
site, mention to people that it's there in the 'mydemos' newsgroup,
stating that you wouldn't mind seeing it on the demos area for everyone
to get easy access, and then see what people (and Sony) say about it.

Luca Cappellini wrote:
>
> How can I UpLoad some demos in the demo area, i should upload them in my
> ftp area and than you decide if are good enough to put in the Demo
> section ?
>
> bye
>
> Luca
--MESSAGE FILE 423 END: ./1 SCEE/yaroze/beginners/000000160html.html

--MESSAGE FILE 424 START: ./1 SCEE/yaroze/beginners/000000161html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups: scee.yaroze.beginners
Subject: Re: I can'tuse math functions!!!!
Date: Wed, 25 Feb 1998 17:02:03 -0600
Organization: Metrowerks
Lines: 26
Message-ID: <sumner-ya02408000R2502981702030001@news.scea.sony.com>
References: <01bd3ff0$3b526b40$08bff7c2@manolo>
NNTP-Posting-Host: mtwks204.metrowerks.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

Hi Emanuele,
  If you include the math library from the folder "Net Yaroze Support\lib"
called (I think?) Math_IS1_LE.lib it will allow you to use the floating
point operations.

As Lewis mentioned, however, FP is emulated on the Net Yaroze and thus is
very slow. You probably should use lookup tables in fixed point to do most
calculations.

-Joel

In article <01bd3ff0$3b526b40$08bff7c2@manolo>, "Emanuele Diotallevi"
<g.mork@flashnet.it> wrote:

>Why with codewarrior i can't use math function ????
>The Linker says every time that are not defined convertion functions
>FloatingPoint<----->no Floating Point types!!!!
>
>If there's someone that have some sqrt or e^x function tables please help
>me!!
>
>   Diotallevi Emanuele

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 424 END: ./1 SCEE/yaroze/beginners/000000161html.html

--MESSAGE FILE 425 START: ./1 SCEE/yaroze/beginners/000000162html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: Re: I can'tuse math functions!!!!
Date: 26 Feb 1998 13:39:37 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <01bd42bd$7400bee0$6b02bfc3@manolo>
References: <6d0qoe$ac81@emeka.playstation.co.uk>
NNTP-Posting-Host: ip043.pool-16.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Thank you mr. Lewis but i need another kind of help ,i have created an
array about 5000 elements of sqrt calculation to use in main loop but using
math functions the program starts after 1minute ,now if you have a sqrt
table in ascii file i can use it in my project.

                    Thanks,Diotallevi emanuele

ps:If there's asite where i can find a vector declaration of it i can take
it myself !!

--MESSAGE FILE 425 END: ./1 SCEE/yaroze/beginners/000000162html.html

--MESSAGE FILE 426 START: ./1 SCEE/yaroze/beginners/000000163html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Re: I can'tuse math functions!!!!
Date: 26 Feb 1998 14:36:23 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 33
Sender: news@chuka.playstation.co.uk
Message-ID: <6d3ul7$e4u1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

See the SCEE demo 'car', the hi-res split-screen car racer.
There's a file called 'sqrt.c' which houses a 64K square-root
look-up table.

     Lewis

To: Lewis Evans
cc:
From: news @ playstation.co.uk
Subject: Re: I can'tuse math functions!!!!:scee.yaroze.beginners

From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: Re: I can'tuse math functions!!!!

Thank you mr. Lewis but i need another kind of help ,i have created an array about 5000 elements of sqrt calculation to use in main loop but using math functions the program starts after 1minute ,now if you have a sqrt table in ascii file i can use it in my project.
Thanks,Diotallevi emanuele
ps:If there's asite where i can find a vector declaration of it i can take it myself !!

--MESSAGE FILE 426 END: ./1 SCEE/yaroze/beginners/000000163html.html

--MESSAGE FILE 427 START: ./1 SCEE/yaroze/beginners/000000164html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: Re: I can'tuse math functions!!!!
Date: 26 Feb 1998 17:39:49 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <01bd42df$010532a0$68bff7c2@manolo>
References: <6d3ul7$e4u1@emeka.playstation.co.uk>
NNTP-Posting-Host: ip040.pool-02.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Thanks!!!!!!
--MESSAGE FILE 427 END: ./1 SCEE/yaroze/beginners/000000164html.html

--MESSAGE FILE 428 START: ./1 SCEE/yaroze/beginners/000000165html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: World---->Local convertion
Date: 26 Feb 1998 17:47:53 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <01bd42e0$22e23700$68bff7c2@manolo>
NNTP-Posting-Host: ip040.pool-02.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

I'm programming collisions with Bounding boxes ,but i must find the local coord. of a point in the world,so lw matrix calculates world coord from local cord ,i thinked that i must calculate the inverse matrix of lw matrix calculating the (in italian we say " Determinante ") :

LW^(-1) =((LW^a)^t)/Det.(LW)???

If there's someone that have a function that calculates the A^(-1) matrix please help me!

--MESSAGE FILE 428 END: ./1 SCEE/yaroze/beginners/000000165html.html

--MESSAGE FILE 429 START: ./1 SCEE/yaroze/beginners/000000166html.html

Path: chuka.playstation.co.uk!news
From: Anna <amarsh@bournemouth.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Sound Probs.
Date: Thu, 26 Feb 1998 21:51:47 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <34F5E3F3.41C6@bournemouth.ac.uk>
NNTP-Posting-Host: o2cg11.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01SGoldC-SGI (X11; I; IRIX 6.3 IP32)

I'm having a few problems getting any sound happenning. I've converted a single .wav (16 bit, uncompressed, mono) with aiff2vag, and then (attempted) to make a vab file, seperated into vh & vb. But when I attempt to play this with SsUtKeyOn nothing happens, and -1 is returned (so I guess SsUtKeyOn failed).

Is it necessary to have a SEQ file, even though I only want to play one sound effect at a time? I've set the volume using SsSetMVol, but in the sample pieces of code I've looked at, they've also used SsSetSeqVolume. I haven't used this as I have no SEQ file.

I'm also confused about the use of the def file when making the .vab. is there an easy way to make the def file? I ask this because I'm not sure where you're supposed to get the values for the center and shift labels in the ToneAtr. I've just sampled a single sound effect from a CD so I have no idea what note it's supposed to be. Because of this I just bunged in any old values, would this adversly affect things if I got it wildly wrong?

Cheers, Anna.
--MESSAGE FILE 429 END: ./1 SCEE/yaroze/beginners/000000166html.html

--MESSAGE FILE 430 START: ./1 SCEE/yaroze/beginners/000000167html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: .TAR problems
Date: 26 Feb 1998 23:24:59 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <01bd430f$38d81e60$0a02bfc3@manolo>
NNTP-Posting-Host: ip010.pool-15.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Why winzip doesn't convert car_tar.tar ?

Howi must use tar.exe,the help is really awful!!!!

If there'someone that know how to convert these files please help me!

              Thanks....,   Diotallevi Emanuele
--MESSAGE FILE 430 END: ./1 SCEE/yaroze/beginners/000000167html.html

--MESSAGE FILE 431 START: ./1 SCEE/yaroze/beginners/000000168html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Sound Probs. (long reply)

Date: Thu, 26 Feb 1998 15:03:27 -0800
Organization: .
Lines: 132
Message-ID: <34F5F4BF.B70199D2@netmagic.net>
References: <34F5E3F3.41C6@bournemouth.ac.uk>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Anna wrote:
>
> I'm having a few problems getting any sound happenning. I've converted
> a single .wav (16 bit, uncompressed, mono) with aiff2vag, and then
> (attempted) to make a vab file, seperated into vh & vb. But when I
> attempt to play this with SsUtKeyOn nothing happens, and -1 is returned
> (so I guess SsUtKeyOn failed).
>
> Is it necessary to have a SEQ file, even though I only want to play one
> sound effect at a time? I've set the volume using SsSetMVol, but in the
> sample pieces of code I've looked at, they've also used SsSetSeqVolume.
> I haven't used this as I have no SEQ file.
>
> I'm also confused about the use of the def file when making the .vab. is
> there an easy way to make the def file? I ask this because I'm not sure
> where you're supposed to get the values for the center and shift labels
> in the ToneAtr. I've just sampled a single sound effect from a CD so I
> have no idea what note it's supposed to be. Because of this I just
> bunged in any old values, would this adversly affect things if I got it
> wildly wrong?
>
> Cheers, Anna.

Yeah, sound is tricky at first. The general order of things in your
code should be:

   1) transfer the sound data from local RAM to the sound RAM w/
      SsVabTransfer()
   2) set the master volume
   3) begin playing sounds
   4) stop the sound playback in the sequencer and call SsUtAllKeyOff()
when
      you exit

First of all, no, you don't need to have a SEQ file to play sound. I
have
a VAB in memory that has all the sound effects and then I just
SsUtKeyOn()
when I want some of them to play.

Second, when you did the SsVabTransfer(), did you make sure that you got
a
VAB ID back and not an error message? Make sure you loaded your VAB
into
a region of memory that won't conflict with anything else. Your code,
by
default, goes into 0x80100000. If you look at the sample programs, you
may
see that the general MIDI set gets loaded in at 0x80090000 and
0x800a0000.
That's just above the 572K system library stuff and just below your
code.

That area is great for sound.

Third, are you sure you created your VAB correctly? You got the VAGs from
the AIFF2VAG utility---good. You gotta make sure your DEF file is correct.
If you don't format that thing right, you'll get a corrupted one back out.
What I do is to check it:

1) use mkvab to make your VAB
2) call it again: mkvab -r <vab file> -o debug.def
3) compare your original .DEF to the DEBUG.DEF file. If they match, you did it right. If not, check your syntax. The mkvab util is picky about the way you specify things.

Remember that a VAB is a collection of VAGs. Each VAG is the wave form. A
def file describes how the VAGs are combined to form an "instrument". For
example, a simple sound effect would have 1 VAB "program" and one VAG "tone". A
more complex multi-layer instrument (e.g. piano + strings) would still have
1 VAB program but 2 VAG tones. The most complex example is probably General
MIDI instrument 128: the drum set. I'm not exactly sure how this is implemented
on the Yaroze, but for MIDI keyboards each key is mapped to a separate tone.
That's why if you put your full drum track to use instrument 128 C2 gets you
a bass drum, E2 gets you a snare, A#/Bb a hi-hat, etc.

When making your DEF file, just don't throw in any value---they WILL affect
the playback! The shift value 0 is probably good, and the center should probably be 64 (dead center stereo panning; 0 would be extreme left and 127 extreme right).

Lastly, the "note" argument to SsUtKeyOn is the MIDI key. Each key on the
keyboard is assigned a number, 48 being Middle C (C4), 36 being an octave
lower (C3), etc. Remember that the musical scale has 12 semi-tones per octave:

Note#	Name	Octave
...		
45	A	3
46	A# / Bb	3
47	B	3
48	C	4
49	C# / Db	4
50	D	4
51	D# / Eb	4
52	E	4
...		

Most MIDI devices respond to something like keys 12-70---anything beyond that
gets ridiculously low or high.

If you have a sound and want it to play back at the same speed (pitch) you

recorded it at, use Middle C (48).

If you grab the updated PDF Yaroze manuals, they have a sample DEF file
in there.
One note: I found that I got errors if I didn't put a blank line between
each
of the entries in the DEF file.

I think I've got sound down pat (almost). I can upload/e-mail a simple
example of how this all works. There is a sound example on SCEA, but I
didn't find it that easy to follow. :(

I hope this is confusing enough, :P
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 431 END: ./1 SCEE/yaroze/beginners/000000168html.html

--MESSAGE FILE 432 START: ./1 SCEE/yaroze/beginners/000000169html.html
Path: chuka.playstation.co.uk!news
From: pal <palpalpalpal@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: .TAR problems
Date: Fri, 27 Feb 1998 00:48:11 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <34F5FF3B.26CF@hotmail.com>
References: <01bd430f$38d81e60$0a02bfc3@manolo>
NNTP-Posting-Host: ppp-121-69.marseille.club-internet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02E [fr]-GIEOG (Win95; I)
CC: palpalpalpal@hotmail.com

Winzip doesn't extract files with the .tar extension because it's not
its preferred format (which is .zip).
As you point out, you have to use tar.exe. But, as a Unix tool, tar
requires strange options to do simple things. "tar -xvf <filename>"
should uncompress your file, if I remember correctly.
Type "tar" with no filename nor option, you'll be given the details.

Hope this helps,
pal
(palpalpalpal@hotmail.com)
--MESSAGE FILE 432 END: ./1 SCEE/yaroze/beginners/000000169html.html

--MESSAGE FILE 433 START: ./1 SCEE/yaroze/beginners/000000170html.html
Path: chuka.playstation.co.uk!toby
From: toby@angst.forefront.com.au (Toby Sargeant)
Newsgroups: scee.yaroze.beginners
Subject: Re: I can'tuse math functions!!!!
Date: 27 Feb 1998 01:20:43 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <slrn6fc5gl.q20.toby@ns.forefront.com.au>
References: <6d3ul7$e4u1@emeka.playstation.co.uk>
NNTP-Posting-Host: ns.forefront.com.au
X-Newsreader: slrn (0.9.4.6 UNIX)

On 26 Feb 1998 14:36:23 -0000, Lewis_Evans@Playstation.sony.com
     <Lewis_Evans@Playstation.sony.com> wrote:

>From: Lewis_Evans@Playstation.sony.com
>To: news@playstation.co.uk
>
>See the SCEE demo 'car', the hi-res split-screen car racer.
>There's a file called 'sqrt.c' which houses a 64K square-root
>look-up table.
>
>   Lewis

some references on fast integer square root calculations:

http://www.cs.waikato.ac.nz/~rbg/sqrt/

the factoring method can be used with a much smaller lookup table (or no lookup table, if need be). don't know what the speed difference would be, but it might be handy if you don't have 64k to play with.

Toby.
--MESSAGE FILE 433 END: ./1 SCEE/yaroze/beginners/000000170html.html

--MESSAGE FILE 434 START: ./1 SCEE/yaroze/beginners/000000171html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: .TAR problems
Date: Thu, 26 Feb 1998 22:03:06 -0800
Organization: .
Lines: 43
Message-ID: <34F6571A.82EAABED@netmagic.net>
References: <01bd430f$38d81e60$0a02bfc3@manolo> <34F5FF3B.26CF@hotmail.com>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

pal wrote:
> Winzip doesn't extract files with the .tar extension because it's not

I have WinZip v6.2 and it reads TAR files just fine. (I just tested it right now for a sanity check.) It may be using a helper program, but I thought it did it natively. :P

FYI, TAR files are not compressed. GZIPped TAR files are, and they usually have a ".gz" extension.

    tar -cf <archive file> <file list>
        Creates a TAR archive.
    tar -tf <archive file>
        Lists the contents of a TAR archive.
    tar -xf <archive file>
        Extracts the contents of a TAR archive.

    tar -cfz <archive file> <file list>
        Creates a GZIPped TAR archive.
    tar -xfz <archive file> <file list>
        Uncompresses a GZIPped TAR archive.

    man tar
        Get the help details, of course.
    tar --help
        Help text on some systems like Linux.

The "-v" option just tells it to be really verbose when extracting
files.

> its preferred format (which is .zip).
> As you point out, you have to use tar.exe. But, as a Unix tool, tar
> requires strange options to do simple things. "tar -xvf <filename>"
> should uncompress your file, if I remember correctly.
> Type "tar" with no filename nor option, you'll be given the details.
>
> Hope this helps,
> pal
> (palpalpalpal@hotmail.com)

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 434 END: ./1 SCEE/yaroze/beginners/000000171html.html

--MESSAGE FILE 435 START: ./1 SCEE/yaroze/beginners/000000172html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: .TAR problems
Date: 27 Feb 1998 14:40:12 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 27
Sender: news@chuka.playstation.co.uk
Message-ID: <6d6j8c$hgp1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

tar -xvf
tar xvf
tar xf

To: Lewis Evans
cc:
From: news @ playstation.co.uk
Subject: .TAR problems:scee.yaroze.beginners

From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: .TAR problems
Why winzip doesn't convert car_tar.tar ?
Howi must use tar.exe,the help is really awful!!!!
If there'someone that know how to convert these files please help me!
                    Thanks....,   Diotallevi Emanuele

--MESSAGE FILE 435 END: ./1 SCEE/yaroze/beginners/000000172html.html

--MESSAGE FILE 436 START: ./1 SCEE/yaroze/beginners/000000173html.html
Path: chuka.playstation.co.uk!news
From: Anna <amarsh@bournemouth.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Sound probs with .def files?
Date: Sat, 28 Feb 1998 14:52:08 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <34F82498.167E@bournemouth.ac.uk>
References: <34F5E3F3.41C6@bournemouth.ac.uk> <34F5F4BF.B70199D2@netmagic.net>
NNTP-Posting-Host: o2cg6.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01SGoldC-SGI (X11; I; IRIX 6.3 IP32)

Finally got my sound effects to work, cheers to Elliot Lee for the info
posted, and discovered one mighty big glitch that may be useful for
others having similar problems.

In the sample .def file included in the manuals "sound tools" download,
there is a "ToneAtr" heading. However, after checking out the
simple.def file in the psx\bin directory I found that the heading here
was not "ToneAtr" but "VagAtr". I just changed the heading in my .def
file and hey presto, sound in effect. Since I currently only have one
sound effect, I'm not sure if this still holds true when there are
multiple .vags, I'm about to find out just as soon as I can get hold of
some more noises. But I thought it was worthwhile noting it for any
other beginners stuck on sound.

Anna.
--MESSAGE FILE 436 END: ./1 SCEE/yaroze/beginners/000000173html.html

--MESSAGE FILE 437 START: ./1 SCEE/yaroze/beginners/000000174html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: Re: .TAR problems
Date: 1 Mar 1998 01:50:45 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <01bd44b5$ec335b80$17bff7c2@manolo>
References: <01bd430f$38d81e60$0a02bfc3@manolo> <34F5FF3B.26CF@hotmail.com>
<34F6571A.82EAABED@netmagic.net>
NNTP-Posting-Host: ip023.pool-01.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Thank you ,ifind the way to decompress these files i just pun a ".z"
extension to the file and winzip 'll decompress it!!

ps:I find this tip on winzip site!!

                  Thanks to all members!!!

                  Diotallevi Emanuele

--MESSAGE FILE 437 END: ./1 SCEE/yaroze/beginners/000000174html.html

--MESSAGE FILE 438 START: ./1 SCEE/yaroze/beginners/000000175html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>

Newsgroups: scee.yaroze.beginners
Subject: Re: .TAR problems
Date: Mon, 02 Mar 1998 09:05:33 +1100
Organization: Cybec Pty. Ltd.
Lines: 17
Message-ID: <34F9E9BD.C088C95@cybec.com.au>
References: <01bd430f$38d81e60$0a02bfc3@manolo>
NNTP-Posting-Host: tech10.mel.cybec.com.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

Emanuele Diotallevi wrote:
>
> Why winzip doesn't convert car_tar.tar ?
>
> Howi must use tar.exe,the help is really awful!!!!
>
> If there'someone that know how to convert these files please help me!
>

I think your problem was that you downloaded the file 'car.tar.gz' with
Netscape and it likes to screw up filenames. It puts underscores in
instead of dots and changes the .gz extension to .tar. Stupid.
Therefore, as you have already found out, for WinZip to extract the
files you need to put .Z or .gz back in the file name. Or you could
use: tar xzvf car_tar.tar

Toby.
--MESSAGE FILE 438 END: ./1 SCEE/yaroze/beginners/000000175html.html

--MESSAGE FILE 439 START: ./1 SCEE/yaroze/beginners/000000176html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: Where is SQRT.c???
Date: 1 Mar 1998 23:11:42 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <01bd4568$e00ff760$0602bfc3@manolo>
NNTP-Posting-Host: ip006.pool-15.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Excuse me but i didn't find any sqrt.c in SCEE demo 'car',if someone kow
where exactly is or someone have one please send me it!!!!

                    Thanks,Emanuele Diotallevi

--MESSAGE FILE 439 END: ./1 SCEE/yaroze/beginners/000000176html.html

--MESSAGE FILE 440 START: ./1 SCEE/yaroze/beginners/000000177html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: z resolution overflow?
Date: Mon, 02 Mar 1998 10:07:41 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 50
Message-ID: <34FA84ED.5CD9BA4A@micronetics.com>
References: <6cv3vq$8am1@emeka.playstation.co.uk>
NNTP-Posting-Host: 193.132.195.245

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)

I did reply to this last week, I guess it got lost.

I solved the problem thanks Lewis. A number of things were causing it..
Firstly it was a line primitive, not a sprite as the error message states
causing
the problem, this threw me a googlie at first.
Next the cause of the error was due to a bit a bone head code on my behalf
passing a negative number as the priority of the line. Understandle really.
The thing that really stumped me was the message about a sprite when infact
it was a line causing it.

Cheers

Jim

Lewis_Evans@Playstation.sony.com wrote:

> From: Lewis_Evans@Playstation.sony.com
> To: news@playstation.co.uk
>
> I've just recently started getting this cryptic message.
> ps_sort_sprite,bg: z resolution overflow.
> Any one have and suggestions to what's causing it?
> It's only recently started happening and naturally I've not changed any
> thing in my program. :-)
> It happens on a call to GsSortSprite, with a priority of 0,
> which I believe always used to work..
>
> Things to check:
> (1) you're not overflowing the work base set for libgs
>   (use GsGetWorkBase to check how far from start it is after the
> primitives
>   have been registered into the OT)
> (2) tell us what you've changed recently in the program (OT length? ot org
> / number of ot_tags?
>   shift or point within OT?)
> On an unrelated not.
> I guess that libps does a lot of error checking on the parameters
> we pass it. Is it possible to disable the error checking in an
> attempt to squeeze a few more cycles from it?
>
> Essentially no. Libgs doesn't perform a great deal of checking,
> and it can't be altered.
>
>   Lewis
> Cheers
> Jim

--MESSAGE FILE 440 END: ./1 SCEE/yaroze/beginners/000000177html.html

--MESSAGE FILE 441 START: ./1 SCEE/yaroze/beginners/000000178html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: World---->Local convertion

Date: 2 Mar 1998 12:40:20 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 104
Sender: news@chuka.playstation.co.uk
Message-ID: <6de9bk$qi01@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id EAA13354
for <news@playstation.co.uk>; Mon, 2 Mar 1998 04:44:53 -0800 (PST)
From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

If you want to express the coordinates of a world point in a local coordinate system,
you can just use the technique as the SCEE demos 'flying' and 'dungeon'; those
demos involve ships hunting and shooting at each other, to do this they express the target ship's position in their own coord system.
This is done by using the fact that a coordinate system's matrix is just a set
of 3 vectors specifying the local x,y and z axes.

Here's a couple of functions, nearly the same, but the different ways of accessing the matrix elements mean that one does sub->super conversion and the other does super->sub.

Lewis

```
// eg know position or vector in world space,
// want to find it in object coordinate terms

// NOTE: Only takes account of rotation
// NOT displacement as well

void ExpressSuperPointInSub (VECTOR* superPoint,
            GsCOORDINATE2* subSystem, VECTOR* subPointOutput)
{
    MATRIX* matrix;

    matrix = &subSystem->coord;

    setVECTOR(subPointOutput,
                ((superPoint>vx * matrix->m[0][0]
                + superPoint>vy * matrix->m[0][1]
                + superPoint>vz * matrix->m[0][2]) >> 12),

                ((superPoint>vx * matrix->m[1][0]
                + superPoint>vy * matrix->m[1][1]
                + superPoint>vz * matrix->m[1][2]) >> 12),

                ((superPoint>vx * matrix->m[2][0]
                + superPoint>vy * matrix->m[2][1]
                + superPoint>vz * matrix->m[2][2]) >> 12) );
}
```

```
// eg know position or vector in object space,
// want to find it in world coordinate terms
```

```
     // NOTE: Only takes account of rotation
     // NOT displacement as well

void ExpressSubPointInSuper (VECTOR* subPoint,
               GsCOORDINATE2* subSystem, VECTOR* superPointOutput)
{
     MATRIX* matrix;

     matrix = &subSystem->coord;

     setVECTOR(superPointOutput,
                    ((subPoint>vx * matrix->m[0][0]
                    + subPoint>vy * matrix->m[1][0]
                    + subPoint>vz * matrix->m[2][0]) >> 12),

                    ((subPoint>vx * matrix->m[0][1]
                    + subPoint>vy * matrix->m[1][1]
                    + subPoint>vz * matrix->m[2][1]) >> 12),

                    ((subPoint>vx * matrix->m[0][2]
                    + subPoint>vy * matrix->m[1][2]
                    + subPoint>vz * matrix->m[2][2]) >> 12) );
}
```

To: Lewis Evans
cc:
From: news @ playstation.co.uk
Subject: World---->Local convertion:scee.yaroze.beginners

From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: World---->Local convertion
I'm programming collisions with Bounding boxes ,but i must find the local coord. of a point in the world,so lw matrix calculates world coord from local cord ,i thinked that i must calculate the inverse matrix of lw matrix calculating the (in italian we say " Determinante ") :
LW^(-1) =((LW^a)^t)/Det.(LW)???
If there's someone that have a function that calculates the A^(-1) matrix please help me!

--MESSAGE FILE 441 END: ./1 SCEE/yaroze/beginners/000000178html.html

--MESSAGE FILE 442 START: ./1 SCEE/yaroze/beginners/000000179html.html
Path: chuka.playstation.co.uk!news
From: Stephen Fernandez <sf054@mdx.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: HELP! problem using sciocons with NT4
Date: Tue, 10 Mar 1998 15:45:54 +0000
Organization: ChaoticShockolate
Lines: 12
Message-ID: <35056032.17C2@mdx.ac.uk>
NNTP-Posting-Host: nsw88.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4m)

the auto batch file loads all the tmds and tims
but then right at the end i get the error message
synch error

does anyone know the solution to this?

PS i heard mention of an GUI interface for sciocons under NT
yet couldnt acess the file i think it was by a dlawton or jlawton

cheers...
steve.f
--MESSAGE FILE 442 END: ./1 SCEE/yaroze/beginners/000000179html.html

--MESSAGE FILE 443 START: ./1 SCEE/yaroze/beginners/000000180html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: HELP! problem using sciocons with NT4
Date: Tue, 10 Mar 1998 17:47:29 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4834
Message-ID: <6e3u3e$6nq1@chuka.playstation.co.uk>
References: <35056032.17C2@mdx.ac.uk>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

There is a 32-bit version of Siocons available from someone's web site but I
am unable to remember where/who's!! (Useless aren't I!! ;) So instead I have
attached the zip file to this message (hope SCEE don't mind binaries here ;)

JohnT

 Send e-mail to johnt@nettech.demon.co.uk
Visit my web site at www.coco.net.uk/johnt

Stephen Fernandez wrote in message <35056032.17C2@mdx.ac.uk>...
>the auto batch file loads all the tmds and tims
>but then right at the end i get the error message
>synch error
>
>does anyone know the solution to this?
>
>PS i heard mention of an GUI interface for sciocons under NT
>yet couldnt acess the file i think it was by a dlawton or jlawton
>
>
>cheers...
>steve.f

begin 666 Sio32.zip
M4$L#!!0````(``!X3B078%U5\A ``'9(```(````3E5.52Y"35#M6[V.Z[H1
M5N `5G> /$7*!4[A[0RD2I-W$6#@DAT%.(#8Z97.(RVP!=4YW_SP3Z+D]3V;
M[G+7:YLB/PYGAL.9(?=?__GCWQV7/_#Z)UZ_]/6W[N_R`,__^P]YU67DWVX<
MY8U^\.'7KU]XIYH'_W:/A[S1#U71][_*:V69US4AOERL^:S:?*;Z'9RE;+#&
M=X]EA6]6B)^1#E]1M8,?KC49WA$^OZ29E1%SL?H^C"5I7\2_F;G&IWX149O$
M]^%<5D]?PK=!Z$<3H9JX)%V]=KO%=QMKUOC5O%;X-M$N5!,^MU\F[1:E<5N<

```
M*7IF:1SA+Y/0GJ@F@0N^4]PX_7%Q)2<R$RO\I<8G.'0B'5'\.0IBBOC:W4,T
MQ02^B)]YD_'E`^FL#*3TXU%>(P5^Q9*E4H*(@\91X>:5^CP>%WF[$049?]@T
M$+13;I+Q07+$=TDS(K$JR<'1@]0[+KL5_O)S;2 (IL"?$W[DJ\YG</0!U(@0
M"ORLJ@_C;0L?.A[1C*@G(2BM^N2#5R(F(/,J\!-BL%#'-3[)UT>M*?'CPE(!
M#[,T<3*!$E]&!#K>"\.AW5$QR3(0_*B$XQP,5WH_6>OQ56!D&7R4] =C#*.7
M9C@65,PA&;4"_PR2Z,M"?P(F+J0%9O&*/R'VVM!/^$[,D."KX@??XPDXFCMJ
M5V98-'N*GTH;_R'"H^=Q)C9<B*9LU:KE6^+'!M*_^J;#.\"L\:?'Q&T7OU[9
M:_R:_C;^0LR@LF@+"-'+T@JC/*K,PPOXJ,#OC(U+Z)?Y@FBKC=_CA$I.%%;D
M2_@0<<1GG4$GL(-0HLE"==-^?@W?Z (@4Z'=44.J,J2570J@V.UKC=G#S_3C
M$ZN@[CRCRE>>Q%(8G1I_HY^@"XTC_40\;#1]856>'SY+)J.&PLX?T$\$H5^!
M3RPPREWJ:/!0#0->B>NE&:L0RXFA&>TL7#<5]&,,EB1C\#[/%D+IX5+Z8#5^
MY8;!/U&-B?CLSN$C(3(I8M!AZ1@[8I6;W '^0IU@'6I\^DX&BT'4H,#448.X
M*Y=<*,W&BC]L]GA+5.LN`,R.Z"C&[F+JE-@2I::_'DV>E_CTQCLA]H1<PSUI
M!CJ!5_ #+_VXP= ;`9E4E7L86&]AUSY_:N\XXNNNI/@SI ES%EF?"0S&]D_P
MMP9BXDVEQ(?'09U,M@RIW,1<EUJRXLAF`<\<913XX:)4Q VK( E>+GW;HS^:
MW^(I7$;:.O(&#WSU&6+/`@%>!:10X4>=;>(;!Q^:5"7BH\5R+A<#U>4Y"V.J
M7;;$Y^6:P9G+X+Y!'%#@_UCA%Q,0PNN8I8E//@M_@'-"&I^ZN,?G52>IC#=Q
M\TF$5SYPH9& 4IV+[CUZ*'YN?H-N1C1,S<"%2$[O5OU7^(*;[2L$AJH2W\&D
M*<&>URQ7QH?%*%O\Q)[<`L2AC\^M`D=&@G>/LXP4"V,J]M?X:Y5;0"!:1V/#
M^/FY;ET)6(=96834*'GO>5"8&=DALQ;PU.0K^Y_2OF"\\FR+C]:)+UHIBY><
MI]2>,=7+RK6,S&Q=NY@9/P8'"86><0A9XLLGP8]1JJ)P][4%SLJ;V9\8P-X(
MX6<I2?LU/L^<@\U<I>WC?""C];8O@4N-KPR2KAF,)(S7BOEQ9"JU!ZFD\@Z<
M-D.I90]1NA03!@Q,2;6T$JXVX*EG3XT#7YI*C8\!HJ127(("TS:9!CS,N4Q0
M0<!SGB1>ZE.2<UCO:[!-,NL"'XOMO0&?,PA1R?*T, 0YM!0=K?;-H-F2"G\;
M_'!3J:5ABJ7#O)=O)KKB=<EBCOBU75CA@_QRZ<?.09FT]2MD#\Y?"QM2%\8G
M/T]HS%UH.$/Z7!B.DC#R>_/7<TMW9. @Z;^U=2)\=LM019_7!?PH\"^5:UDV
MH\0#^92ZMR3ZZ _[KSOX[+JDUDWA\A-(DI>,8"1\[LM.#AZT58.3,L_PZ\TA
MXW,'UL.H6IMBKU_!KS:'O,,['D0BHC9_=O.HJU;R2!M$?-$VPD]9R6WY$G[M
M=$9\;-X&ED$CQIW>&?]#S4RS-/PY083VL^W9P[]F_&ZGB<*L\84]^,OX.TLS
M\3\\QCH!O6I73$#Q=8-4IV4''\ZI%G>(7TI'ETQ:;"GDVE)EQUX?F,D.W;Z&
MEA*0'E$*^BD/7\#[R5BOS9%^[@XGD&/[<A:*VQ)OX-05!N'ND.#;D82SB(75
M^HW>\-I:?^258H)5DAWN<<R@)&+&CQX^D[ARB O8]"E0#K/;LZ 9*^(KP5R7
M@Y<6.=28`GQLVWW,U;2+LISQM2%_)MHVI225HH4)V[OGG.5N*1R3*$])$:9@
MHR"9JU3)+(SL9'_ HIR;>IPFD#JER(UJ-AZ?<@</Y<ER`3Q,-4;968=%+\9.
MLP= Z4-%ZG\2<-KU0X^E!B$L[,X?%$XE$WYB.'RZ+?-#Q[:20F&I@*HN<-T0
M.K47>BI$=W&:0 ,UN*.*CH&5'73.-,/YA"-VC*]IHZR/M@&/PV.N]$BZ*[Z'
MBTKN-U3Y$)^H1;N\7(>&:BZ=)$D24:3!C(^_3_ 1+U*[]+4^C-4QNWI0RB#8
M!]-/>1QWB!\FGSSJ'?QQ96?"3V<7!_XS_>[("!$UP-<L!4QC=>JJ<-W:CHT>
MJ*3ZC'^T#U,A^3(.[@;XADE<NG?'S_DOU]AI]K/RWQSM`MP/NP:ZRN[1P/\\
M;71J]OU"H=($#;+/\,DQP;(BC[0\_TC%7C;F=/KL.> @_*?T<P=HM'S*F93T
M#"[7.H3&PHSX_BOX/>"5]/K@GO"=69LD5G[6G_GSW>_Y2D5[8ONDR.LCO=DX
M33T5=1*;SV'^\-#59_BT:M%*D5<A,VC=;#B+9GE!OXVI_/VRT/KG@T?Y7J,1
M>SB6EL&E!^P".=EA'B;S\0R?%Q79H$]IN6(H=!!SBVM0YNAX3(QSG\SP!%\.
MT]A4-S*T9(7)!")Q1BTN,CF<DS#^?)^L'HCM%M$;W@&C:,L>2-'BV2@V>NG%
MEAK*^M$&]3;[)_AZH 7Z>1TKS<5S/A,9!$5L-2ST@[F^&#M/3_"5?=[&D\4X
M&RW8Q>ET35-Y,+><LLBNDLYLMS2=,*1;8R_#2SKB\[$[X?-6O.#(AJ]&[9>=
M.)"B)?DDY];+O<"G`P*)EK$JN],A_O:*D52GHR*H)R:P"!?"3)RCS)&&"=/R
M#+]=#:OM6-S(J%L*JW7GT<!?^8/ZSR?\V?.!#>P:\ ,D&:B1J@'?CT ()2:/
M%.L)_0<N,/$:^* 4BTOXSX6KN1_PQZYXLBT'83[.,L@0"'[@8V5)V)'_+ZE5
M?.WZPRC@&!\>+4[(2>U%V-R:/DH^CER_/XV/JP^$+TFMN[*1?%#P(\CY,.&/
M\Y>BF,VXV$ F..*$GP\`2*T\+ 02"?2-!H4!>@E?UZU$<2><A3P"'XE#T*0R
MI+:43>2#5=)57^2$6OAKNFDK)GRBZC:^`]^1`:,S'\VI8;^4HR#!/]+ !OXL
MDF1[;Y<3>#\3/@)VNID0?@);SCBTK]]+Y>S@^YX=/DND]^'-A>#>B/^3(3<5
M,6GXB7?)==&?= ^E7<2,<,N(SRO3CM[#-1NOX#O"4.@[XX=[[\E$)$R<-SUQ
M<$F[B[3=VXGUP0[>WL^/H2=\L@?.09OHW!H"*38XB#\3MT/^X H5PY57ZF"'
MLT4"`ZX%E!^Z2OC8Z%[%9SV^03=2N<M^ZN_G@? Q&!V ,3YY23?$1)PAJDG<
M*^QM#EWA(>/H"W#FW5_LVQ7+?X7_<27\4BL:N9 \]EGP+UE&(&Y^C'V_7 D?
MR_/A$-3 TS>$;VY7,@TES4<1Y,+WZX834(I*!Z,%M? =\.&&.!P)`Q0GCX0_
MT^E&B;F/'^8;RW+0-265X%#HX)2[=\+'X2G9>@3JC#\/,V5(J5<L^^H)[XYE
MB:VIP#<]M :[HL1UH+W"'R>R2 7F@?K[!^.3#J5&U@'M9NG>%>/3S1AWQZS@
M<9(NOM'A?\E^=HY;!<O_`5VD1$)!Q.UBKL%CR[6/.S$/C>@R)N/CX"2<"+U4
M'SH1;16XK7VP/O@!"' W8'BY^:D[W\Z 0KA!^$S>`)Y ?7!1)_1T-%R*E*]C
MM/!I[=_]TK]U1-"B=GGIL.$A9'E<!)_I7R#3`'(P"#)*^4XB%3X-:A0#)0_C
M94"2BR0!C>=)#:<3%-!?PW5AQS*0]X$[J;"CP)\'K)3Z7*J^IY8+'*\><=<(
```

```
MOY:NFW0<!WIH/M0']<N\C$PZ:S#"Q6#>8>0&+/ATN4_8W%X!`>:E0TS=^X%V
MDJ$;?A ?+.';I;OB_J7B$WO)H9U]L ZWK[ #K?!;# IG_*^ '4T_#63>NSOA
MCV[H/#8\))2@6)S MB>^G2-1!J<2EFK#Y;%:2Z#OA\YTYG2&H?=CCPN=),L1
M^&8:O;N[881Q@CR4VV"0GB=6[)<3\@;^&QCD,<(5GCWN%!(^U*3KWB%PT R)
MDT<;!EP[) GL%!FK)>'QBKQ19R%)R->''G*\@?U=/XW&>RQBJ$\(83@5J?!M
MV=PYRO@`FSI(<D'Z!7H#+_L.,7?OLPW^`K.@^R2<AH,)Q+QR"W^!%"WP0?G[
MT ,?/.FZNYO"!/641#P9D8,)1%$TC!S6_'@>30>>X]<#G\4+_P,<`[[<I)-T
MQ^X$DO>WI0!.W_U\@WPA"=AC#S[_`)<ZCY4US'#(@0^K()GAZGX2,(LSZ=5
MJ6#3&_K%C$A3,S=ZNM+<C2?DUBPY%!PUPMAP=)SW9[DN'%/O&77#('# ]K<9
M^, %A\ <6(GQ#"OIL>RD+[)"$GWK`RO.;LDY9G !O\'5JV?<:UYF8#?GR'>
M#YP8@"U(&9WC?6V]P:\9)CKAR[I8BF5[41NWPM[\#.L?\=_AE/O)X_.$P4=J
MH[YY'H /F.+Y:R74C82A&&-_!CX,[QQ./08<)P_G>+F0^L1[^)&NCP@0(_L:
M?IMV1YB#(ZP!'LH;>L!80PC68S7?P#6]`H7KL)$'GQ/?5S?DG>,-M]!K^()7
M4F[8J;O>P@J,R!6]]]#+T\W#:([>@#GLXP?Z) 4\E R@1WE;PS=6"'C@<-Z'
MU3M IF,_N,]^O-@94N%-D7J SJ*Y\@?8ZWQB:P&2.XSC/EA)Z&" A<9Z@+6#
M14#:D7N1LF_Q&Z5Q($03Y8,"NG=/B6V8L_'<(7BSO0:[(/7-)=@#_-:9A%0;
M,]W "XPQTFX,CP&;%!\),+R'#J=COEW\O1!W@:MJX* @EX9 I3LC4=[#4X#&
MZ#&1)>\W,F@7?^\:!QX@]L&6#3R/>.O\V8T]MF_Q]X"\2-Y2J=O%W_>?20VD
M&YRR<1[&\8SH(EY;,'*Z&!?^'OY!>$2D*;[#C9$;8M+D+8%S.E \,]K!/]H\
M:0,7(AT2L]:..<X(,:.1ML"=&QW[\#(VLX^3&,:,*16EQ]0,?(1_G-M>.6(N
MFJQTS,X/].2_A;^K.\7H1; 0_ZGO7IWK"D83_S UHQJZCE\-4@,E?/Q7N0;^
MSL(M&DRK8 T6X[W@C51Q@P;^D4F20F+,T2S8#MNXH4E5; /VA/DZ@*%,L*/X
MB Q[TY67_WM9X[?N[C4*PAX0C9M^;K=)>?$_5WX-_@M,E"8K?'_D5;^(+]"(
M/W)-O3W^)KZH>3XGU8WX^_!9`!$3>G!\Z/XZ?A8`F=57T(\3T'4;^#[V1?!(
MV[,2I>E>10=5I5[LE2=V[!#_^?GM*^KR.OY+VO@Z?G7L]F?*,?[O$8]R3'_Z
M1\4_7XZN^7W52!Z5@_L7%+S_=MDG\;=Y?XS_#;P_PO\.WA_@?Q?\SOGR-S$'
MI75\_L+^][2D"/K_`[\-+G_3H#T;`.[0M\*CQ/^6I?S(;]O+5B''$VG0'0?Q
M.\KA*=-?Y:]"Y7]02P,$% ````@``'A.)#-&=.L-!P``=I8```D```!4251,
M12Y"35#MG#N2W#80AD=5BA7X%#Z&R[6IKS'A*E.\@<[@\^Q1'*@F5#ERND:_
M&R )8OC8V2K]O[1+#D "'P$T@&Z.].=?W_Z^L+Z5G]_+SQ^?+I=_R_'3Y;-D
ME/SOO\E/K1?^>WEYD0/]*2>OKZ_E2"EO_/?R]B8'^D-)Y==/"((@"((@"((@
M"((@"((@"((@"((@"((@"((@"((@"((@"((@"((@"((@"((@"((@"((@"((@
M:%T_GIYFTY\^CL"W3X>-E3/T8X[OG_8_)7N</L_RG=\NHP+?/H%OGQ[-=UM)
M?33?]7DN]7:ULU4^+N!VI1OB+DN5,_I /^4J3I*K?]XHB:LO"8ZAIY8B16H:
ME2/%^O6K? )15/,)AX#1!SXEZ5'O-%X'I'-Y%'E$I?0'*JE2[#U\=(=!M'PE
MWT#X*BE?'D?KXCRM,"Z7+"E1GMRN2QFC?,J8^*016CYY_F!S/FO[=$V?3Z]?
MMP\MS0::47.=T1+.)[AR%YU'N^7']:<V/CXRGS2^=? XGY9:\TEKI(-=Q<?R
M\VQV$&/7KZ&2]8G=0&CH2@&2LYF/![..Z"6^V[/RJ<6D(JWD13YMP'4^'RHZ
MI"L^LXIJX 4G$7I#&]RU4$_XS("OY8&DFGOY#,02*5FITJ#R84K5!%\N3F=)
MN47YW$"(3V=7SAKCBTDFRJ.'=3XW$#LM1\WPA/2X/3[^=0=?-27D:8SXI-7$
M4M5XO:^=.,9P>MPX2"K3,%IIPAB `_.?#%E=06S"D-[U:;D4J>N,CK=,; G1
M4M&LUO-F()R3#&203R>RL&$JAR&Y)BI25S*U7A\4OC0S0.*3<F?XJ!'&^?*J
M5B>6N6,F,VQ\039<2I,3N%YM!BQS?!CP`%^VO@G?-'.$KU#9RJ%7FX$PW]=#
M^'0SL(DO>K9:_X1/!\,HWVR-4@Y!MIFSC]/D9\N5^\V ;;FYDV]"F/EJQ#4^
M7PD-+ K<R%<M3U:)FJ',J7?QI2TJ/Z">LCWKKO4^OE@V&HJ\(4A73RZ>`BJF
M34/&ITMO&MD?P+]<>)[A]>UTS0\(P?X(?+=.*N('^P2^??HE^>8-<I.Z?,_-
ML<@=I%ZAJRO(N+I\6H^L97JJ5>>]I:VHP7<<8)\O]A;N=U1NF&(D]Z*^\60^
M@\HPJ0$GP177ZB;_&#ZO1P,/F47<2LGVS:]%`-<W6<?P^;96_)F&C^(;RB^_
M@Z_<(3DG\YE?1>YXL$H.>YCN#3?ROC^9SQU[VB=;$$=RQ.VMF),.LN&Q^+,T
MEL#D`4C#,C-7?$?@C<7_I+&L3G?YV8U-L9S'\&G (J)U,0#%3<QV:_?,^E0G
M\%$=ZBP3'%>9!R O=%,^BA?-M.GA?%R'NFJQFE%<0]*K>25U* 5VCYD"^WPZ
MX I9JL^[+GF^36>F%?M</JZ66DXZ4U,MQI9V"#6?!:G.YHMJO3.9RV:]1;X<
MT3V1+ZGJ3%UP<Y^WEY>+WYDOMU&:%"U;#GF#<$0'K_)9':DSM?K4YVZ_B:_9
MLY[%YSUHG9IF.^_S=G[1I'?@\YTFS<.)A9,C2MM.T+-+WAE\N56FN[P.Q4$[
MU-7V6P18TSOMKS;K/=;?QPM\^_2K\RU;R9A]C^Y?MF(L+"+L_.F2V0TUK;2?
MKJDS%=1[YCJ@D>](@'J/\O&[9'N+LH,O!W_"ZV[V]!6?O7EI`>OX!_%13*+O
MR0_PL1,IG>"!M';UFHD0)< H+ JF[0:_B>L[HCV^PD1P!2AYB]7WNI;Y<K>Y
M0UKGZC<H^G;2Y1,/O.9K0I/+?('CKRCK&]1_[N\C^GQL8/+^KF%9ZU]**_<J
MF)S58S1]26(C'SV;O_U,V8-\J0$%C$=RA PU)K&]?SD.P)CF449U30=+F];Q
MF?0,ZM SG\>,%7&[?20KG/+5I?I+7*YYB2_C\\7<A#OX8O*JYU_.F?"52]AV
MW"7P>_0LQ^)X)A0KR47?R5>]3ZCXZA3VQUOT+I],I?*%H>U\^15#U*>.G'U4
M(T_HZJE,^.C@?)*2G>@-?$8A`8MJ(DN#,X(?&O&J^ME'J\8/6[Y>!Z_[OZDX
MM3Z?;SV0%<ZE(H3#SI_UZ3*?-N;4,;V;3WM3,5-Y_*TPK;\><[?K?S;9Q+>L
M#+J*.<QX]G?PT?SYM6JSA*+?<7*O6,B$O=U4V1,EHLSG5]_+)P^\$"R3/C>@
```

```
M>O*KUIMZ!Z,;-@'7.,E&/AWJ"WV0F7FERAM"Y6SNH-0P8%F!NQI[OS"_"VKX
MDL%8PBQ?&/ Q?(OW9CZQ@(7,*1]/F;H"[^3KN"_IX:>;KMI$+%%_R5IX#%]
MK/'%`I.&XG2*TU"B[9^[!GP<7SEO^/33Q+0*%B\;,@#[,^" ?[[,-XV*]S+K
M*X_C6QDAFZ3P*\Y'T:/B+\^#UR%^M4_@VZ<O<XG@&]:7N<0/S_?P?W;NFN6#
M( B"( B"H,?K?U!+`P04````" ``>$XDPE^+YP<"``!Y!@``"@```$-43TM%
M3BY#4%#M5-UJU$ 4ODX@[W"LT,TFU=T%$:Q;H12$@HA@$:&%$)/9W:%QLF2R
M6\'NA3.7!5VL(O@&[0.T+^$#^ 3^W%5\`<^99.MFNUL*BE<2,C/G[SMSOG.8
MZUQ$R2!FL"1Y&J5"WNPM.;9C-SS'!@_>G[S^^.&'.E)?U:/BK+NOMO5#?:C.
MQI_5MS>I.B7'AF,/4QX[]L96NLO$ZFJ7Y8',,RZZ;M0+,_!B)O,5*,Z>S**Z
M8[]T;$ON\GZ0L#!&ST#VPXBY9+R+IKT>3YAKG.':&M1VFC587BZBC0*_BKR3
MSRA6:G6@));)[ONP!IYKDOL^91CA;TQH('C4H29C^2 3>$;S7"+TGGZ@M]S6
M;1CS^D(^!D+RKF Q<)%7>1D$J IZ[$5)S10=: ",2C-&]YN&@&P8)L4%+^&,
MG+"8)IT+G(GT%]GD'7>"C>"ETFIXL/YX8W,3HA3'*69])NB"A@LT8U !=0^A
MIG.W4;XS@;8F%;AF;[?A5AW\TO,&!5(MEC4"ED@&%=!P!K1S55 ,]*%E6)J/
MO#Z#?/^JR!AX`;D:6-I^-ZM5.M-JEIF!/1]0DY*:OG!,._J)'ND#M]7\HT&-
M6<2?A\G_85TXK&;SL-&7C.H_:/OXR^&Q^G3P\]U;DM69?HKOU#,]5*?J^]Q'
M>DYO+C1YNA7((#&_OU]623(Q7U&<,[^H@N+NOP!02P,$% ````@``'A.)*>L
M&&BF"P``.R@```D```!%0T]&1BY#4%#%6FU3VT@2_BRJ^ \34B$RL8UA7XY+
M%K8,EHGKC*&PV67#4BK9'MFJV))*DA/8)/_]NGMFY)$LV2R;NE.%($WWM&;Z
MY>F>%B\]?S1;C#G[)4[&7E"?GFQOO4S'/GO^./@<TRB,C[GK^9RU3KN79\VN
M8?RDCUXUKYL7??.VPN"ZS7*?F]W?JK<58E?"=_@H<-WZ=$<?B[U@%/CPPLSH
MC>\E!V),"AVTK%-VH+_^IM>RVG;[\OJB.6 U("E"7PW2I1&N^O;MDG:X)#3M
MRYM!2OE!?\OE?QAK+!][YYE7M9J#YNE-N]_Y8#'CL $7V]]CW \6D^FO;&\?
M)6UOQ4FT&"6,MF_'GYW0]GPW>(<$)_%&[%/@C36J4JQ)XWM5%GM_<3NI5$IG
MV--QE,Y"=2:L^)TH34@E:=M;^WLU<8%R;IEU:S'7FW'F!M'<29BDU7 C4B"P
MG+$OVUNHVH4?>Q.?C]DL\"<L'#5 Y.KX)"P>3VQG/(Y*2+CE0M*X?-:X?-:P
M?-:P?%8<ET\#6OF\L.J&U4E8C7A2'3HQ<GTC=4LEWK;M]ZUKI<;1U(G81_YX
M=W3_SC# ?W:N^C4RQ@ZY4,J3>,F,W_W<2-EFSF,?'2+PS61>8=8#'RT29P@&
M;!XLY^9TRQ^28O4YB2,)NJTY"$W7K_P>*/9[J]FR3_\86'WP_!^/A*OO[QUO
MN/;@%7L&S?N]><4NK_HXL''6T@/S+IUWQG@:1(D!/$)+<!/S)' 9G_$Y]Y-5
MM8@)9$V:@7<Y_MSNSR[;;1L"QNY?&4;CX:AQX+IN0X,)P8$;- =5=E$QOIC9
MUU7,7=,<5!J5VLE%141XX)K:T+<B8>@U)DC3Q&>4@K%+6 !A?@'@6R"A"4BW
M3H03+)(-(OH;5A'S449$BEIKD6GYC(\X_^Z>'2OKYG3@VG-GXHTJU1*J'X_\
MN)2:>'-P]E)R_#@/DVB-[,=YN>P@3&#II61WYDS2R5]8HXK_OL&SPH>_K2@T
M6(FFR-9.J:HD^1.\=!Z6TQ-TSG+R>#UYN)X,`18]EI-=1*LU9,2L->1A7&0H
M29V$D./BC^4,(\%PU[C?S'/P!)[#)_#\L(9GDAKINSA.7!YB%.&Q'6+V*UB/
M)']:3RXQO**._.(@D_2(S];29[X/H;:&P0<)09';*SI**"=O"%0LHK:W(/1"
M@,LYCV-GPDU*TGOS> *@!THUVE!%'0":\WEP6#OI`HS&M9/F>&PB"^;4%4D\
MBH+H>7(\2%6(_\ECJ%8R'2Y<(0(WX;DFPQ'P9W9\S%[W7[/=73%R<']R_+JA
M/_]R_/K?KUF%006SB/RTI);U`8H")_-'\]#$"=5EQ5(]JJ#T!LS-75*45H1K
MTN1K<:HIC''1`<Z+YGGGS.YV!H.NM=]X.&@T8#\XQS#46L5NRB;M-AY<M[+<
MB%[IR]=+BGZ<4#K%>H9A><*&CPG'R,$'*D72,GQ[:QE7LF('OU1%._.7!D@K
M`&&=80BQMRP+Q& %YBJU@$$]<C9\@HJ<F1[,\-D^.WP'I;G'3D#/[V!OZ"-&
M5M!H"JS#\,YG-78`/]X]2#*,S(C@6%)H9#25KP<%D [R&F!3[HQYI,JC]0K!
M-+[A0!+C+W4JP8@NU1<4TN4:4Z[$3!*(/M&[Z7;9UZ],3!3/(-TPA,7E/DFQ
M[\!<,*MV0E6@>'CSAI@UZ^ZBI#O)":/W:.5T6AJ)3ZB!2:6B@&+=RV;K^64P
MUEJ%93"Z#R$T%+58U9(6\!G :K4&1FY9`2,SYE4VX_XDF::\XI 'R@86Y*&#
M8AC 3/"&0H&$H5(BWFNE-(S,`F=,9Q7<`QQAQ'DY6V]2/#>[T'U@?X(Q]"@G
MM7W5^3Y8UY<K%6O*:Y" _N"/*WM@W0Y@*MWC"5[=]_6':_F T\0((,J1HL+]
MC\7OPE5H[^J?]OMJ$MQ2.;Q/9R $GK<L7HQ&G(_?-O9=QYN]?0&'"-(#Z$\%
M$BI*!I%P>=^9\ZHP,(^&0<QEGL 1R"#IZ0Z4*MUDPGT>07P24A0?&>"'@*#X
M-( WJ^2TTL<;(F>#$_!9H8F8D3U?YEUX#V\AQ#%0-W$"_:7G@OJ9'R3P"WUL
MX2]B>+7R18G 29 X,Y"JNA!R.,:SG1A]R?TQ( =($+)2":A0L!*PU0[R9V92
M_]S1!+]O]EI=BTW;H%(-PWW$#AW3JPRQ1PP0,\@XB[B3<'PPA77/K9YU#6GL
M&D[95'N@4JJ $U;/MFX[_4&G=RZK$[S:G:YE-P>#Z\[IS<"R>YC&@)T@;YEF
MY=N.6:?W6[/;:=EBR38\W%B41T"GU&J36393ENPL%\G06?GX3W\'I0O]@?D%
ML)JU`_5.PD.\(9?':P\=3=U+-4OH,EJ_7UZW6 2X4X4?TI&!3Z ?>4"6'40H
M.]';8$?7D(Q(:[2U*ML5'%B3"$%LE_XG18C"Y.M7C&A,_"CZQ3'B7&[O1#9$
MSV4>WAW^]#,F2?3OSW$8@1%=Z+>$5;;S*GZ;YD/447T'C OVH^5EM0<3,KHR
M)D$"-3G2D!DTI2L,VQ UT87;Q]JJ#FV8?:<.$@7NCJ9\])$42,HCM)W+O@[6
M4_!PG%:#2Z5 JP$HJ(=,][22W?W*S@OWW0L@B!8A-#-DN_#IFZ<"+K-_W5?D
M^G&5:2N7#%1HE96U:>OJU[!TQI65KTE%4'XYN)[<:O3^\?,61&7R/UP3_D@D
M^^PE4.@MHZ*N^B)I:Q&3?DEI_'8=RVGG'.B&0> E,0Z*1 " CW(IZT3326J3
M?,6T? EBK%YP4?6XVA=*HUSA0&9=@-_.8I: 8*3D'+O 6$6N/73&C!29=>D-
```

```
M`4T.O.K7FF/#'H4FX(QIMP''K;-,Z9JQ)%5/;)=Y%00I^/\Y08H[D<U\DO=W
M`$H>C-+4)P,"X5A?)_7:TFUH0(\UPY/0'M<BGM;"/LI[/NX_3W\"<K\3Q,.9
M"6(!5D\.+\]MZ]T=]YSN+E5 +EF0[RQ9ZK+EAVXCW T;2/8'BKQ_HH8T+)B_
MF _Y\U4A%X_+:%WV!O9MV[I6[H,UV-3##Q4!&T.EAV<"U!L((7VIPO(.F@&Y
M]9+U=V(P5#ABKQY@=1FEB%ZCP)@H`N_JBV^/H"T?VC=177Z+A#K3']NC8 [C
M8R&T(::!Z7 FZ+5_<W9F03DO;)@S--JG:%F3D!4L"]IZ_\<UQ6I-^D>-_]F"
MR(.UJH \61UJGIQ@7_T+7/15X^CASR2]W8'B&-ZI,BF#K\]H_D*?6&&=A&5&
MRG7\M'Q=5.K2>685`>4QI^"KB3C<5,YGP="9-6?0P#3/+ZP+N]VYM> 8(.%P
M+ZZ <%\K[(5$V>+86,=KXDL*^?(<1NV2&*$97@F'4.Q(Z=VH&-HFPMY9?,\#
M?"'"H\S4B;X#Q#\QW<L&1!&^;T"U%9]6$,\R&+\!Y+$3G^YOJ0-93T"OE_HX
M:=I%CKILOXLSN6A L3R'_$!-#-"X`>OE&:@)KUA$P9%C$3V<@L.V.%9[,7-B
M>2+^Y,P6'* 9CKP<8IBEAW$T"?0^!,JC;56VTM\!E4Z^YT/]-T.\Z VXBFS/
M+1/"DT1A\V>-)&'*PA: D)^#(W'E'4L.`XJD_K6$I7I=0R0"FLR:Z<!?0B,C
MKR6R-ZM&S_IN`5AIY5P1;CVX/(]9F;C'@/=S`5]HYA=FZE<%YA56@6R2>/YB
MQ:YE<\F>!5.%(0EJZ ^0Y!\M51E8(C6"S!-^:HPTO !=5:"]40Y"8^)+D/AS
M&;&R=0N#;RC(ABKK\P21ZTJT2!6,B5A4_1SJVYQ:YYT>[0BG(9+!1PMQK4):
M%LJS[Y!H_FL>SHMRKT39LO1.3<>,;H1":!=T(M&S^YH5Z@)+LDW9\D1[;=4L
MFBE4<$J<=67LP9^V4>&\(U^%)'>VB*>2H@%L&@/%P5X4Z,L<`O(Q@:!/0;'J
M<Y4\X'O&W-&#[0EU@V@T4C.1-"'/S_1)`],[J#S]@B$R>#OBW#3?GW<O3YO=
MBDH<LB00O3Z85-KK,\YFL-7W4+^I)*NM2:X(#X#P"\9A[+]02P,$% ````@`
M`'A.)-9[UL(Q# ``,R8```D```!,3T-!3"Y#4%#-&M]O&TGYV9'R/TQ37>ND
M29I$'(*V";B.TYHZ=O"/IK0I*\<>VTOMW=7N.FE+^]"Q$.5*TJ9M&@F)@JKJ
MI)8''M#=J0C$<;J6@AH>X($7BL1)",H)J?>&! ]\W\SN>G:]ZZ2E$D2*[9V9
M[YMOOM_?-[NW2FNJ1DFAF$\GBX,#@P-[5:W2;%<I.6+9U::Z/-Z8D0=75:VJ
MKUK^T2%+U2NZ!J-#\FBRJ5?*S<!@25/MR9"Q*3'FT'.T-%=(GT[%8I,34Y]#
ML@Z.$#%5):I&:$6OU<8K9.3@X `];U-3@U%;#"M-O5R-(SDVJ33*)AG1RBTZ
MRA>L4'-9M^CP842YHJO5P0%!Y*%#>MLVVK;2HI95KM.X@&Q9]>'!@6\.#L3F
M=+,U.38S3UOZU-A,!@BQQF82U6H<EP"ZRY$8J6GJYNOA.S@R.$!&2&?MRIG.
M5SK7.@R^&]>O;GW?/[S26>O<@L\Z>X:3[!E[SAY?2732,%_OV)TO=Y*=:\[<
M]N9OKAQ%<. <<*1++?^*XPD<"I%?)K4K>I4"/3%^@.5V[8PC&G* 3)X]'(N!
M8*BFM^L-\B6.-)8LZN>H1OBGTBIKP$V3\SNVVE";-#XY3! ]Q]^D&N(6R$<`
MNR%6Q@+2&.+4S0PA9W!+@"/3!'D(S#-IN:H`V^(`/WR8TQ!3:W%<<X1,.+O%
MEF'9.0X.K,5G. HN&2-39P'7_J6)_8?Q,%75,D!%B&V6U::JU<F2N:2)DW$@
M`Q;#%\<4\QURW#JG&DH3J $PQ3+*%1K?AQ"":J2)'Y%,B^U<RF*@J[:JM3F;
M7?(<SL-F55VIZ"W8HXH'E)!Y2Z9))I=,9)14=E;AO\BE2WP1@;^>55\MI8M*
M(9U+YK(%CX0N=V*7"6W"^:4-)"[Z%L(G5U,DMFUJ[OI(]<UW+H.>-H0FBJFN
MZCX)JNO6SS;_Q1ZOU[<,]A/V=_8B7&TE[@@E`IE10U)APNW/X:7@0#:7GX>O
M8BH_G\XFBNE<UE-P!Y=?R=U)HVR66XIEFR#?GA5MS5+KPCW9SLJV`K\G^TU.
MX62TP2 #8\BFDYUW.@G@X"5DT:U?L>=K=]GSSJG.=SO+R,].$7Y?0-Z&K6>_
MOG7WYK?8!^Q%IP;/7V?;ZP\V<NPQ]P<PBHP%*-1P$'I!N/*N4CO/5MLRJ%95
MN+79#?R*#Y,]TZ102B93!5>5?$X/XT(8(*F!;='JN&//LH12^;Q2*!464)>+
MQ_.IQ"PN$6KFM[8ZM1U9@+/G4ALE^X3T$00]`$Q76D9W>JB*L6%H&(W!5>E(
MI+*T?9ACLG2!Y%X,?$IIT/-Q&4P^)B<DL(6,5D# &22@(*M[G"1'"OY"H^-+
MFL-;QYH%@$R!]]OSB5W##V&<55ZA_RO&R0;3!ZQ**VH+8I@,RNGNPV??TQ2'
MZ<>&-Z(^/:+?<=NJ;O7;-2SNR#S0K7CWL=\^M-+0_XN-$/S5#F8U*37\.^Y2
M1\*$S;$Y!$AFU(^ <MON>^)="=1UD8CLU<Z_W'-\'(GO"&>4VU; ' ^.)($&
MO4D]VODBB(Y\%'!R#]\/ZVI95>TQP]1;ANU'#C.V(B9V)@[9,%:NEU7P03(2
MF4T*G]\95X,V`PS"$1]<2-C1=&*U*PTWFKO.4$21/C'.I%:[17<9XCRWBT&N
M%S(0XR"SG$MD,A#2<J5CQT6T]25/GC_VTJ>(_+^;1G56,?G?7%I_U\F,_/4'
MYY24T(?0C:<F?#EI85A $.(LL%RV!>'&7O$O"@_?K/?/:NBKQ&ZHED>(%\UZ
M`IYND2-ELS[CQT#/TTK;IH")-IO1P#Q:UD!(I%RMFBYP=]36@8*6;EZ(1-%=
MZ_OCPX*(\C),XHIH,C!"2618ZD5$QT?%]DA(7Q1H4"%DN&SPIB,1H-,)D00?
M7FY?O @F$@7*G4POJ!@&VR/H.L@Y>H$88"/1HL380<#\`WC<87"FT;#<[Q.+
M5ORPJV5;Y:-GX.-L)#02Z#@]/S30W=*A,Z%#YL^G(U&\ID5XQA\LF$RP\Q7V
M\LY'[*_L`SZT*-HNV2)AC]DV.<JC!&'/KO[SQFW([T_<NL.>WFRRE[?^#:72
M4W://=GX^>;#]3I[E_V1/6*?><63WT7P:".Y"/12Z5/SJ3U[]I :G+N[+7=8
M8BG??&(4/#(OF'G H]"#L0C8+)0YNBF:- [P%]_FP%&'75^]^;?-Y1NW-W['
M/@JE441U7P4%\M2UJN407> +G#' .#DQX9#6!NDA42VUV53%@KZT;+Z__KVM
MS]A+=*E8&872P[,<46N"8H;[5IP(X!;NID\M?.W&QE_84Z_^W8:B3I1O[[&/
M0: HU(?0U&E"R5=GG[!/V7WV4U0&$/(_A,C75]C]B"I9],0XT371#O,Q%#V/
M5#/[:@,.9;>,,U-O?YY7NL<3V=E,BC3FP*7@\^QB+C_+_=9QM=[PCV3T5:'H
M?#7D<TF(C3;%A[A#R+%4-@7-1P5K/5"J49(M93*C) <EH)(ZE2X4T]ECHUBA
MPM]<.I-2$D5H5AXM%5-.(2\@W*+/V6B:I+,G$YGTK"+(5>"AE'(BN!-RL=9,
MPK: "1&[.0(D*IQPH/88M1%=`08$8DC\W(.Z&WJK(4<Y7W/^R+Y]")PI6W:*
```

```
MYR0\C\CF%-@SE^\EXU@*>S*GNS2 ]MJZ/M:$Z.9$!]!C30?=;QN&;MH@.&Z2
MJY8!SM&NQ4%";H%[B+QE<9'"CXDOG.>"$#^'7$8ZO,=%HZZ@PEP;8.7#<N48
ME3UQ'?-A'!5*XG*JBZ0GIQ*>!=35HL<A:H!V="%#,R3.),#9"R(GB[*@,[F"
M7\[=W,NE)6BR/ A'FVR/:Q#59G\S"PPAIQS+V\G0=F5%B_ET,269D:/?B<QB
MXFN%-VQ&_J1;ARZ/T%21^7HM",_5<ID%%199]CH*VT];(WM8*)XN"ED]0U4O
M)-0O08Q!K9C-95,BMX\*)COX^Q[E";IHH15$W&%(:M'+0[[36Q8VJH=&!:>0
M,)$_>3<B#@=%31S..)G\=W*;MT.BE-"\!5.O`"B!5&0V5R#>NFT(7]<Z1N<4
M=!<WV(_9$_8``M.G_/\^>P&-W'N0TKS',;%[$4D)]BL$'[!^PSK;#?3%1+Y8
M6DAGYW+=:D'%XRSD<VC "DZ!+F-+EQ@XP[WY>&59+)[F8M>A`.QBXNR -4VC
MJ-K<N- ,<!#\=\$NFW;;2&LU/0Z.WS4.'Q/BPM!<6EW#$Y]0\Q52K@X[MCB;
MFDN4,D41"I3YW"S8JPP#&\&'H?H\F=_6_%+P5YI^<X,XPIOLIT$FSZZGMQZQ
MEY!I_8+]$)*&1^R%U_9=A'07[E,*D&@W:6[Y&[1BQPUUO.'L,0I^8"Z=!=_"
MJ5I,P!W"7 +<R&PH?9@\X]T)Y,V<0L@.6ZH&^;@.+B*:6E\2'')[%9X?RMV7
M'OOIR5:BN^W_5RF*GY_="D]XV;X.MN>6S=_J#5[DA5[B^6_DG$<;>=8%$S=U
M<F: %(H>"%J"FS'Q:SE.BYP"2)=*_K/ZD03/&NZHQ869PP2IH>3KGN-^>-)4
M;LZ[S_-?"@:N]U[E=B_J<L]WM\<WB6PP<O:"Y?N0NBTQ9U)<A/H[8OZ+A:C;
M0A\K7.V(N/@+E5) 3/P+RSRNFXZAPS&ZD@K>%4;?143&:[PWDH[C1J_ @7JR
MR3=!ZVY3S(!C[J[M:Z61I;_K[QY G%Q8LYR[OC^)4$G6+(BX^S'0[X?BOW,2
M7.0"!%X,MVEPZ+_DE>*+S1-;*^PAN'BXVBMETZ<(^X3,ERL0K06$V G!'E[]
M,\3E9^SQS;6KOV</$=#9:2_9^.UW[D(1_ ?V(R#F*?M!>&49,'G9VT),=)V(
M5%MB!'8#,W2Z@)'($K_3.IK+9>1W#YR"TG1?%Q"/XHFS5KP/P*]:I9OS/)#%
MW7C7$8UR)-B^QT_/*0>NTSV=E^H']/W=\D%N6N/>.WD7;S5R0_@(T_,1NZ03
ML:,3(M+["#W^Z\ !_HB\%3]Q0FPJWG&0ZQXWCY8U,)E>0-7R+N:OZUO;(F=8
M^[;(&43;YD/0)@K7SE)_(C0\RU<'@;=+'''N)B"%9.).CC$^[K7EJKI@J-"&
MZ":_JZQR8)+?%G%SRY#+[.BX),<?9#L1*HUXP3]-P2L9Q/7E7+Y#N1/@QF$*
M]NS7"PRD06L?KW^X9O&I._?<%M&.>9%SW=)[&2#E%^+*IK?-<(%ZC4].V'\`
M4$L#!!0````(``!X3B12?IM:GA0``(!3```'````4TE/+D-04.U<WX]35WY_
M-A+_PX$(\, `'F "@4#6X_$,5F;&4]M#A@)K>>SK&0?/M>M[/0--B,KU2P*!
M)60)4E5%:K12N^E*^[#*KK35MJJ4I$&"W;<^;;JT#]U-VI7(6Z7VH9_O^7'O
MN3]M)L!N)>9A?'W.]WS/]WS/]_<YUR\TC&;+-%BY4BKD*MNWO= RZ^U^PV O
M6W:CU3FP=DIOVVR9C<ZF%6Y=J5F&OW7GDMFR)PZL[=3;K%:GWC$Q'JW;MQW<
MR^S6NM'IV\=9I5C)SE4KA?E\<:E2G5^:JQ387I8>= :YP>JM[X^Q?0&07'&A
M7&%[#P*]7$($BM1$)H59)C)L\-;@VIV5!'B.+S69R? 13B4`O% MSE1+^4KI
M;"IUF(A7'?F%,X52<:%Z)EM*[9RNS)T^#!05OKX76DT34&PZ/Y,%-=7%8HDX
M+ ?JK:F=N>+\!+'*,!NM)@,%._1^3DH8X51V:3J,D%I3+[V8R42BHUZ.#HV6
M83.79':2$1'C$Q.3AS(9-:/$/9\O5Z?S4VR"&C<ZK<;V;;ERJW/\.#:OV[>K
MZX9EU5:-='VMUF-[UZW5L>W;WMB^+373Z:U/[#\U;ZQW#NT_-0=4UOY3V48C
M32 GMF^[$H//Z/4ZO:UA$WCH?WINL7*ZE,].5\N5;*E2+6&?"PMY9J_UC%JC
MVNR;=;O5,:MF;=V0,ZSE.NO,]W>2%1;.9.<*T]73V87IN3PV>FXIC\FH<Z76
M;U0W:NV^X8%G9!^64&VV:ZLZJG*A6"V^"H"4I,&R:SU;@(F1Z,+&%+N&2;OQ
M"M\&!:P(/AFU`$+::J934+%J!\/3#6-C7"-PC.W _$NY7+Y<'F-8*U&4<HF4
MM"WF%ZKY4HF0$1V^W2#MY:A9L]9J&XT#.\=."/K =XWU;W'>2X:")!I6;W<L
M(ST2#;FY8CF?3 3'%J*"8&>R<W,,FUY<FCWMI^W@7DRWEPW.#*X-LH/K@S>O
MGANL.O??O_#>W<&[_/G1G5_=6"8@#&N9MEH.GW"M9JX:5>)F&EV<K7*!TZ\5
M2]/,NFSQ7JR!/HAT+KR&N7'NT.2+%TYPZ@RSTU]=8W)7<Y7.13"3_Z^NUTSH
M3T](`)@V:]AY<Z/5ZYCKAFF?J?5:M96VD=:LS3@A'V? /L9.L0SG9TK,NA<]
M7<X^>@!-^.!??7,=6#5L"&"O9:X*8=E-T*1'J91<2QB^7\7ZJPVCWEJOM=/>
MB"O,:&-/. URL&YQ.-(V)JMW+XO)=/,F,-#222"P>H^?$)C,F)04I7' K?JE
MKO&QDFW0X/7%'N2T9[<,*TT:C:75T=I%ZQ@[21@%H3W#[O?,-&2M.IL'*27(
M?ZER5I&3:M17#DSGIMJ&N6JOT:RM/S<ZS32:.(@W7]FNV8::"J.29E&C:0+(
MA!+$6U_>_IV0"TV6^ Y=MFQCG;<(34YSZ9,$J'4=:&S.URY-29:Y*';O!AAQ
M*!J.MJ:Z5,Z7PJ3RKH5BI5I>6J0]RD_K5#M?.-\XGS&LA3F?DZ6:)^8QY[/!
M&UB.T*=[WWO/^;L;'SK_>KO]]K\Y/W!^Z'PA%DAL)0I*8)IN'=-<E\:4`A%8
M<ZIEUGJ7??:X4H+])2)61-]Z!Z&%B[BY"%VQ_2-@%<IB2*-C[K%9'Y+:%6#>
MN&+?OI2SK9EV9S,T4ZY29DWJ0/1B]SIMUC$#(Z>MGCY2S*@`T%DV3*MEMS8$
M:4& RG(.B%MFWRB:RYUF4\VMS; <\$I^! 73WQ\"R)/US)%QB %8Z+?;`0P^
M$DJV1332XE5_J5*FL*E2*B*,*L[.S@EF&1M&CQBTN0;[S+C#\'B57>GT[*+)
MR8F89NJR;92A93H9QX3Q/(;]M@.;'=IK@"\4%[.E0N6L0EFV.]VIEFWI,,6%
M?+E27)PJ5#C%$\P"4 3^)'*A?.7'T_ZR7_OQ7W8JEZA"F!A?-2C@<V/P?E3G
M#YW?`J")Y^\ZCZY]>O.Z\\G5K/S^\=VWG5\XOQV4!N\/SJ/ENG-O,#LH73WG
M_(RC<KX:+ _>':P,UIR'MWYZZT?.SYROKDY%>T(>6@@GTP5KQMES=_C'Z@YY
M+(N@'K&B;<Q %]-BQV;S"WDD>\AFLM/L3??K:U":_#C+C+.%I;FY<>DW1$2X
M7"@C<IX=9S,%1,#9"I+%J:5*'OZA-)^=$R.41Q+31H?-89W(@0H@(KRN?WGN
MQY_[\>=^_+D?_W_CQX699NF(I-Y%`/+>_V?G2^C1EW>[KK^]?^._;OWHZI3S
```

```
MT/DGYW.T7N$:]\6=__G@.\X#*.='Z/G&^0?G/TGOKDZ)%:V5,$N%S^7:=_$U
MS4TWV?! B4 :=>K9+;H*P@Z0P=;1@>]DR^/LM*BGJ)73NJ,*&1,^/Q03Y'AA
MCFMJ#B*H61X8@[]P[M]NO_?+=SZ\<UY&(4!OM^JDMI:-3>[UZS8G444?1) 7
M>G#S2O.X!M0Z=P%TT8@WCDZ."WN9.3IYA=S<&Q,38 MOPI-L.GQ$-1T^4E5P
MDR[<I(1#Y4PVX4DTH? FF_ D!Z*@ID;B438>\QKQ*!H/'7$;Z5$T'O$@Z5$T
M'O5PTJ-HI*J?;*1'.=$1#RE_ELTO:531LUS1,0^:/XOF2:!3S9,OOBH;CWKS
M\6?%3ZH@NBRE+XH/(-_CQ#&)1K60`Z-R#8_Z0L)!(:XN'\Z_./?O_.H:#V$A
M(7SW5:0:[6\#H2I];8D(LXG*4HLJ<.R$)C*M"P?<H L>.+J'?Y+X<2.P;]\8
M??&DWC?&E<VAD?["X :>SD9T4FROF8_??^^OG(<W+.<',84K7G>C`JM7CZL8
MO75X7-=F:/H/`^$S>O[26V"@5H#S(E[@S]&<IVMF`Q&GACL!L39"VI,`;BVR
M!,L3(LO@]!CAFS=A8D16_EGYM%O(T^XYB^+80L5-'(A"CX'-MY7RL%7^=%W$
MB\XG,/$?(>@RT;,&=#/H6Z#2)) ]A!OX*GIW-^$U496$KQ4I6:-FUS3A!M6]
MR]5ZIV_:GGW<1!3L?1-?I 9H\%(7]):7M3,0?Q<)/><NX9;FGV_%:T0?SSR4
M4P6!XYP$?.'_A;?A:8W<H17L_T7!?SJX@%_EFS4N9I2EWB[2-+LIJL$>%XY+
MF%V-\^9..4"0*#:4H!L(GI&TD1"L])M-HY?614Q?\"GX0F_%;[Y)S")*B7Q)
MK% QH]:3`B6FT=PF3ZI\V<UC2].=O[[U_6<N3Y;,\<6&D3!1SB1EBP>$*.LC
MO/,R[0B!"TA<4.0>6^9H#(QLE.0IT2.B.%R4^(TB?9KX<9F($S5KF*PE"9O
MG"1NBIQH`4N0,(&:[\W^DY+7J12MG.USOV^E^$19`G,>W?T;Y],X\<%Q8K5G
M6YJ[P8$EG5?"L5>U)$.H6MZJU[H&Q=TS,DB5VX3P&L!)P3?EJ4J?O"/.P"SR
M!'.+R[SI?"ZJ8U$^E?;C"2PT-U?Z@RV4ZH6+-RR9D@B3\L[_WK"H+(C XL&U
M7SN_=KZF#.3JE 1"'G+GIS?_\NXWS@.VYWQF#QM\%[!O#=H<X4\`'2,7/$%H
MX[16&A6H@N:E7'L@-)@.0:6%F?"<NHN&.SM"$#Q*]&L%/_4-* 70T-3$[CWG
M>WO(HGO?S3T*BVCC*Q3*ICDD^H?N??M$`<\PQ9-/G\@[*-Y+L3 [-C[<K8@Q
MW8_NSKW[WS#0J+Y&\]$PJ>A9K=L6$JW.)NP&S^,#X9U>2D+];"-7Z]966FT4
M+0R+[6:+.9B82ADT) 5DP3H)5L"L?I<*B%Y\I/$[NL 4JL<\R^IY')<_^$DR
MEQLM:RB;(Q;F5F&>VLH\`R#D2>I]@GZ+L$'7\1CE]$)([O&'Q9"]IQA#$FX]
MAJ0$(N3#"6BD")+*+L,C2)<'3SF Y&L#I8\10/H-V18<-P3AYN;MWX5%@86;
M8?(_<QY\\!O(#@R_.!OZS'EX<Q75J4]54X((/<FH4<G8DXH:H\-&*6V^L'$+
M$I<<-7K\^6,)&J/<XQ./&7V5BD=O?WWSP]O_?O.M>,-K]2W4F!N"7:(,X'-M
M6"Y?3QVE7:*(@B-Y>Z^L+A(*&2$3+)"%2QS""%]JRC^?-6;<&B^5<>8U+4N=
M2K7=F;FTQ&X29O8@0Q&*G$4V*M22] -$8\&TC1Y*1!71IN(A':32L=W^^7[;
M;G7;+13J3P*,UV,E*$]^XF"C[DHFS8,3`U1@2=F&S>)!1MVO]/M'.<0]VY-(
M(]RDV!BX28DM*) :2T>4Q_NN/#YZYQ%J:+%2V3.L_KH1)Y2),ECB0Q]/!*5Z
MEI?F@\5V?NPE8A,UD[P=^ >0GT2L6Y(6CG$KLN&&4'(?ACO*8, 74F5M@\MM
MP^BF4=P?XR=,IF$TC(:ZL@!R%_N]59[;24(7ETJSV+GEW%P^6\+INOA>$M\U
MZI$9J$NUX?#;1>HK2(KX+[!P@5_/$^/7K=^S#?H(;<G"X?)F2]I9W)^ML#I]
M4Z;0TK8L1WB(7'Z\IG9,@-&1O37JNOV($A>OA5R2'LT?Z\Y76^1QL2A0ONL2
M^5\5&:3[.--=-;&O&#8FT.DQ7=TZ4%\IF'^"6[Y>Y!([1\MD?]8W`(MIA)OW
MQH>P(H<8$2UI<Q1>@4%'_$Q$$@3XMD47/"5O/!CT7Z,UZA>K>-+%S:U<#\TO
M]-0@'*?)XG(X4-,L1G1DE+_4LJ65C@RYE9.11/I/+RF*YL6/7\#3K,&[+/.#
MJ@KBZK-W/L8=+'OP'3SCSI5>OH7U\+213C4Y@^BA:M4V#)]$LEJC@>3%UT3!
MVC@3!R!LC;B@14EU$4A[Q17WJ$LPVU[OBEM8: AA/>2"P1B>FRHL9$MGJXO9
MW*NPL.7"G^9I%" X*-WU$!']/I8.@[+];&)LC!UDX2Y0RU5O;T0?)X#[!#%)
MU'C7QP;+UA*TE,^=D;?^Z<T67%V2$]*E*S E%@[T!L*V1+4(3#^*R:+R04>(
MHTH^]!(9U;94[DO]+T=K9P0=+HX8*C0RQ-&6N-F1YO?0UKLT,PYB0WP!TU6R
MP[D>J&FEA"[K]5\5"2?5K"+J=^$5Q0SVFZ `>R.K)%2T.Y>A*P#Z^G"_)#LO
M5DF#"6:"8'@6.Y9.D]XQ=NH4.W1D#)4SBMCXA 1X*!)P`I</`X"'(P'9L1#@
MD6A L#T`.*D#"A6)IO'%2, (&H]&`D;0>"P:T$]CA%9RT7KI6:B6?I+?@O*0
M(<&3F_&3F7N=2XU;BQ970UU#R-L1N'M L/NR]A!:FL^.*/M$`C5LK8F+C5-@
M>L&EL#R?W[%C!X]$W7P@5*^5`6I(YU-8F(K<:$?I-BP^^%=BW>N2=:^#=1$&
M'1W[]N&M(@ST:BB>`?!.1F3)(<8V1)?T<:<S7-/7%R!+*[0$U"6\K2-LK[-=
MD, C&=]A?VK3DO$47!X/]T3 M_-\;U?F4./XKLSA2XPSW.[53 NA/YB./Q$:
M"MC6.)BQC^/FNQ'81K6/Z@4X3!38M%2SV>Y;:VF\3TD)C+82_B^>>W',"_&.
M(I_X\Q!O[WW<8#OK:Q?!RN,,K.#A,,EYQ!*'+1#D8""_K=K'90LQ=6"JS5K/
M/ [-H@DI"&?:K#0J@K$^_0A-&F!=)(-BM#1W.I][%56>>=>S/6DU#?(=]) I
M2I,M$B&18%+@>#Q4Z52'VM$A4O"(F_YSU8PZXHX+\H,+Y(N+6Y=4/UDGC*%*
MO_D^\@KCCNV?T9KD19](@2*C^\HKK[!R+L]P,6MC< -'226*YYT'B.@_$H5Q
MMQX0$+S,I9>^E=L;Q>L%`S))1>PY5H2I:$IMA8T"&5#8) 1;"+]HEV,CW>1
M=WB<&TQ%PQ6"V B7ZKQ:?#ML=GF)73D+AE-6&TE;6]05AH4F_N18O2\KDC_U
M]%BO+">^Y*PN(_N'B"S15R-5^:DZ*)*9Z^#JP!E<<^[YCHP:[4ZM<35+_Z$,
M[_S\UC\Z/PZ63?W9+(%^NVQ62V&UQ)9GLZ$C`1=KNV.N\GP=U8;1<MKH`- ?
M_WD(1\Q\9=(9D?\.R7RUF>+3W^"91$0>O#Q?D %I<AX<@AL;^3C#@_#._;7\
M=N0$USNADC<HN%V6Q@WJN#1+3:H^UC.Z[<N((AILE\7#".X8)&[/"/%Q\D7P
MA'176[YG#HB$Z! C:'&#&Q&;]&Z=IY%V-< <Q1N\'&/@'3?0@'?90KF!SUP&
```

```
M>!1,DSE?1DJ31\V21TV21\V11TR11\V01TV01\V/(^A+TEJ9)W\+,4F0"(MV
M' )!?$,PSW#MF5O>)('8<CH=*C1&'^L+L^#&@[+"&Q-:^FJ^6F@H2[X*5T3=
M-_GL&]R@<^=NK7[1L(\G91;Q>^<SI+Y"@"(]83>CMS/)_,'"$LW<3R3MWW!I
MB_!-WXKB4%E!KSB,6F)P;S)HJ;Z\=)?(%"GEP]D2R$^I'G L5 I E@H"SE&F
M>D$[+6K!Y^-J8I0#C\MFA^70H1+!%H50SOXTY VL[1EUH[6!-R7H&(=6FLCB
M4<D/U#&>/ODD(#0JD7JOJJ$K=J!V$+(M7C^^144*P8Q"F!Z\Q$JFQ\VH4JO(
M*T"O9I9\A.JIU1-+7A/$*G,IX[ZHO'6G%!LNQ6>J3SA>>JP\-!2.)B237#C"
MR:3_16P).I,O*>E(/JZ/?2,$.WB%7NQP'N&%#GYMA>%5W17Z323G_LT/G0<)
M]U[N.?]!E_G$[S_@]M_*8,'Y&.^/_9ZN;XL??6#.WSOW\8,1O[F:56B!%!+C
MO]"%1'%Y<)G3\0GDZ &DZ<?BOOAUV[G'$>WPDY4X_F_IO7)@^-KY)3[Y!<3P
M;U $3DI)/>BV,R(9>?,0>R,N'LJ9_7?'PFD>Z3C=]8: TVUO(9P1KI+C53D3
M/O3T*"R47'W)YBBQB4)*]F4K6+RK3M1'X0H0*$[+H9XMB+^MZ@D>\&I"Q_D2
M9G;@[)ZFD<?B_I-]_99-!)HAE_PTE%&00Y GW]72<$<`#D&=\*J=AM>_NS7?
MS9LH9M#Z\-MUP1^ZPZD#%3X0F8C0&#^2ILZ*A03*W[M3+\(CK&+I=O=DY@0&
MO4QC\"FC* 4349P$EG/M[@5?/5##JGXY+8[7,2]UR+NV'JL#=M9_!<N/E/^Z
MC/\U7<$+J;R:(G%0MA.9O_LS&DJ>^0G#L*E";\:JP=YKLV/#D<3_+IP/G0;&
M03S$_P=02P,$% ````@``'A.)(&6-$9=`0``EP0```D```!324\S,BY#4%"M
MDEUKPC 4AJ\M]#^$#B1"U6FM-]L$D<H*VHFM>#.0D,8UK":EC?MD_WUII1*M
M%[UH(>7DO.<Y)\W;?K_;W*-K=Y3A^!@2\/B!XU>Y>M%$9I,4O1T0B,(T$SS1
MM7ZS4S>^L_'<`!H^Y3V<)$;G04G.`OY.F)J?OZR7T-@P*@9%V@1SGAX&%]2"
M8Q17FSF8[_>W>UE*+ZNB#A5U6%%'BCJZ&!A$*4'A[8FV0MD5=:RHXUQM^-:W
MKC==N6!+V1)1!I]=SP^FWLPQ@1(N5GZP-@%EHJ-KO[K6$NFW?.=1:YHD,<5(
M4,ZZ$U>>F**8_A"8G_5*#:B("7@"1D:Y-32J!3-Y2X+DGPIW.QRC+*,A#$ZV
MFJ!]]K<V9I58865M;%1BA8NU,;O$"AMK8^,2*_R]PM9'=KK*/[ED$D<`.E^8
M)+D,VJ0,I3$W_/ C_GFNADIUV3$EXI@R<"_W<MOPO_4/4$L#!!0````(``!X
M3B1^S.2U`P(``'\#```*````5$A214%$+D-04'52RV[30!1=VY+_X2J5:B=5
M7JR02BVY38&(TE0!6J2D6*X]B4?UH[+'`D2ZL&>#&H00D>@_L$>LNF/3CV -
M[/@$[OA1I5'Q:^QS[[GGW#M>HX'M)0Z!!S%S/'K2<G5%7JO 6DQ#.PSBEEM;
M1E\$E'5S3)PQLQBUH7<T&/;@J+]O'/0A(I9C,E<LVM[!X:#?`R?Q_;?U3<'8
M>5:4A7(U?2NPIB32EFA%IB*W&XH,#>"'_((;?,YGZ8A/+WY\G%^>\9?\`S_A
M[AT)V36?X/HJ^WKY/KO*?J4&'_(%'R,VQ]@C/DQ'V??L3[HMR.T[FU#D_W:A
MR.^$-X"29KM6!'X\'=WO'*/O&YP&# 1N>J$-6]#)8^61<QR+67FCTFN7>D3K
MU@$K2Y+ D; RGU:Y':;M$OO4Q"]-C$F2Z$0K&*CQIE,4J72DV_J2)*U6#1-V
MEC#3)W&,WUIMQV*V*UJ(&/A6=-JJ%2KG0+R8% :Q+HK"C:PZCM0ZK*^#5LKI
M6VACV0@*BPF5X6.THXX[:C61(GK+9]7 PS#RNTW]*?'#>TU]CP8D;NJ&XPBE
MPIC(.L>7O%#E,2^*%YU Y5,'%=#E; 9:": )@:P:%\Z7S&YL"+OE7HG6"SE)
M/,3=;L#^X/EPUWB\V\O_IHBP) IP-S<!8]WL[^+)XDMV_>GGY]_9M^PJW<ZS
MD/H/4$L#!!0````(``!X3B3$U"RV20,```T1```)````54Y)5#$N0U!0O9=-
M;M- %(#7B90[#.G&B93?*I4(-%+KMK12VD"2`A(5D>,9QP9[)IJQ&RI@45M(
MB%]!%ZSHGA-P`H20X @]`+?@C9V4-DU3I 1;BG]>WGOSO9\9CPN%W/R.5'+!
MHKKM88)N[NOV'OSR9@VD?:[U' V9F N7]5/)LXK"Q;;5C?1&PO0NM=Q2WDR/
MR\H39(L39)4)LJ4Q6<MB.J-B3*K6F:X!-@A3R<*<LS/,`R>">5R'T;)Y;#@P
M5'N#<:>$LN'E1BJIVI("A>>.[N".HU&M1SC\-6>F3L?0A O#V"B"J%:CJ])6
MF=-GE% WBQH#2G@FE4Q4(RUE)'B:2CZ?.],^LS":`';'@ZY0;4M_K+0;W4=$
M=U&V12@>D20@;8(H&<A2?%!UIF'-<YEAV60JG&4H2-HLYFJ-/J%KEF:S7BE7
M6W]"=,\%;)1!H >:A2R<4!8%=X-7P4KP.GAV^"#H'7WW3]X>^R?!_>!-T U,
M_V?0AON#X"@P)^G[/XZ./[[PO_J_`P.>'_J_WGWYT/"_O7_YZ;.4'JZ&5H4(
M;3@;1HV6%\-GX0F Q1U.--QQ37D!TFO+J+6KJNNM5LB<2(3)R-6VB</*N5K=
MHD3D:BL8*VEP-,D),C1(&,ZG9;424*Y4$L&1N-#RIR0RR<JD!&Z HQW-(7F]
M(URN9*3'Z4'!!/0<,EM,%WV<#PFJB#96ZO7V9K.Q>VLS2O1IG' 37XNJ-M&X
MT#DA=&J'7MH#LG:.Z"FP.K;V>!A??/0R__P`>TY_1OBU>[&S-TG/$B[A8E;T
M9OQI9_#.)%QG#F#A&?DWU^NW8X] 93;C7<)G[?G5^,D]SN&]BRT.P/Q@U@#6
M8@]@B_8]=V!1S 93X:5Z&2TC2@:1;5EQ34M(6+E*AI)<K66R0?A6E\MFK*N.
MJG%<GG7N;C51URL5J_&WT5JSL3T'>AUSYL2/'Y5 ER4H7]5$E;--5+G01)4S
M311?`#O7EXK%:?F7>%>7H*MY&$E7L5=@IU2JE.<60N1L&,2"9:#B='/=U&B/
M=*2M$MF&AN#4,OYUX#T:<\I6YY.LV$MM,#KEVRH1SJ(EV&N#VM^--SS O#N_
M3Y9"N?\=?>Z,&XU][HQOLX<^+QUO.*G_R_[Y#U!+`P04````" ``>$XDK4YZ
M*-@!```[!0``"0```%5.250R+D-04*U32T_;0! ^$RG_89JJQ4YL)TT?JD*<
M2Z 70)'J( X066:]?E3>76MW(445_YVQG<":],#!(UF>G>?WS<Z.QVYWTN]]
MS#DI[F,*\P=2W.+G90NTEC)*6019+)469;]G! Y4+HC@RLL&IO6*YWI:V\8=
M(]QAD52)>TFPU="+$X:-UK^$9%,8UK^3SAN'81(I3:*B@*;3;-;\K?52L%)P
MRO405EM.I=WO'<V:*&MO^-?O`0I3:5CDG(:%(."WCB&+_J)I@M"?.D?_(/(8
M_D/ADC+QY9P^GHHMM]:KNS^4:!@&E,=4.G"]^GT*G]'M(*-UD.6)#G2D*=3J
MGA7)(@F,W4R__]@@>("<:X""<N-0HGZ4)Q;6`M\_OI7'8,-N)I6H4F)@8F$=
```

```
M!P:?U,"ID;F+"YR.<A>!1G^J;LR!;3P2*BTM&^RZ4R/8%Z?XGNP+RE.=668R
MLL#\#1:H(!J.1$BPBM*?G""7N5^10V4T:I&H" ;-<\#+Y%%*I;=['N%6YIJ&
M=X^:6E63<F/#!Q^"J^7R+ A,"'CW>W4T,@$;,6U'M3@[)R:_3AF^_GR!5UG!
M=<TTI[V,<YC@E;S9SVH9#^M^F[3KMN&\J;LX7')<G)>1F<[#]_#:OOLG\0Q0
M2P,$% ````@``'A.)#H36_.2````YP$```D```!53DE4,RY#4%#3U]>E'N#E
M4L[,2\XI34E5L"E+SHD!8KT,.Z!H05%B>FZB0D9*47%)?@$O%Y)"I="\S!)C
MO0PE7BY]*KL%:FM1:G%^:5$RT"HMO92T7*!%(6[Y1;G&"EI@RIKJ%L?'IR46
MER0GYN0H0&RRLH+0&B'.^;D%^7FI>25:"O[E>:E%FKQ<G%8051HP@6I>KEHJ
MNTD!`%!+`P04````" ``>$XDUGOF9+\```!^`@``"0```%5.250T+D-04*V0
M3PN",!B'SP[V'89=5$@)/%ET4.CJ(;L%8MO,U?[(G':(OGLC$SITW LO+_SX
MP?/P)LG:W4"P8A+SD5"TFS _VXV[O4U[W5Q%@SJB!Z-Z"'Z*_DDRD\:=#T'B
MV.5+U710H\86%<6D%194'906*8H^9^L<7-=M,QC<<(YF4I;--Z@*)7HEJ301
M*A^2ZA "+YM;P1(\(7@Y=YH4(^B/6,Y,;N2FX S?@ZJ\W"@V*#I22187K^!J
MH$%H_^1:"[T!4$L#!!0````(``!X3B3_^A))]P```%\#```)````54Y)5#4N
M0U!0O9+!:\,@&,7/$?P?)+N80)-UT$LZ"FNA[#(":W8K!*LV<8L:U'2'L?]]
MDJ30P]A))LCC>SQXOT_,\T6X`\&=4+0;&$>/%]H=_<W:C7=[0QI)4,N,=;J'
MX"88ORGA5ED;WWH'H:E6=G3SP(0SB^%6#X;ZLC1C9^F+JKTV<H724=;!B^OZ
M3*RCI.O0U%04D^)JIV6O%5<N1>6GXB:!("JF%+X:7Q!\!V>Z:,'0+V!;X;9.
M+7>=H!^X*D_OG#J4'KAB5Y9H3"XVSX)QG/C7^F^XA[_@YO]32Z)(PTUFY]GZ
M4"UM@^-]^?KR5*'3L+POCB9.UE'X%1 $/U!+`P04````" ``>$XD=?L/I)(`
M``#G`0``"0```%5.250V+D-04-/7UZ4>X.52SLQ+SBE-256P*4O.B0%BO0P[
MH&A!46)Z;J)"1DI1<4E^`2\7DD*ET+S,$C.]#"5>+GTJNP5J:U%J<7YI43+0
M*BV]E+1<H$4A;OE%N68*6F#*FNH6Q\>G)1:7)"?FY"A ;+*R@M :(<[YN07Y
M>:EY)5H*_N5YJ46:O%R<5A!5&C"!:EZN6BJ[20$`4$L#!!0````(``!X3B0G
M2T(^L ,``%\+```)````54Y)5#$N1$9-O55+;]LX$)8?LBP[KMU%NV<=]U3$
M`5J@MS9RC+B(8Z\E= ][6- 2'1.11(.FT.1F)']F?T0/`?I'=K&7/?6![J&'
MHEX^9(N.V!;MH91&XGR<^3@S(JEUP_#[H\FP:^QW1DW#\,?]_9K?QR3NFN)9
M/8$S6O%*%1\ORK^;OZ&0SBNM2NT8HK,YK?Q7LERPH @GM=8HI8N4.B]0$N(7
M>WV<T ?N') EI%;'.Q[T_6<#[P_W^.G$._(;<AA'F%A6$!U&(#AO"DP2E]_;
M0CL%,:RUKJ(KXEQ[U\^OI]>GTM6CEQ%L&O8@P,F#'J"@\:ELL%9BE^-T>-?X
MER$_L_<O3!PF3\1X58RMA+6NK<1MK%;RQ2_6N;FY86^.K,5MK-?RQ2\.\<?W
M->;*6Z:ULUY[_5:.MC=VLI/!6WUCEP]D?'D\C')'W_7;AO%VZRELOZKG,WU6
M?YVU-WR^75T4+=?7/)P=G5,H]B+$'ZVK^6CT6^TCDP\:^<1=_S)*3"KK]:K"
MU+^9O%/DO2+_,'G%Q,J^<5;,KTMU")/4LH<`);S7K8_Q$O&]:=D+W(,SD$;4
M>HZ6:!I!NS5&%S!:CB$9),&\?-'PX07--E_+,/TAC+')'P?B""@;X@0PLA/
MW)X`+TOFTPB=)58=1&Z$8$)_T-:W!C$4-M;0&PR/'C]LC %ATW.;>GT"03A*
MHDN[[H/IB(20\ UO^YOBY%62Z3WAZ57_Y'5D1@P?4!B;?13![O:$JW*U[LTQ
MH6[**J)8MDXP"$%*\6S'XPZ''8X[?$#QM48)JU9P;OVTXRDPE;C:0R3GVSM!
M2^JD"V=&<*R/9(]_,W+I`A(>*(X2=0(.Z\*XJ[H5HJBYO<EHF-,QW6& CJ@I
M33,*A</B_Q- %1()?#$-$>_!-Z<AW8HQF+^F2(F@RE4=34/8%?WK/;1<1. R
MI[ RY#-9#!+V2Y1_1.5C"#3[46JS4-T*'Z,I<PS3>)%S9J##41UE1W$J,#8F
M\(PM+$B6.:&]Q71T[=Q#4R4/4HJ2,Z5*&:*ODCD%::A\%:[J+6NGCQ_M[RNF
M7-6N0FE8R+1^VNT^/% I:A+0D;0VQIJ%-&.GC!('5[4+2=AI_-TY/%?\N:I/
MN7RHF!WN5F8[C7583+7CIH2?AR$B,*!$6;.;$6<SI*.\?]N],($MSO I5,XG
M"3D,TU'>V3H4N/;<"++_14 @3)2-(E!'PMJ-HKIIJGP,(V6/5+FJKW)[B!/$
MEG. XQ@DRF+<##C9B"Z*>[><-X$8QO]02P,$% ````@``'A.)/^$]*3I`0``
M>00```D```!53DE4,BY$1DV]4T]OTS 4=Y.E6;*B],0Y1T[3F,2!&U.WT#"Z
M5DNT'5':FM62:U>IH=TM:KX%QWV22GP1$!=.L(D+![3P[+C_4-$D#CSG9_OW
M_OG9T2M<% ?M\]8A.JB3'83B3G!0C0.>#@\M->^\QF^%^;)BQGQDXHIU2?IB
M8-X8U28F5P-AYLAN)"-!.*O60C9Z)_P)87T^J06<B?W&($G'6-CUJ!D&\:LP
M>M-H'IU')[%;FCGEJ5WKT4L5$^.IV%.&,KEQYRAVE@QQU9O16>K/>![E%WDW
M/RLS1.*:XCWDA#W.]H\3D;CW!@*IP/#]NMRBKZ!Y#.L3@ ]XH>QP69!,>6^3
M3'THR\I%#MC,YW-8I:90'RJ*<I%#JN3T;P*A4C3S],XK;DNKM_ K-UJ]Y N_
ME4'G6]4#*3?X9MRRC-MEI/)]D*].^BO_IN6[/&^3JT=;\4*6L\%EBC5_5>+_
MYNOWV<+_D%^ GUMP+T,_H0K +(K,!/H9<+>&'VOX`O@(L/4_UH_Y,-Q3?-U)
M\7N")XY]0<:D2['SJ$.FF(X[. U9;V!,7=ELNLT\9,4M/.26G)ZJCC>0;'@#
MZ7[_L.AWHV<=47+%[-V$-BC!3-CA$*L&M5M1V#IY_FPW3KKMM(]3`SEM!K4<
M\PFS:RJW9O!LOP%02P,$% ````@``'A.)"ZAT.?S````,0$```D```!53DE4
M,RY$1DU%C]%J@S 4AE-=XV9:ZB-T+S Z^@3#->C8JC1AO1D,5V,-Q$1B8/96
M;_JJN]P3K&TL[.;P_YR?[YS_SP<4)YNW)5@$]R,`:(H7D&*EJ^78SIM75ACW
M9^1253OM>,MS4[I'`"/&]Z5Q/KPPJPU7$@[Q"5;2/(1EIAMFO(!$,:8O,?D,
MHZ<-65%_6"NAM#?9B2V7N?JFK#7(+J[0WSOKUEG%X*P3G9YWJB?]>__5KP<"
M,0?!$#CG=&6UAXJ&F.R0R/.?TY2W3#0IT['<E4[K7RY<V3. :%(S^<PSH?;H
M7SY.,1=LE7,S`&'17(SM[P2V_BT`X 102P,$% ````@``'A.)/!D8]KD&P``
```

```
MR>(```D```!53DE4-"Y$1DWM7$V(7-EU?E+-=)5G9,MXEUW'$!A#(MH>AVZ3
M15O2S#!*1B,Q:CP$0D)+*HT:M[HK737SWI#%>]-EJ.>%723&62:011;9!D,2
M"&C @2R23;+-PA@C<!9&0>#W=I7O_-R?]UO5/QH-^!VINU[==]]WOWONN>>>
M>^Z3%J\$.V_=>N_F-X.-+__SSX-@Y_9;&VL[;QT>/?KFR_S[I7>&#R:]/[[0
MVSD<]?H77KUV>'1_>'1G\O'^L'_I[GCG\'#__;V#^X=A__KN:+)W>+#V\L[>
M9']XZ?K^WO!@\O9P[X.'D][^A5?E^_M[]R</>[^^<.FMPX/)E>L/=X_&PTG_
MRW?>OO'6SA_>N/-GU]^^^MZ=-W=>D=N'^X='_4OWM(6=831YE6\(ZL7_^P)_
M>W?WT7#M\O'^\='Z\>'TSO0[T[O3=P6!>;X:H-[1(^'\ZH/QG<GNQ[<.T)_^
M=_;&>W?WAU_XXNV]:+@_OCT\NG%P[^'%Z!5J2ANY'*SMW'BT^\%PC7]_G15R
M,2=]7 Q>EOY<O;"F'?UE<.GVWKW)AT?#*V_L3G9?.?[K(.CO7-N;/-H=?83K
M:S?I-\E'^'D-/]^^$ 1/\7DA>$ENX/[WOB(_14GX;Y D\D%_</'X\6-\4LF"
M_P:+A7S0'RK"KU]UTDDGG73222>==-)))YUTTDDGG73222>==-)))YUTTDDG
MG73222>==-)))YUTTDDGG73222>==-)))YUTTDDGG73222>==-)))YUTTDDG
MG73222>==-)))YUTLEQ^\<8;M>5O?'ZDXW<V.3=;>1[RBSI^/RO_IV0O3EZJ
MY??\];*J=/S.)AV_L\F+YO=D2>F+YO?@H*[TR0-SM90?`SQY0 ^XITRI7-$7
M^D$M+I+:OWI"1=P\"BP-O30E`JEEA".PMOY2?D("4N0G/(08?>%+$OW4)PU?
M2Y"NI2O2165I.X12@3T)/WK"D"CSPWU#A&L)OG1'V^)[VJ"K+K<$47INZGDW
M5N6G'#U^HH0R/^F_XV;Y&=U[==KY:?WE\T/1C*$9UMRFTX3E)W3E*;IV>O.[
M:WMM^/$G\Q/EFP%>G9^B%OF)-KP/4XL_\7-@YH&S75N'D+7'=H*0Z0J W#DU
M/S9FM>@F?D\.E)_.& _2(#?R4P4NYV=-14VZP,_,BH+A.9[$T"K:D'L`UA5^
M9@(_0(>DF9/R,T1,(14K*\^HK)E2,XZ?#Z=>4AY1?G:"$#_UKGQK-7[.R3@\
MZJSE9R>(N<2GWK %7G?;^/&O$_ KN 3?C1$_T9K,5)V\=JPM8V?#7G?=AY0R
M&Z8&%3H#7,'_B<GJ"F(<AHRN=<N U'5&[<UG; J<IIQ:S<B;"<)WO FR(C]U
M9&X.$PZ3Y)8(4E<RG;W6*.S2S 0\?H);PX^4L#H_?U4K%L)WU-QT<[Q!C+E
MY41<:YL)+#[>3> 5^/FSK\*O>G,5?F!E5@ZM;28(\SL\%WX:#)R*GQO9POHG
M_-085N57VZ+@$,GRS=KNE.[[,U>>-Q/8+#<GY%=AZ/,K4ES&SZZ$AI@#/"6_
MPO)D&M%I*#[U1/R\$)4[J)<\GS5J/1D_MVR46/@!@5>[4KE*4&D:-V3XZ=+K
M6?;G8'_9T)^5U[?G+O4&(;0_#_R>M)1V^8.S2<?O;/(;R:]^0IY*6OD=E#XA
M=H/4!KIT!5E=6OEI.[*6Z:4V[<>69D5U_,Z/8#L_%UO8?4=A&Z8TO.U%\<'G
MS,^0\LEX"JPD5ZPL#?+/AY]M1Q,//A?95LIM&_R:#.#R(.M\^-FP5O8S)7Z4
MWU#^\MOQPQ-RYSGS,_LJVHX[KG*'=YAV-UP2._;/F9_=V%.<;)(X<D>VO07.
MGIS3'%XM_RS*$C*^`9)9^IP+_,Z#WFKY/U&6:=-N^7D;Z^5R7@P_35BX;)TS
M0-DF^O/6/%.[IWH._*@-W2P3.6[2-T!>Z*K\*%]4H]-SY\=MZ%;-K6:4UY#R
M@E_Q!I02N^?C`MOYJ<&!F=>>'3IOYUL:3&_%?K[\N%G2G RFEIH<FQ<A%/F9
M)-7SYN>:M8/)O(S7:^3G9W2?(S]/"H.I"ZX_YN7JJ/P9\_-UY#E%<UL^_ #A
M/ 9X*3_3AC>8VKPWYG;^>OQ*,>OSXF='T RJY^WLF)?]BQ9]!OQLI$E^V./"
MQ2Y+6W;0M4O>\^#G:Z4:Y;6P.*<(=:G^&@DLD\\HOCJU?!;K[XN7CM_9Y#>=
M7_,L66U^KQJ_G)9&PR+"FS]=,EM334OTIVMJ30/%F+F8T/"?\ CJ,\J/SY+-
M*<H9^/G)'[?K+L7T!7[FY*5,L)C_('Z4DVC?R:_ CS>1,@@VD59>O6HR1!Y!
M!^: *=S@D[CVC6@;/W B<B#D[18+[W4U\_.'S6Y(BW?U#8KV>=+*3W;@17ZE
MU&0S/T?''E$6']#]<WL<T<Z/)YB<WY6X+!M?*L.S2DRNBC;JO21Q2G[4-WOZ
MZ=U>D9^G0"'&ENQ2AIJ3./WX<AZ :9H=I6NN-,"BTV)^QNN#;NB9G\T9*\73
MSP]O%E;Y%5'M(2ZWW,3/I\^5685GX.><5]'_\IT*/U3AN6.W!/89O?)S<>P)
M99;XT"?D5SA/*/ KEO!^O$R]E9^X4GEAZ/3\_",&UYYNY,Q7G>0>==VI5/C1
MA^4G)?XF^A3\# M)6!0<F6><+OFA&:_".%MKU?QAF5_;`"_?_WIP.ONLO[6)
M++>Y5 INP\[?M7<^/U5F=6-Z8GXZFDK3P^.WPK3]HLT]>?!KXVS<6U:&="'G
M4+.S/P$_\I^'!9UY5/0=)[LK%F;"O1Q4F1YYC'Q^MO9)^4F'&Y)E,N:&4-'Y
M%=:;8@2C`9L0USS)*?FIJ3>,@<^95RH_(%2>I2>HU$U@68%;9;7SA?HHJ,3/
MFS"FH):?F\#GPZ_Q69^?S("&FU5^[#)U!3XCOY;MB]?Y:M!5G"*F4'_)6G@^
M_!R)9?S<`N.98M7%:2K1Q,^M$_C\^.&ZQ$^_5:86:/&R(0;8[@%7V)\W\ZMF
MQ=MN%FN>'[\E%G(J4?)+-A^0%Y5_.5BQ7I>_.IMT_,XF7ZHK[/BM+%^J*_S<
M\WOA_^S<2BV_3CKII)-..NFDDTXZ>?$2!&L[-Q[M?C!<X]_?>.F=X8-);^M"
M;^=P=#%_^?V]^Y.'O4^#M;>'>Q\\G.#JTNV]>Y,/CX97WMB=[+YR_'80]'>N
M[4T>[8X^PO6UF_2;Y"/\O(:?Q_IS(7A);N#^][XB/T5)^&^0)/)!?W#Q^/%C
M?%+)@O\&BX5\T!\JHN^=G$SR>;DD,S^Q*7E6J//,EC?@Y'Z%,GZ\R$OX80GQ
MF>&1%E@UX&?;11II3/C\(]4B:=%)I)^CQ*>V(OXXG!?QZ3F#J%7,YZCO%\]6
MPH\RX8\JPIJT)(^F^MC8?$:FI(Q?Z%<)/[+<A37A<_U\IH^9T1CG<>@]Z4:C
M#3^?"7?+F@9<\&/%-=U/\MC7A%-B`3\OXA,<'B(;4?RY&8B9P=?'4PR-UX$5
M\9UN'+Y<D,U*0\H?M]P<\? +*LD+1F!P4-D8W+QD/HO%IGR,B8'#'U4J"%K/
M57'XH&SP8VL9AJR.Y"BF&_9I,^U*^/GK90=!,![^W.(;O6I_1C%=@(T,@H?O
M3'41IE$=/FS<H(5BGH2@7/7.4YZ)Z(#TR\.WB%D$<RSCT_BFQFI\?#.Q=(!'
M<ZD22P=\?&D1Z/CT'(<^CH*93 /!-T:8S+.0"]-T%D4IO@J,3(.G/O\L#$-&
M]]VP$13,,^O4//P^*-&7G'YEZ+A0RUC%)?UDYJD*?\*/Q0T)OAI^E@YP!QIU
M#^JCK##C]A3?2CW^0@:/[IN>1-DF<7)>K3!]?7Q309XO?-/F8\"4\6>+&=?-
```

```
MT_+,+N,7^=?CYZ0,DEQK8!!3F5I9(K<*[N$$^"C WSD6+N$O_07I2"MOF0[Y
MFO"\R$KX&&*#SS:#AZ .0C$N"\6U_G,U_% G`+D*?1PE9"HC.[/]`?!6^Z+%
M-.$[_KAB$]25)]'QE3M&/*=3Q*_8)WBALN%/Y.&CZ0N;\GR1NI%QJ)GGYUOX
M$R$\Y^&3"D+5+CT8XJ8Z!OQ8K?MNK(#H=PS5:&7ALIG''VWP2#(&K_/L(90/
MBQ^#%?$+81CB$[48@\_A'"X)D:F(0X>G8VR#Y2]R+?@Y/03O4,2G[^2P&$0=
M"EP=53"KLJ\%WVV4],-NCY=$]>X"P.HP@:)Y7%R=DO51BOR+K<E]'Y\^>"7$
MFN!*^$GJ@7;@)/@93WVSP- ``86VR#T1PGN+NIKU4XR.#;ZN2HH_QVC"G1G5
M.X)9& V6X%<=Q(P7%1\?$0<]%#K/8&4L[MJWDI)&*A-XSKL,#S_;5!9FP?(H
M(<JE;TW\C?OU[B)DI*7#+?# UYC!/.DA(*K *!3PC<W6XH<Q8F@R%8./&GG?
MGPQ4YOHLBBFLLCX^3U<'SEJ&]D/L`SS\RR5\KP-"O+AGJ<6GF(4O$)R0Q=M'
MXL6S;>VD*CXTBX\E7HB!/8L$E-J<">_QA.*[ZF/8ID%#UT*$$#;HK9I_"5]P
MG7_%@*'(QX_ATI1PRG.6"\U-KY4JOE6/JP%R>"9UM3+>&0G>U/32,!;%%-1?
MQ"^;7 Z"J&V<#>.[^[IT66!MIN01;"4;O;M&X69DA716P%V3KQQ_2GU/\:JS
M*CYJ6[UHH4Q>"IYL?<;4*,N5,C*KM1QB.GRS.; H=(^WD#Z^7 F^V:4J"C]>
M]L#.>)WZK0(X&B%\-TI2OXS//>?-IBO2^J8_&*/RLB\;ER*^*D@>=6 TPO@I
M*=^T3%*,()4JK\!V,912CA#E$:_#@($K*4PMBZL5N.LN4N.-+W6EB(\&S$C9
M?0D$KFT6UL##G4L'%00ZYT[B1V-*"@Z+ZQI\D_3:P\=DVZJ!=QD$8V2N6VB"
M`EK:'976S4RS)07\ZN:'JTHI->--'=:]? M-*%X4-\P&O^@72OB@[T]]\W"F
M2JK&%;(&NZ^>#RD*XU.<)QS=(]1<2/;L.0Z?&,6][FN_SG:DX4S2?V7O1/@<
MEJ&(KLL"?7CXFX70TJ]&B0>**75ML?SH%\>O#?@<NMC:M8/+=S"2/&4$P^+S
MLQSDX$:]:7!29AE^<7%P^/P`VZ$QK8I$VZO@%Q8'M\+'W(CLB.KUTYA'+=62
M6UK!X(NU$;[-2E9E)?QBT&GPL7B'\ RZ8VQXVN$_53=3*S7QG"#"^MGW-.%O
M._R@H8K"E/%%/?C-^ U3T^H_6R3%!'2IGM<!Q=<%4H.6!GP$IRIQ*[X_.CIE
M[&2S6ZXJJR@9Z(UP%HV"9@OU1T">,*.@5ZYY#SZ=A5&JU9%^#EH[X/;V?B\4
MMVYX,TY=H1%^'".XT3;";HA%U?J-/O!3]?[(*YD$JR0[XD6[@NP0,[Z)\)EB
M*2#V8.U51CG,H,F#.BR#KX2YS&U>ZNA09=K@8]D>F%Q-O:C*&5\K\C5QJXA/
ME78+,RSO*><L&\4+3,QX2HK0;C8\RERD1A;!R<ZBR_ H_5H[MAVP#]F=&Y54
M(C[5#F[*G7P3\'#5:*5A'GI/,;;M/0#\&,JP?YV [:J?#3#5, @YA_,MPJED
MPK<*1TQ757X6L*^DK; 4P%1SA&[8.M5/="O$VSM-H(9JM*.&CH95'73.-$?P
MB4"L'5_31LX>HQIX'!YS88JDN^*G"%$I_(8IM^(36]1STW548YIY($D22XHL
MF/'Q>PD^]HM4SWXM'L9JFT&Q4<H@1 OF3WF<N!4_FZ4VHF[ 3TI^)GL]CO(8
M^F?^<9L3(C; URP%7&/AU%7A@K(?2U*@DNDS?MLZ3$+CRSAX-R"M<8EYL!7S
M??[-)=%LGLY5_V';*L#/8=7 H[)ZU. _ZU5L:IX.<MHJS6!!T3)\"DPPK2@B
M]<\_K$2;%7<Z>S;@#0?A+^7/#\"BY<IE4NP]A%SE+30FIL%/5\$?`%ZI%P_N
M"3\.RRZ)C9_M9_YL*VV*E;SZI/:9(I>/].9AK*DGKTSVYO-L_C2%K2[#IUF+
M6HI<VC*#:V7!R37+"_Z12>4W2T[SGP\>Y7L1C=3#>VEI7)Z 7Z @.YN/9N'3
M9?@\J<@'/9.:)87"!M$W,P>ECS&WB7:FLW"T!%\.T]A5UV1HR0N3"T3BC&IL
M2N=P3L+X\^DLT@.Q1A&[X170#*W_!%*TN)>(C\X'XDM#ROK1`K4Q3Y?@ZX$6
M^/,\5L[>?3X3&0F*^&IXZ 5K/0^C^6P)OJHOC<S)HNF-"E9Q.EW35![<+:<L
M7*BD/6N4VB ,Z5;S5,A3VN#SL3OA\U*<X\B&7XUJEH9](.V6Y$K.K?.IAT\'
M!+);QJP,>JWXU5>,I-@>%<$\T8%<M)#-27.4.=)MPBQ?AE]?#*\=\W CHQ[1
MMEI7'MWXJWY0_FR)?IIBX!!^#?@91C*C2FH&_'X$ME#B\LBPEO!O"8%)U\ '
M4TPNT3\+%_-SP$\"[TY56K;Y.,L@1R#X&1\K2\*.XG])K>)K,&C=!;3C(Z+%
M"3F9O0PVUZ9+R<=1Z'=J?+SZ0/B2U)JJ&BD&A3XR.1\F_&2^TBZFTBX6D!D"
M<<)W!P!D5BD\!!()](T:A0,Z$;[.6]G%]7 6LLCX2!P#329#9DO91#Y8)5M-
MO9Q0'7Z9-RW%A$^LQLD6\&-R8'3FHSDUK)=R%"3X;198@S^7D61_'^4]Z'Y.
M^-BPTYL)V>O EC,.?39M2N4TX*<##O@BHC[(-N(LBS=(_[.0PE3L2;/7\2FY
M+OIEWT.I%W$C7-/@\\R,DC1%:)9L0^_8AL+>&3^;#E)R$183YTU+`ERR;B]M
MM]%C>XA&:33M+T8#PB=_$,>P)CJWQH!X"QR&WY%KH#^*/1/#*Z_T0#3J1TA@
M(+2 \<-6"1\+W4GQV8['L TK4UE/TVE_1/AHC [ &)^BI#'V1)PA*E)L$HXV
M1X$7(>/H"W#A5KH9;6QC^I?PGVX3OF\5-;D0UW9?\#?=&('<?)$,!ODVX6-Z
M+F)L:A#IAX0?CK?)-?B<VW:0.;]?-^H!Q2N,X;1@%FD`?(0A,8Z$`8J31\*?
MT^F&C]F,G\W'/)8CG5-2" UE`8+R>(OP<7A*OAX;=<:?C^:4(:6GC#2;)Z([
M'DLL31Y^.(#58%64?1VX%_"3&7DD#[/%_-,%XY,-V4I1#+1Q1.]=,3Z]&1-/
MT2M$G&2+&W3X[ZN?@^,ZP?1?P!8ID>"1&&^&VUF*)3=:3$EYJ$0O8S(^#DZR
M'J'[YD,GHG6"L'6016F6CH" < ..EZOW@OZX#RAL-PB?Z8V@$Y@/7M3)!G0T
M[ \IOXY1AT]S?YKF@XV ".7JE_,`"QZV+(M-P6?^.<8T`QTT@HR2>R>1A$^#
M:B2$D6?)Y@A)+AH)6#QW:M3KP0#3[6P[Y\ RH^@#[Z3"CP)_/L),*9Y+%=]3
M<X+ :X!]5X*XEEXW"7@?F,+R83XHS^=YPM39@K%=S,(M.+D1)KQ]N4_47#\#
M,KB7`'OJ03JBE604C"Z3'B+"C_)@&^]?*CZIEP+:>9I%,=Z^P@I4PJ]34-;'
MOQQ6(DG P&Y%[#Z:$G\2C(,6"AX02#(L3V%&/W\Z170:G$O+"@LMMU4V!P6 4
MA$'8Z\/1I\D`+W326"; #V=)&D_C40+GA/%0;4-!>IY84+^<D-?@;T!!*5K8
M1F2/=PH)'V82!%L8<'#&B%-$FXWPVB&-0(-(6W4CG&PC;Q1$&$F,;YH-,(YC
MJ#\8S)(P33&)83Y9EHUZ7BJ\*I5WCAP^P&8!1C)'^@5V@RA[BF$.MN91EF["
```

```
M+>@ZB:"AI0,FKUR'GV,4(^"#^=9H`'SH) BF\2R;P3PE$4].I*4#9BAJG!SF
M?-)/P@`ZQ]\4^#R\B#^@,>#+FW22[FCL@(W^J@P0]$W[8XPO1@+^.(6>+T-+
M08J9-9HC( <^O()DA@OO)P'3.Y,N-60%B]YHD(<)TM2LC0&]TAPD/>36(@HH
M>-<(9\.[8[<^R^O")O7N4"L*@@:BP7@.?.!"0U .O$32AY=,,>WD662%9/>M
M#?![S2XD\<\$*OB7,6O3.5YKSF? '_0QO$]Q8@"U(&74-^]KZQO\FF&B$SYG
MB_ZP5%_4QEMA&^D<WM_@;R$H3V<IKF=H/*$Z&IN[!OB R9R_%@:U,L(PC&30
M!SX<[SSK#=!@,DL1'.>;9#[F/7S#ZZD!,#O[(GPU[8YM#HZP1HA0-O $G#4&
M(4HQF\?0FKX"A==AC0Z>S?A]]9"B<WS@+?0BO*<KD3%6ZF 0P0LDR!5M#6"7
MO7$*IYFD(93#,7Y&5R+0H60`4\A&&;YFAD ',<[[,'M'&--D,(J?#9+-:(Y1
MX461G@!/K[KJ!]CE?&+=!*1P&,=]\)*PP0P>&O,!W@X>`6E'?HJ,O8I?(S4'
M0M11/BB@]^XIL0UWEO0#;-ZB@6YV074CMK M^'5G$E(<AK,Q=($V$EJ-$3%@
MD>(C`89/8</VF*\1OVF+FR-4#1&@()>&C4K01Z)\@$@!%J/'1!%%OT9!C?A-
MKW'@!O8^6+*!EV*_U7\6) ,LWQ+O`3F7O*6R:\1OCI_)#.0Q!&7)?)0D?>PN
MS&L+H9PNFHG?A-^R/2)JBA_CC9$Q]J0V6H+FM"%S9M2 W[9XT@(N)&,D9J,H
M<?N,S&0T[!+8\$9',[RTS>KC)$88)C85I<?4#-R&WY[;+@5BL7%9]IB=;^C)
M?QU^H^UXK7N;!?./^J:%<UW!J,5O3<VHA9;WKR%2`SZ\^:=R-?@-$]>K,"MM
MUN QMCS=2!%7J,%O<TDB-(QN-PNUPS=6.*F)5<"6*%\;""D3'-/^B!Q[;2@O
M_^ZEC%_W[EZ-8-L#TGC3+VZLXK_X[PI7@U]!B5*EA)^V1=4GQ!=H[#]<27%Y
M/".^F+D[)]6%^/SP>0`,)NR@_=#]Y/AN`,BMG@2]/0%=K(/8)SHAN.&V3,QH
MQB=%!RO?+IIDB1]KQ5]^?GL2<SDY_HFL\>3XA6.WTT@[_MG(0]KYVW^H>'II
M>\UO52?9)BWO7]#F_<S23/',NF_'/P?=M^&?A^Y;\,\+ON%\^9R4`ZD[/C_!
M^K=4[ [Z^<!7-Y=G=&C+&D X=*[P$/.O92D_<F9_62<4>"(-VA @GH>TGC)U
MT@F)_A]$UR8'??GXNOPW1M_F_\:H]SB0_\?HXI_K?V-T\;?[UW='D[W#@[6+
MM_YHL+-[]];1_>'1Q:!_Z^#Z_MZ][_8O*0Y_"X*7=VX.'QV^3+\$^N(Z(S]5
MY-ZG%PSTQ_T;CX;O[CX:KO5OWKEQ\\UO_?X7W]D[&(ZOW)D<[1U\,+ZPMO;:
MNX>3X=?6_N#]A\.#]8<?'GRP_N'H=]=''XX?KK_WYITW=];O?CB9'!ZLX^_=
M_=U[WUT?[>]^O#Z>[!+C]==V;G[MRMKO7#VXOQ[N[DW6'QP>K=\?[W&=KUX_
M/#@8WIL,[Z]?OW'[JU?6`K3V5S](__MK:]>.?W;\DT^N3@^F/YK>FEZ=WIU^
M=/R3XW_]X=\<_^<G5W_PX]OT^!UMXO@_F,?T+Z9_.OW1\=/O_RUJ_O23JVN_
M5\(__H<?_\D/__[X'X__]_B7Q_]S_&]_^5_'GQ[_]/O_@I*_^^3:&@X5WAON
MWK]UL/_Q%YR2+Q34J?_AU#_)2/V[&:EO&77^UE)U]M\;?K2^<>4;M8U=Q/_P
M^O]02P,$% ````@``'A.)*"V[JY=`@``5 4```D```!53DE4-2Y$1DV]5$]O
MTS 4=Y(VZ?I'[8ESN97+-"9V!MJM:L?65DM$-7% 2>LM6=-X2BS1<6KC4R<F
M^ S<^ 0<N%3BRD?@`((#)^C$!2&T8#OIOU%4B0//^=G^^3V_]^S(+T@"K5P_
MV-\"&[GM. !:H[PA:V7D=K?BO(_MP2,L?18D#9U*=X5XTVIC4[(%N0*M8Q.+
M3JJ(W#9T57QF0R5C>*KU%&H(V4W+44KZ*;:0(V>>]2Y>%)JZZUC.\:UT&3EX
MO63JK@>QDE,KU;*V6U4?ERKW#]0=+1FJD8U<)=UB?MKHB09[.,454=S+-<YJ
M>A?*6=_VW;R/B$H>$H/40@\\HQ2@=FXWS"YUY*E8/ZL[]"QKU19RUK=UK">O
M1$!%H"V?S[$I^$)7;M"Q0)&GN,?U,:[K<^METN<?Z/?#@34Z&8U&=&0K`?]
M$(0#:VR)=?\F="N3B&6C6388A]KLQ"Z<1,M3/K&;*2)_LWRHRP6^N&^:QGBZ
MD]NNY+-(?^5?(_G&XBUR?FDS'K!T%CAS,6?/4_S??/X\2_@U^47Q8PFNV-8/
M0*"0@J O4?J1XG(.W^?PB>(MA1+]X^@R5T-66[H-VXE,P^I!VVM M^JT3+&7
M9,\N>G!9(&M[N@%MF?>W>6$0<ZPNB(FH+.Q/RT)V^O;OD 'QR3G9'3PBIO^.
ME,@)?:6$#.GL<& ]'Y[_'+X9G/CC"\]_Z;_W7_NO!A5Z!JUHX2)VE' (PTEC
MP.,5PGBB/@EW,Z'I1IW5(1$H=:=D6ZV.DHZV<A9[0.N($C,Z-?2'\\WP+.9*
MW\)UWYMSON-&YQ!Z]/_^!E!+`P04````" ``>$XD:@OM`/X```""`0``"0``
M`%5.250V+D1&396004[#,!!%AX0FD!0U1^@)4-ET#P$K0;1$M4678%+36#AV
MY5K"L$PV'(WK( X`K5,)NF0SFJ\_>OKSOR,@Z'8V&<,HT0<`I$"C@""EZW'/
MS<,;]F3\#_")6GFV-^<+4_GO$&2,+ROC/80I71FN9-"=]Y&2YC2MJ%XS$R8X
MRQ&YSO%]FIW/\!6).EL)I<-^*>9<+M0+8=;$SMA!/X^=FM*:!8-&-'K8J!:W
M=^UC.^T(V+P*%L-)P2T3ZX+I7):59Z,M:@<90+SY0YI+3H5:.GZWGOTC8UB*
M"T'+Y[UX7W_B'1&F:RZIV,L53[C<:LS?F+=1U/XJ5Z@W='TF`/ #4$L#!!0`
M```(``!X3B0I@[Q82:D"``#6!0`)````4TE/,S(N15A%U/T)?%35&3\.WTDF
MR0"!! B(BAHU*DI4,&"1L"2$"4$(#"1A<4=(#!@(3684*TMP0$FN:7&W:ENI
MMK75MKBT1MS P037HJ#0@HJ*>N*@IIIBU-1YO]_GW'OG)@3K^_M]WO?_ONC-
MW'N6YSQG/^=9BR\*& F&87B--",6,XPFO/-?GG$<_A;E3,\)Y)3FS,LQ1F2.
M&#>B=,2\$9>,N&+$HA&5(ZI&,..6=*/?24_T>NWD)L_TUT[>N+&T<G%MYO*:
MZJMJ%BS-7!JJ#69>69Y9$UJ6&5JVJ+PF<^[B93GG]>V=]1,`']$^HF-$YPAC
MI'>D;V3JR/21&2.'C!PZ,G-DULAA([-'CA@Y:N28D>-&YHV</+)H)#%,1WD/
M3WQR8F3B/R;>-C8G]^'<4\?=.V[@>'-\XH3K)WPUX>J)'T[\ZP5/7]!RP:X+
MWKL@>L'7%R2.31M[_-@SQLX=:XY]?FQ:[O&YM;EK<LW<NW*CN5_G)HY+&V=D
M#G_A^G$WC=LW[I-Q7XV+C2L9?_GXJ\=?._Z5\7O&?SC^B_$%$V9.N'C"51.>
MGM R8=>$]R;D3)PX<=K$N1/O'_/G,<^/>77,/\=</*9R3&C,#6-^,>:^,7\<
M\_28'6/>&O/!F(_'Y(R]:NPK8Z-C2W)?R2T8]_2XG/$/CS]UPA=C8F/2+CCI
```

```
M@G,OF'C!S LNOZ#Z@C47_.*"4W,+<N_-?3IWX+B<<>:XA\<ECC]U_/7C[QW_
MU?B!$ZZ>8$[X<$+BQ(LG7C]QU\2O)MX[8>!$<Z*1X\U)S\G(&9*3E3,L)SMG
M3,ZXG)TY0T8],VKKJ.VCBD8'1L\;?<7HRM'+1Z\873=ZP^B-H^\>??_HAT9O
M'MTT>NOH':-WCMX[^L#H0Z,#?L.8[O$9,[-^N<SJ>N. \?.U?3P)QQI;$PUC
MLQ68;CT[$8;1(>_H#X\5[;4S+T]V/CBN)&&F]<L\%AACI]?X'7_O]QI5C#^
M3!-L:*Y_F<G&0Y./#';^;?0:0WX@^FC_S@F6KPCRA74D0EOP"]3S"JJ7!6NJ
MJVKS2N<"K2O.6;0@N(#IV ZL^Q*=!]&+EUEI\Q!R3K"JUJE<'>K"RI_E-:JK
MQHZ=5G[=Y.IKEPV5=#460*8#[I(NVVN<Y"H8Z0+G++;2C=!M9)Q"I+U&:6%U
MS=*Q8P,+%B\+(EW>.>4N>&A3@1=P>D/^2;J:VIJ%\H$VMMMZMM<8;*49TK0P
M0:<KKZIFPH!N>Z.0>"89E]0NKLXY[YSR%>7&Y<2OG^$SV'XI*'#B"8:1:G@2
M$HS_##2,GP*X.S:_2VQBM]B"'XA--/R(34=LHL3R83/XD*^W,05Q;DA%#J3E
M@#+ 27=AMW33G'3$E.G<)19W*;$07]U3S.R28JJ58JB1!-BS\-7UWYP4XC',
M\"8D>XE[HC$7(?K?E_^VP^9985X+YP#@$&*R47H$Q/E(.\Q8(1!S,IC[HAX@
M7FR%^5QAEUAAJ:ZP30^\46!L.Y#PP!_P.W=6SM;GL\=,-IYZ*#C9R/W'-4G#
M_]'YU9_F7[[$4%]X$XWYE55(A8]W'TLT'GA8WEO/>3#1:&U';,[6^^]&4&03
M(R*O/O4("NCS4O""\'B68=3V;OH`(>K#6"Q6R;@E>2KC\42CS]:0%?,28@*Q
MT4RM&A 3L4$<JQ;C\P%&A#N,VM_IY/<@><0"7C/(RC==( :3`^HYX.A$IZM=
M2&VE.86PI>*+KC('9QNF]X9(F7DHO'UWR9RY30>99'%^HE'1XC_H,S;573#9
M4+_:[9'O#&/+UC<+C$9_A_J\Q&/$_&UFND[QAS?P6=R&F"V<@NK<.1[C*;;E
MEMW_++"@7 4H3XUBF/<3.ZR$8>,8EG?(#IO(L(T,"[;98<,9=CO#AGQEAQV#
M,/U6;^%G&-$A9EFG#IS^M@Y,-]3I`]D_9MGN1?6#. 0NO^QB\Z-+7TB7I?I^
MC(B[!^09)=?5AH*+JVK'CO6O6%B^/+BX>EGFZ<9&KE(8*2-P/HC%N/I/-HJZ
MC$BNVGQNOBH?Z:833K <BU3^LMK%)<&:Q<NNZCJ""2\=96;I,KNES3P+16Y,
MM<KDOR>ES-(C8/ I&IC'^=,3[L83B.,_XFS_8YG,QU_[7TI*Z<PKEY0O#/IV
M8:S(OR19[K#RR;CH4._.-8P-9=_5^SOK5GUG\%GM,_V=ZBF$SY]_:42GVZW^
M+NGV(%W3(Q@GZN2)B4:+OYT8U*W:8ZP\'?VA?!@H[<@=WNK58R6QE&.G/>=-
M@FQ *YO%>Q?5]R4BS*6+F@'0Z+-(O#_X[W$\>6B=GOHC4]JFR&ECJY9'M./&
M'^A_=H:N6U,F6D<%)B0:YB".:[-A!PI9NRT;?^N+=^N*-?H[S;)4]6: <Z/=
M3#?]NTW#],5F9:-^B-3U'8BI$Z\B*V45,9E%?#;^QQ11_<-%;)[=8Q'[FRI9
M1 .*`+1#/L,L\[7<P$,O![=9[,O96N]!6,Y+]1>BU7TY;]8'O @V_:GU^:F(
MB)V'K_"V%;-B(9\Z#+S"VU/7;PWV1MJ6/!];W2S;;TTRA-D%K\+^<3JS'(,&
MGQ_/0%P/^U,]P5Z,C/P":ZQD6+N]_7O@@U+]G97LS,8[&#"[\O;=0/_</R<:
MZ[=>,[JQD8'UK'9[`,B%7U@QN[&X8Y9ZH;\@QN#&LH[9ZC3L5.'MOGI_:G1(
MBS^U[C3#J/PU(%EU4;/_DFB$5W4:P62,-*026-FS$1U[E(VC&A]AB5BH45ZL
M]5NIIJ]E4OI0OA%(^BQ4*+99$E?8B?_+Q*^Q<4.IK-^'J*Z@@1[TF1?FY19W
M!@<CW]H5G(SIP=Y-G<QQKX!/!=SZ61F(KBL:PCZINW+(?Q%6-W6(EX%7#/E:
M!SZO`^LD\-CO)?!82;G@V.\D^[$^!EYX[ A)>6P>`IOS3F%@\Z13B7]S?A9[
M"RGSI.KIKJH_HFN3TO0M<(LF8!75?6IW47KW+GJ 773SP_^CBT["@<W=13=(
MEZ%MTME%Z=)%?W9UT5^!AJN+TI<8E75 ;TGB$FS"E7C;BD96O_H3YDZ9KUZ&
M-+,^)6,[Y OOB+5>`22/Z-G'D2/>L^-UDJ/U[,UV8NG9="2.A=+9L[UD)OS/
MGGU7>C;]_T=Z]DU=&ZMG_8S_F=<(C95J+Y_%AF75EZ?R3<WXHV[:256,OZ[*
M0,;#S,C9TC+)R[GO# X<I- 6T<08&Z0S/.ZME=Q:@FEF<:?I?8T?N?[4T/N(
M,[UOU>%33WNKP"I5JU$;4/D8A@`;>!]P1 -'3^(:5%.E'GI($J17OFPEV*(3
MQ/L\>$J\WWYFI_[(2GVS3IVSU5H7VP7?%G\':['$:"QKGQT+=306I[HZ_V2-
MTRFQ4&?E?SG&%Q5B2&[W$=X>S.SYJ"Q&:.+*)OY=A4YHSRWK",KX^(KQ3=]T
MG4$H-KPJW5A]C12.<5%?UH&RB]NQN'9@-,>+_CW:WB[ZF+=0=*O?*?H2=]%;
MY*\461<O\AC 'E[67L^1U^XI3F6I:QH</*Q6L'YTUUDK5BY*1SE8L'U-_P$H
M=!-6IK3G>H>_Z1OL@_4Y[;GT\+>]0VCWU&:/$?7%_*G );H5DU1WZ=':EO5S
M1N+YNG^D?N>Q?KWB]5N);$[]GK*:UM^1ZV_737LWXP6Y_Z.F??H/\:*GL>B?
M3W:*]KB+=C7M:?$B_T?3AK<K:T3?BW+"*#JEJ8WY`H2S"0C,!WZRKGESMD;'
M8K\M4T_U1CB6S/KB0TT;L'/5^SOJ_6V-9<HU=X=JM%.:/N]>\4-6@>KW=H%?
M,,DH@CZ$?;VXH[ZX39JEWM_>6';(!;0%67H"6LD#B-J%V"6NE@OIU,=4EJ/9
M6)V??"V3JJD5N2^-.'-+%]98UH:%O],UG][#Q4GF^+56_J^QG'".5TA[H*4[
M*W_.'NF<)#T27M5N7(/0]LJ'&?JQ'=HAH1V5KS!TIPX%GE@G'I-R7ON=-?D/
M6>7\0I<3'RKQL8G=B/.^+.9JE5]:^9EU..? DO^H^<"]P1]SML+=`(FM,"F&
M*^8VU6?;@3[H,;.L;=NG?>K+.BL3WP9J7P%.H/)["XG.[X@$STZ#*GV(EO,4
MAA00:VW >;FQD3#EF'45]@[97#I8V56#*C.M],U6^HN0OO)\!#:N9Z: 6JE1
M?KI9OK'%I&[[=$C=![$-=[Q%1(M3M[6FU[T?V]#XMN"=NDWYLF(;UN_A%],:
MDG:OI&W;UCI$TOY3TK9M4^E,^R])BPKZ).T^.ZTA:??C<TDO"QVBVM=5W?$6
M^BD6^O=BI>+H;,<4PL:9UIB*@"4)3'*Y7J<E6YF5;6>[SK8(J9K]GUB5KO<K
M&>%,<2X*F\^7D_2+XOMRP0"@TM:?A9QFL6KP&/Y/S+)#:S^8B(O&=4D7AE_>
M.FG]FZ%<L_A0>%L>VKZ]LDJW*@X'`56%53B\/;WQ#GYB#?.I#[X2F)6+3L)U
M<R0.U5@M#L7\:NVJ0Z \&&DW+^.Q&@E_A7H(1HU\:2S^6#KV';MV:>OOP@!,
M>\[_<:#29(FZ"/4MUD4>DAKY*5F6ZQ*9-.?-AK)/<E\(9N>\U%#\R:S*7[I0
```

```
MW69EC*-ZC\XHAQ7BL$30B77$V_<QJWVM(EJYHV._GII;W+YZ7(O_`&O$*;(?
M'7H`D-'H@)RA>CU@S:^7+ #G:@!KEZ8S2Q0WAO3ZXKW,NAM9][JROOY;*^L>
M*VO[EQI+7&ST6+BYG4<MQ)1B)YN_Y)=\O=!!>D#E1U;&IW7&Z&S7F#L765SS
M9D!EIY7XYU;BTRH')'&)CYJBB 33*\\`8$R[W0RU^4IF]M^\0C[\F1MDK^U
MD>[HZ>ZS=KO,HVZ+PR&,.UD<.BHGH3CU]B8N#N.MDM^3E127G[;PJC8CB/VN
MK?5/&+2-=^Q%C/3G;-T(UN[!+;&S]28DJ9PB59)T*@BH:-\=S# 0&>8WKV>$
M1U8`:U;C6U8`/:OYQ17 FM7\9%IK5DO:]&UJ"-.^(VG3MWV:+FG?E;3IVUI]
MDI95D+0&TQ[ %]:#./K_E36X:PUYV8VO`QUIC64(:/'OMP?>7O3J?@=&AC+N
MMT[CW(E;,9NE[88C>KY>/4[6"WV70A8B624ANI!9W@,RN7*C89+ZL@/-_JC!
MK?.@Z3_0D&Z416/^`S'_P;6K#A+2RE;.P"BVMO8\=&Z@<H;N`AE5/\%2S$6C
MD9\RA?^,_=A9-#K'<-% :!#1\QO\^F!0J5?&KOVO+S)J&A,VEGTJF-_;0PW7
M(F':<V6?AK^='TQI.L2M_*><4'(<3;OY85YTD#61<);TY>LW>D6UH20!2G2"
MJWT^MM'18PWQG=$3*Y>[!EJ?W\C<26F*=C^.=#3[OT,AJ:K]UQCAUHR)28&\
MW!-@Z(0&_W=2[^4V(CH\B:,!K^E&2.@#/V77\F2ICY9R0.6H=KX:6"?GZS/G
MJ\&?*O#3-7P;-:)UTR<)/(-U6 ?%3K31JE,PYE%,0X9'JO\OO9ZMW\K;3'$G
MAN;*=QT4I#XONN"BCU,KK[<F\FX<]G1%G0,Q@_L#8A<`O?28N#1BTP;3S\@S
M"DH65Y,`9=.HGCE=ARVL7E;+\&<L.ACW&)*VQX'VZ/Y'X@J?4L#R@*%AYV4<
MX?.?FS;(?VZ8C!L#J#W1UA8.(DR-3S<0AK58WLS%,G,XK^V@_IP:]G<DQ(IQ
M"F=]U6=2WSCI9\<JS /7\DE"GS2/'+M()^*"W1\KBID>,QI /DK=P,L&;].]
MZRXP@F=(E-Q,,H/'Q3]Z!?O&/[)#SR%CLV&X1@#A/Z2O[QP#'3+F6DESY1A,
M6_^0$ )238]<=4:L/"W^<<&:(69QQ[;W<6M/90D)B3O"K2-PPHY>0_I-[[3G
M/.&.!2N'Q3\JUAQOEG5L^P`T-0'B2WPC_.F"\ N]L1%$\YDN02#G(Y-33"$R
M'5%,?GA;;Y:42GP[6OR=0GLK3L7BSE1U8XW@\#B(S.")\8]>P?[QC^RT]1DD
M_?D[K"$=;Y5;]>4OWBK1:3(M\]S-<8:[.8X#GHDO-:;6']$@/X"F"P)[SH5F
M7Q>:H75Q%*-8@5)C0B/3S9H9_#S^T2L(NH+]D1W<39*QIN'NW%#6L>[-U4GJ
M6PS^^F)\"J7Z9F[ UPZ371T$5K-XIZ9$9USG,<+^]G2S#'14:U<'_7L/5DCU
M(B#$USA434]Q5?F 1PCB$KZ]ONS5>O_.IJTL8# *, >1^V'>P)T.XWAVZ;JM
M:>M((*S<_AF2G,_C*I;10K.OD'_7,EV24'_].S0[9HL!;@JHO*IZK,5^,8MW
MF!Z+_@OVBTW_'0?Z;U\I3:"$MTY6'8@)5(Y F KVDZ[5Q;[&\R"*G=(3U7F[
MQ?;)E'([U-<7V.7ZMSMTYSC;9PS++0:;I2O=V6JARHF H@O]F3[[Q@>=E6*R
MDV+>45(4.2G./TJ*Z4Z*C*.DF.VD^%(?$H](,<=)L;-;BMWU9;OK_7N;#K!7
M\TY/-)IVMI).N?<QCWKI&,-X8 P:<1/_J"6_16MT6=2ZE'&14T;54; H=U)<
M>!0L%+'8<AJP(*],8W$JF*8/D'^VB7_4P4T_B,5/G3(^UF?*([!8Z:3 VB!G
MEWHGY+&CY#&=%!M[3K%)QMI&F0JSIV\B:\^LXY>:=S[P'20!,E-4SFB/L6YK
M\"0K4,:G.6N8AJ#SK'M%,Z+LO=)W3IZ6%1BI^6G<F/44#8\Q@BDD/"9$DYIN
M`99D7VT<@='KYK>-Z<;C`W5:GB#@DL>G81O&=GSWM(^F).L49'YNOS$?\)+*
MEBT.(H?-3U(-V%EE!=K;M'LOVND_IR9J)MD`;)7]PTL[TKD,[5777>/N/ILA
MME>-1W[9)]D`;MSS1'@A_L\67<G\'?F3I081`Y-+$&1\UKE'UL'-'\SL!G^Z
M<4D7^%A+Y!GS:\*_PH%?LA#R'%5@:<9%18P-/93%?QG=RB@"3]/]C\L)GT *
MR[C$L*5%4(P+NF%T'*4NX QWJ1/%67Z(OTH2')]#;9J_ZBK/*2PXHN>RV#IV
M6=U_I3W_1]E)UO/,2U;950MJ:\MUT4N75R\K7Q8T#ARE;%Q'NI3EYI7VU*[V
M&3%O),M"NSIE!<IK:A>#<8K"\*\G7C+_66/YN0L<ON\ACN4S3Q:^+S=[&=(#
M';ZOWEI_]S[OCO:V&F?R+@8<&=/V/&8]>\*)L]IBFG:^@P*;,G\,TW1LS@\R
M3:_'.M,C7S;S7111]J.*V'/>#Q8QI*<BUFX_A)V_L@ZE\-R5A?.81>]<R4ME
M\[JD3Q&/RQ:3U9>U-1:WS<*.&U!M%B6SK(T'J>=BH3:Y]@*R<XOR!/OA;T(0
MX#J-E0G17Z*9G6(5+E1R\=$K]=]!R.!!X)C*FRQ4.G%9!"B<VTBU;BQ+G=W8
M2"10?%M 7:RO<95_0&J-W&SEN44NY97DG32N9P'@[[7-5N?JM!+,O"OMJQY.
MFQV-=S"A7+;^CA'FNAH.JORSA4H_C4KK7"'>==87=[9.)[UC"PM?S\(#:MU&
M*?PBC2AAZL(>DQM<J@2C[51,W^A0>"-NAH)?@GW';0?9CRCI["RY35!*;WV'
MI(.MKN(&Z>+.Z5Y<@55<O%;3,9Z)_#T$\2)!Z&94;X+E#1"G.GB<H/&PCN!S
MK7Q7,M]+KGSWZ'QG./D^TNWI0GN^OC2UGLZ\K[O0ODSG/=UICF1W7S K";#,
M&L5(JMSMRGJJSGI$C6<)"<Q=XP$6YKP^5?[3A?F!GPN(?DQT)QDIK>N9Y%U7
M*<]*DN#RRH.N@?60SM>'^6["\C@_&JC\MPON!E?\ZQ(_HK+3!;32%8]5!O'I
ME9[W]-@:I"GL>A8\A[LX9T%ZY0`K^C9-.H[/G,J15LQU.J:RQ/I>;'VOM[[G
M6]^/6M]3K>^]UO<%UG?2`?U]IO6=8WT?:WU?87WWLKY-Z_L;?;ZMW&Q]MUK?
M'UC?_[2^?>_K[Y>L[Q'6]U/6]Z76]Q_UM\6,!==WE)FH+\N+_:D*\R"@7KW9
M"K&&Z#6N+&NWMV&6'L&:KR.A)0&0-"G68L??@1B+&:@62R3)3[CQJZOP)=2D
M3TE-6B[+&N@`J96_`)J-=[",V>I=+#3A[1F-C?R4`7]('Y%E##.'[L[K``2S
MUV:S@1;5H9: PT(BUB!^7(H/X7JA;;L*.'#ULRN38%<FCY49C3P:8@P,K+]:
MK?>Z1B!Z*:B3%L;;B/%Z`@JH; OC._@IDV2LC3' ,(?&^$\?"<8(5=OJ$XW*
M]RWPJ3JU@YX0:5#&YU(&OP)J!Y8D3,0E'F+Y>ST'&^]@G!3XDCZ+.UO;(RW^
M9R@\Q4U@1V/9,[-5&FK66/P(IO4S`;O*7KZ0< -)`)4'E(1MUV&AM5?#C)ZT
M!-@\HCX'`/(=TRO[?: 3/-FE4(P1$H-['"/O;H@WZZ#*\ZS\U^K\K<>3)+N^
MC;-96@Q<)2V A$6;F^6J$RJG6EDFZRQLPM6 V7J 6R*2I*W;PE%W!X&X-](_
```

```
M:/J;M9'>(^'KB:<63JD1<E5JY14`CP''94\-T<,FQ]IT'['I\43%$YPCI346
M4]BSPD+JKYH_&AV[Q&-50_?W;AFA=BW2U@UAICHKT\^L3$FM'NGN3O7GFRRF
MR3U6DKDZB=.IFN%J';_(<&]#WV-/XX!4KT@3"T<$0UYXV&.$ZGLF2&F:L1\:
M3&I[&QK9SG0G,I&WGT[>_N^1L#F!\R<^47A\^8N%3KD^E&#4QZOXAE31H2 /
MJ-QB);8(V-'C>4@)O5*YDRU\!W/.5G]'J:CHW^U%=Y>5YRJ=)T[7V=VT\4,4
M\L3@_WU \ZGSS_S!`]JUPX]R!GR"1<SZ447L&O:#163T5 081D+H*@F=!-9S
MVG/Y(%Z-6#D0X-*>N] 3_N:"-2E-[,]+(TM\E1D'=4O<^4:"%L!#5Q(TI3,D
M_=30`!O@E8CCJ?W2"!9=F^-=@EBA=Z>^\2E)C^#1I4X=7MPA5&_?AK*OX]^@
M5YJ7(G3@A@Q?@Q\1X')U;O#V!BWWNI<H12M$;RVJ)Y3>$;+.GA4]D;@\>6$"
M6?YI3Z8GEG7.5JNMHZW?1ZG"BO!U"49HKRWREX5CDQ ;6_P\;<:$G]O30N%3
M?UO'4:S"J\#:'5AY`II#E6%1G<]]90`V_Q;_7HB&R^#?C<&_M[%X`[8(I5Y;
M+SL+[\^Y_MW!,P&K<@1R-]ZQ03:5>NP\PG#EYRSE(<S6WV(9;?1O".@B0- +
MK]H92[O]A? 'GG5O:AB3"*-Q`WB5LY3?@K&>GSC,X._\ULNX%*_:Z0F=7CE?
MEX<CQVQUK*3%J8V?L]0MDO8\G38!:9<Q[?H-<H#YC LK5W-^SE;EDC89:2O,
MX@T5:R'>%AQ<$6Y-"*;CXS>7R8^1$.P5/9F->C!:`$(>1U!CV8;9E1V82ZI
M'ZFC4H4;=16PF\]2-TA1K (^`^I;(#>_]5Z,(K"!.<[2GBR[Y]2R`[EE!X+9
MS'N'SHO]:98J=/+B$V+HS,MNN1[9D:^AOFQ_B__5,;IWBG>@6UYEX[)WSD6O
M8BP/)\B'=2MA59VMOL*6HWL%G[/4U8).*N!%CPF#!1?L3P"50SA!EZ-54*6*
MM:LV]/'HOHEH2,*G^J,#2=;PDP72"ZA2+'1WY7O2V%E<]56=3@@4[V# ;+V,
MG24[LWTY25N_07(^4]DJ]6="U-_)J4'IG&T'N^:<P:N+$3NIKO(K04\*4;V=
MO!J8SOM$M[P#>#I?E6H$1[+L8S[B6G!W97_\5OY75T&$0)[%\AG>/@2PA1'Y
M)JF\9O%^\!$@VJ<NO2&^#Z17'H?,:B#)SZU/D+A&B2-P#/>#]RFLD!;_]F%6
MCVU%CVVW>VP5H-@]=@Y@H#!L*;-5OI2-=N;G+#EFSF^]")"[]-@\]MASUN&Z
M[':P?>O!X;D;G,KZ25@?[L/=M[X(,8\P9A9DJU#G8:;_]D3_W2C]=AG(^<3\
M36R)PF3-PDUFEOJ$L@*DW,>*#Z35YVGV!BK4^B#7V[+VKR>E7I%H#$E;MY'?
MQ>U?Y\MW\ PM\M@>6XZ3@U([U]HGF5DLI)U0Y=2*2$")U0#']MA(W4D##LBA
M#8M+W\K%3/XBDT<7`QQI].V)L[Q8S:0*)U2N9E\)_]<8*I-:?WQQ')A@&N_]
M:?4E7"N9/C,6(M>PLHY@/[G1FEY<+0.JD_Q/+I0X.W> `<P#[<_KR'-3,7XI
MM7H-S[IM6G2^&Q_DRS/<?)#[";\Z[0@^2"H$9X_&!WD6$ C:IM=<46#177,T
MW?75;G2]H]%57T4^AZZ:\S_IJCE4(''159'#H:N>!Y0LNNK='Z-&O^K7,UWU
MY 4]TU4_.CW.?W2U53."XVV%2S[63T#NUE8'+K/;JA,"`PT[93)UUF]@._34
M?JNLPF0#I QR27WQ#HMMM(YEO->78K<[*L)C^Z:M3P(4S0="@5W80\^0)Q1F
M(3O(G2E[QDPPRW::MTJY0V(E$+3N5%\KKD<W@UO1> ?+FJV29/BENCE'UYQB
MJ_IT+Z.)_)^3XF4T'5E&A[HERX.DV]T\H2Q -(NW-Z_KRT+[<C>"*L[6W++M
M:\!,W=J@PZV%<H;,(V&V6XE6[P,BL;52BG]GK$[:5%KD]!"XI#MC]594N(DO
M1MI]UL[<A[VRM5[GE S#0C]QPS)E>"(D]Q8"3?O-UO !#Q@-`U@MJ^]VVGUG
MJPZ)XI"78]L>\^L*K3%_GL-K"&_?RU'R!'OP!.Q4UBB100'>]=Y%#UC#@'T/
MW:4?-4?:4(XS1Z"<\S_FR'ED2[GF"-5Y[#G2+\N9(U<@E;JN3\]SY+^7]CQ'
MMIW:XQSY+8+C<V18%)!/`N1N<^29BX^^GBRU`'?GJZ;?J/FJ=IOOF&*U^2C=
MYOM_9!N.*G*UX:C_V8:CJ)3F:D/D<-KP96@0VOP;UG1T[Y[;\*E+>F[#5<CO
M:L.FVS_G.:$7+OPR$8Y_!RO[!O\>B/+LN3 T% .G;QU25 [[PF:L+7I%']_^
M`6G />&.OJ'%X?%,XEEYA3F(+\TWY.&F0LDER>KBN*U]0:9TV4[=-5N8CBO$
ML4.=F\O.'FXN%YWH,5HOQ;Z4]ESQ'@A:K#E.%YV9=O,4[E:Z^+2;QW++%10:
MBO=L:"#T6!(_6S,1(_<85^?+?+*$1KRHG8KZ; F[RG7H+XN.L]>Z.G1@U3F"
MF;F_:0AS/HJ<:/D$1]C$RJM;ZDCY$M?8_3C3/7:G$]I"C8=[[!KSCSYV'P6$
M[F-7<V O6N>2"K YI%G@UVKTENUS.*3V^'[H0FM\C];C^\>N$1G37.-[]/\<
MWZ/)-':-;^1PQO>G)SGCNX.M49;2\_C^)YJDI_']*^3OH9U7(SC>SL:7@/Q=
M\A'M?/?<H[?S5 NPW5:[46>IS?G_[YTY\J:[VNK\_]E6YU/QU-56R.&TU7,G
M.FWU"&MT)FK44UO]>5[/;?53Y+?;JF[\;ZFSFW8'=R/H`U.=N&X\58L1QJT-
MM$](>F+;E@&EDG +D;-=^.R[,=@\M;W5X.<2#/7^90E0`#Y[AX3-53^_!6$?
MA3&+[^:?ZK,\.'N?BK#?04A!W3X2?_8P8C!04?F,V/DL_MP+*$VE[:B3'X4V
MW0=H.2]MR>9JT!1$`2@WL6_II% P6+UL^H+KJD-!,6(@>K+%>4:?*ZNF5%VW
MO')Z>44PU7J?O?BJRF!OZZ.T>GE?ZW52-8 L!;Q4"UY)\+JJ<@''U>=V@$N]
MLC8_%*R>7!Z$(F?*E;6TIS$RZ<K:&>77;MSHZ5TZ([140-52=4,K=P)>G]))
MBX.3@LNF+5ZV2,"1LWL0X'Q77ET`&QW52[U77CUS&K\6+%M87I5\Y=5%Y57+
MDZZ\>GYY+:)F5*<@JJJZMAR_^5=6UZ#HJV>7!VNN0Y:I5RVKKBE'VORJJHV\
M4,B_)V;JL<1_-^/]$3QC4+9OW21CW(N3C#P\D_&L/#;?N&3[)&,=GH,+\XRA
MZ\"]]V",A3&F1^<;E:_E&55X;L<3_#+/V.'+-YH.YQD/(B[P[SQC)<(WX-F,
MYR$\I8 Q'>&3\>2=G6_4+<HSG@&\TN_SC$5X#N%Y%<_&D?G&9CP[SLTWQB'M
M(U<!W\1\8R_29GCSH8Z2;U2=GF\<0MS]7V,-1KJ]L3QCQ3V3C/N1?^B(?.-N
M/-G9^<9*_#Z1FF^,0EF7X)D^$.'W3<*%,M_8B*?NE'SC/CQ->)XX%>FS\HW;
MC\\W5IR3;^S,R3<R@4<5\B49V<\,?Z;?YM3-B0D*WQUX*H%7'9Z[\:18W0A]
M9?VR<4:>,6S])"/;2-$#IG:@L?&12<:QV,3X=+)2F&;\T\M(UIW;MBO/6->1
M9SR!9_)B)T%=;R.E8($H_1+$$&3?>N\DPPVBCY$RN;QB0:@JR!0(CPT%#,MF
```

```
M1QU_^QDI_F4+KJPJ7S3LNWSC(/)NQ>."`;7&)!F@''W;4?J(RC@$_CG=\'*4
M<NI@@L9&+.D:?8:1K"?9$\!@!!(\XDI FMDP([EX0<U5BY=EK<LWN)GS<5<B
MW>A37+UH0=7L\EI4Y%64$P"(2_#8J0CN3*.7,Y58V0I4]J%ONE9V@-$OL* &
MO/B2RNIKBV"/@PG+D?!F)%R$QZYSAN&SDW .DSB:WJW:9QE),ME9+9Q,8C>[
MJL59/-Q(*5F^8"%D2?:C^X:>AP&%QUWQ08:O=,&5,VM@98=X[ 0>3[B2\'<P
M1M""*TN"U<N9`CH?,861[4YQC)$R9W'M8G1@!JV:`!$^+D3KAAHI,Y?YEP7+
M:Y@""L\Q/NX4)QC)2+%B<7#CI$DSIS%XTJ2"_!D%?A'.G32IR#\=XCF3)LWW
ME\CWC)E6FNDS2_SXS9\T<W8I?F?[2V?/Q^_4*3-FSH:5&J;)GTX@)7/,O>97
MX8_7A,?]C>NQ$1KSF*=IY[?Y./]\BMN75T)-[]^NP+(=V'3)V,E@V_TTA'LD
MKD,-$=.[GO%J,?@#2,3WRR[F.FZO5P^52-\Y_^[#-V5:1GR0UV7M&H/'7KLV
MTVJ+'VO'U'RC:'*^<076(O?:U?D*UA'\KG@]SUC.7SS=UZZJ7*P[^+T$SWU%
M^4;O4KUU0.)C8XKK8SKPN1FXI#K3O@NZ7?[Y@!=E8FC:X&BXCYJ#?4J#+UBP
ML!)#N.=_I8#%C>^'8-7-!5[6]B40]7VP9 [NHSZP9M0_?@K6R;_,-A#%`S@3
M-*MS/C$,=-_0Y7G8>Y<G&/6%I6;SNGW!-'4(21?]@I) W.PONYC'Y)(YZAT;
M0F&I2D(&<U?=!YT`-!J UNU;G8+7/R&)[E,9*P6E:O?9.&"TX2UWN7?ED)R7
M4'1$/? I`QOG>)CB953M48_Y-M^O9.IF0H!%D#*SU?P64"+JKSS6MY69_T"J
MB/HW<L<*YIG-E\*:AD-;:D>)_S2_M*YMJY #5$9[> Y0) Y (;2L\K$R+!*Q
M$8OJ,P$,-PY<-7PEH).1W8","0">L_6B^?,7U:=7/H6T2*..J<:!H_6EV@0C
MBO;KC.7-`UU/+'E$4.J7P%&PWXF:X!:?%ILV+^<E'70+@@3)>$<4LNG0C-()
MOUJ6P$YXM1J=< O>ZPN]5B=<A63N3A 8:KZ5V2STJK5(;_?!:\_$8E8?G(XD
M=A_,+9M5GYIE?FIVF%.\YG+?C/#WQLJ3@-H4KZHY$VV]-_?J+"C1>K-R"S*#
M68B.03G:FQ4P7P-6'._J21"V4<%=S/(`:+%FY"*[W4O,?ZW?%SPF?/T\(]0?
M*?*\JM=93*$^7II@7!Q!0'B%STB[?:N<+V?%VV 2&G1#&>#*<+@;J>V>JOP8
MBT-;?:VW_C)?2Z$W:UZ>T5(PM XK7'-!IB=G*Y3/=K9,OBV52V_>.&_HB_#X
MG5AM@ `@<-*I6T'3>8!A9J1N50RZWVHH2G,W)04OT99]$6RWY6B@@+:;Q"0:
M8/"D3?Q5/T%!Z-3^^JLOTN5LU>"MII_]M-/T#Z-'T#1H=W3O/O.[\"=KS,G/
MI8*6&^P'Q'>9.\U"\,+1HBT(9A4*ZK[SAMXVY_@T^#\!=U"."GW2PC*':KVY
M;X<R`?SWK1C#!4/17O<A8T7X^M.I=[/++!@6*\FRQH=4IUE=S_FR"_62T8T^
MFF=&*/8]=/W6U<4`<#%!%0(4`S,#5N1%MYHO__+K;Z"(>&;/,>$.[^HD?8G>
MB5+8H*YRQUZ6&>RW;M\UO1'U+>JQX;),Q,K<?!4MXEAQ20A!,:*S;D5F8JT7
M.CIH3FCA4"[VDAM2P]_%TM:7`S I5'E>08)+EOTQM$];VCI_M_BRSK2_XX<8
M8IS'TTI&#L#0.4<,DJ5@P.A>?-W<H]O^=00!5OTDGST6]W_HK!H5ESFKQAYK
MU<AVUH]A<ZB<:/XCY\V<K2J1-RJL&=6?8"#G96Q)P]:L_K+98S1<"M,)G6/G
M9:Y,R-F''*\&H+WU2G[:7__!S?'K+W+>5"V0GT9C9'MJ!J:M(\'_^QW!7GBF
MM)X@K,!7`U*]H?AI5_U00&/9?EHVF.I5HQ[SX'X$[H"D\*EGP/F@HN9W%%F;
M?$MJZS[J]MH0O&HGYIF :<$+P,Q7AQ\'PH@L&AJ'\MON4.X`%+MYGOV S0.F
M?UGEU'CS2-=ZTF[\3*B8[>HJP(?:H:OH,DYQ"'WL-_V'5!U+19.V.4TJ;\,>
M@YY&FYH`*%:NDY@+[8FA;:C+_@JDXQ 3=67:U+<?694Y4RISB!G CZU39R,#
MB_O=W_ +E= 2]=<E('@16(FZD:^%*1^(L G!/ XPZF=(&I@SEV$EJFRQ".ZP
ML#L12;AU6)346W_I@LC/$">(_-1&Y'[TBX4(1*'KU(/(0$2&.HB<'D?DORBE
M"R)G$9%_@S/F(/)JI87(4+7I=U*8%.S12%VD)G=%J!6<5T'H`%X$H;0X0C(T
M!UH(F2A%(W0'L= (575'Z)<`HZYP(Y0+A%K]FMU@PF:/[C\J!*HJ)$8Y&-A_
M^7.77D;<,XC#LCJ*[Y,E7:KNVFKH1)%FT:;RH\2L39VFP>CH18"DQ\8I$MVN
MDAF-LX95GP(DX-B*J#\_B@@$RP#(1C"J@+,'1D9 /0JLI8X(N45"UC+$7=6_
M8/:K$.-05<\2#U)>)2FG7H4N`%SIS]V/6'"G2=Q\%]P+).3,[G#G$.X)%ER=
M-TU2_KL"ML)<4_@;L$_=D\\YE@0PVPBIKH+'DO.NYK'$B5PJD>UJH40.LB+C
M2ZPU,+8?0.-$M#DRYPS5@76:=AJ0$K(7OO :6"===SO7>YP>N-9"8WS=NO@W
M]I/@"FPT+6H0%@JSK>Z[Q-!Y2SQL@)/DCZYS*D9@!T>D.AV#+S#'G.)3\]ZC
M3-^GY9#O.1_44B9NDOY[!50A$0!SY_L<7:GS94J^QY /N(-P^8+/DL=NXZX;
M2FU<U3;K*=[<OOK=?//?YK\P5@HRU,</>T#T\GE"U[(G17(T$4-;AI19D*J^
MQ532LD?8O)96)6#.-*LS>;[JF(O^J6;Q:AKZ?4EL24RR;T>WRA+ [$^[LY_#
M[,QU@>0:A%S14Y><9L6F6\!?Q4$"VZO*D$1MZ'K+-)Q=GZVLSS\M1@34K&$[
MI"1U>(G7+/ -3VPL5NH&J/S(!N>%<HAKV[.F_A%[8V/Q@8M4,3)%(0Q]0/:J
MB0)BJ+H>HP1'@TM9AZT!<YIO>!^)_PGBY\QM#&VU6O3RRRI)VYK+/%.0!T4-
M50E2$W#@IF*3"ZC34!5S;NKPN5YTU_"4QN*]:B^,74:':^"\`0#R.PCJ"AD)
M)>9AQ#3XAV0GU)[*96KG\+*#D][X]KK$\)M&_1SO</_^O#<Z\+63.W,4VXUB
MD@-.DL'#_7OC*<"<W@O+3>%5!ZC4"_Y?>GA5!HX8=_&<MPHB9A<V@M=8=C"1
MF]&!1!!$LYWB!P+V</_.ITA11//5^S.H!GIHN'^W*\CT9P!HZYT(L"%!X$@#
M2R>\_2"X=H$71RXC>J6&YPZ:*6A-!=Q$_T'HZ@_?*:\'T,)J_O!M*$21AJM!
M0M9J)^KK9$^/4O(+;10/84)/36KP.!PCLO%<$)U.G),!$ABBA:+C!*^,X?X#
M]<G#_>F Q]#3F:K0"R0D67MTD."*9 <1+.GV4U0CT9-L%G@].&H6(#%,;24F
M8J#/50_J&<H1/<3A3>*.AO6E4VY,JX;.!6ZH5@:>]("8Z<+5E,<97O(Z>!K#
M[*<&-6]G#)L'B0VFD3!]%_0@F5-,_'[QP96N.U;H)W*]X"U:A2"\4'\C6,6&
M*7_KEP]KR<MJ`P4**>X^C%/-%W_ >>5&JAXUWPB*$7\@N,<?T,4@D'(C&5@<
```

```
MM"TW@@ZFS=?I&]O?4&B7&QON&'^T$ D_MX/A,#_7C(EYZZM<0P4!]?052"'E
MJ<U\M6X5V6#46K>*,L"PS]EM=:M!C_7F[(LF/.Y!G ?Z1%B -:B-$$*1>P-*
MW*4:4.WP-&^?BR-C-XY"=+#/!OE5%]QM&)$2<V]#F!7+3@R>E)T8FL'VA98*
MQ9_5\8MA4JD`(;\^7^YQD6BBF8?%/]@KW+1?ZM%&(QCF1GYHFY?KP&G"Z(NH
MJZTLZDK],MMG%HVJOS#5S!M3/RF=WXJM%Y>AQ)B@B8/=&!50AB^KG(?.L,Z2
M<X:8-TG++,,N"SM$9@O/#U5F8?I#GK0[(@^E@R]1MR;/""4W^V.>*&X?0;XE
M1'&QB$%VJ",]DZT83%E;W$%2_D->_0J0O>^2-KE$%V#FI6^!S=TZ508UVG@0
M.UP==@5E0,GQ'BSVV'UY>,;(A#T-92'YNS]B%Y#]04'F^LI$EKP@#DR."_^A
M8F97^'>ZX>LSS)H'CU+$)'<1+RW SH)5I2.PQ,L`LW!(0-T.@:*ZYUDW(WA,
MO,F<3+<CDSEWN@4OX4\XA>T+]M6[(J(_0S1$%[&COW<+]X;=@8:;..X#YDT<
M[?CA\,<,A( R[&)@'S+O$M1ODA$X&-/1+GVVJ_3.)9T"?C!+[]KB'U))M&OU
MZ] B4B&-Y+]1Z8#ZV^4X';UI!5T&O)T3S^48,##QHO(7\L1S*F9+M,TYV&#*
M8)J\L)5T)<X\JH5<YH1/.B+<O- WR[S0N\6#X:)BV"<X[X0(=0X[J^^_/!C4
M&+O,KV?=C9 9;;X1ZE4&)J0;U$:S3A::/"_A6A&:;D)XSR$.:MBW;[7AC;V3
MZTTP?8/\=H-EZ47P4,!U#?/D?%#Q]3P9^VM.Y+1UJ QZ,VV=6 Z(9'N"/DQN
M;\Z;T02<@IK5U!PL+Y%LJ&1)\-9HPF;/AAO!KS .%P[U!-,;<>QK5I_\0AL@
M""8S-'06+Z<5YCC_S;@C5ZR/77,L!-,9EO9DBWI^+2"";M:LWD<NB\;[(!+6
MWPCR/T^V+\$F%X@%NJ4N@;#[8PE(#3D,K*=L,F.#X!ZOK-.KXU$]RO5<O2!!
M) 06XC?2ZL<2&57ZZ&?KBK!-]@IISVD15 78R/J6]J17<%<#B*R_DX+U0,P`
MPI@Z%ZG82IY]P/0D#)ON9Y7]!4ICV9_@%_2_RUFV')K%].S&NB;9&8*7-&R4
M2KQ<UPJK$G6M;-V7H@F/>L[;`':.$1K-& C$=HEANX>.#W^PQLRX@TV6NY%-
M%NI5UR3M$DQIKA/H#?(3D?'!F<CQP=\>QUI#7J8>V^O>K/4^YHFFU'WKO2;A
M,:_N@+&!3&Q3,V!D[8BYD'LGYW4PO5Y^N\&6>$[_X*#PM[&52,2/KHE*YCS>
MYSDA_R<K:H"%F[W?OQ+Z4O8M]1XM1F_<.'M6+- ^_R+2E*[$N1X'U(/S(NO>
M7).$,C9&`K,9HBZ:%PD?\NVKRDI];US6O(LT?UF1EYP6OH%3\,U?@CM\!XCE
MZJ'?X.U<4&75LCRPB/>SEX<LCA-4\X#'`X<0BH"5-0@XEP%M.D!2G,B =E=
M7P;L)Y=BY%Q8OGX5;W;4E_,0M1<!D<3>I?E5BZ]:MA0\*(=+_,S5>4;?X +R
MFR\$:W=QQ77]@@N$XVQ]^H(+"I !;")/:BG9O-3GA3%\FKLB)VG-1E]JZ8QJ
M)O5?0^U7CR^YI)S>&VPSR4?C#P3!$:+=YB'O=>7QNOD#M$F<ZH>EY_(%2_TU
M-=4U+KY+]W_;+7B$^T/P^OH+"P`O6&X!/!J\C*4_#EX??^',Y>7+!-K18%WQ
MXV$MKBJO^4%8CUBP"/.'8/7VSRY?L$A7\FBP.GXDK#[^N36+K18[&JS)RWX<
MK'Y^T5#&F"FLAIN/H^)VNP7O?X\/,&<=:$?OSX,_$EYO/[EF/]QN(S"U?APL
ML-YK?QC6RA\)*\WOZ+/_8#_L!CS:+_@AOMLX'#_WXAE2!SF"4F$9'A4_LMJ(
MWP_!6[>6<%C7.)R5R.?^MQS?/$/_$!S6DS(=67@HT]''I<.>XOY81&"B9)]B
MZ;N+[(I=5F>WLMOPS39AMJ.5/0QEVF57X;EO/<LO@$T&+&*0<T#Y\8\#`*0K
MV&/YNW_:M?P=^"9?]8?*M^N^\B;P?F_,,]J1IQ//J'K(G^!Y\.8\8S>>2WZ>
M9V3^`FF WW8\"H\7^T0JGG4;T&Y(NZ(AS\C ]S 3\/ ,0[[IC8"!QX?\OE)M
M/1_=M3'%^;@"I1U9J=:2F0FL6^LTZ[? ^LVU?G/T;[\^%IRI,!_/RG*3Z83H
M`/^YYV5MU[9I)Y[X9>E':YN'4%]WV^R^!6V#Q[A5MTWF;>"?XV';W'P[9&&0
MWFZ;%1O!,\?C0WJV31'RU.$Y6ML4(>T5>*J0_C[ LJO%68(Q$/_@YJP[NL<Q
MT/W?<M3[QXS_%4A7AV<#GA06A[VO]1_%NJU;K-_G]>_1RMJ/O#+>\/M#9:D[
MT%9X?'=B7RPM6K!L456Y+O'HL,? DPQA[_P!V#L`SPV[3RGW-0WY:' W`J[,
MT?^!<P?@L7U&W)5G#"S5`FG%Y4NK:Z[[8?CM@$\MMW7X/1K\4L D_$ONUO#W
MX^E;ZH9^]'8)A+">_@_X!WZIX0^Y1\-/*\7>51VJ6?@_VN81P(8,^@^.G16
M^032/8-G.QZ(8?(LL;'UMFEZS)C6;UC_$F[6-7E'E'4^PFAAY7[ .%I9^W^%
MN%]CCN"9=S^$HGX#.14\H_Z._5V@V).?MG524,L%E#22,C?V4.9O$48=MQ\J
M\Q+ OAW/$W@4GDN>ZEX65Y&44CFIH*S>_>(&8&8L6"IR*D778IW X_YW$;XS
M\?M#:S-MRW#]V?NJWI?^3^1U@H!AR^O$\7X$->=LZAU'EFNRZ[,3*;@J)SC+
M3(*=*X8Q\;U5C3K]>%E5A<; EAWCXY8;\QB)I0NN`OQZ3_TLWN]G5=1[LRKJ
M2[,2(#Z!6PME;\!"J4^L+_'63Q,_%@6ID*0!>;]+7.(.Q":6I=:7Z%@S[]5>
M6X,@MR58\LNDF8H1/'W'O1&&_:T[+NZR]9>V-_L[^L":0<Y+3;XVW(D6U>"6
M6]R)2PM/D>JS=;@=%<VBT()UMVT$`-YI!\[FG?8_`1>U1&1NU";>F"@KLO[P
MRE,*(<:P2T+4))AZ!%OH+="&JC'NUVT-#2N8`6F1MS;Q1D4Z3Y&Y=_V^E>G(
M8(=DF!TP;! S6T1DA/1+W/[O(,D4*4,D;E+GW(PX<CS:D(-%$FQ#K7/>+*M\
M^3K6^;Q%]:>H=RZ$C RHT5>0Q;63?B#:UA\.3DE[_L1I*'HB5$T[V#VXV9LK
M;TS0)AN \)^037^ #:/&H.KD199UJI%@7H"4>1ILZ$X+O42@3^L2\#J>XSAT
M)_E/DX@ER!Y6&[X!A CH'VB]2.NCV+4A%]3BT)P<)Q7QKGN.3<C^N_-G=O]%
MEVN##"!&]!'T^,&>^26ZBX4NQ3=P.Y=Z7.L)KGE]!_[V:90/\,B>&H >1T_S
MGJ >#Z.G+P,J( <GJV^P/Z[]CA4(#J(\SE2$4X@G645 H,X+KG/J\BL@Q%(3
MI2X?03_4&0\B/V:^; [=,+7DNF_,[>:7&!+IA0"4*/T6CGAGA+XR0]339OJC
MK;D9U__O<S3WHUZE4Y<%<2OF&1IEV\3\01AM]46T7$FE3+BP*$I%5)KR(SQ.
M;]=3BS)/YC=D,.#W%;0-R];R8SLW\:*OW@/S)BXW!IDDTM.64&CE`@P+6VKQ
M:[A8,'>N?Q-T(7"IY\Y67R)@#I+U93QG%]97]2&<=8 ]QW[M1#D6U1HDV4[U
MX+&(2G1:.7$EN;*=ZK4BMO(:G#FB;9L]6A1IHSEH-VWFD;:@\K2 A5 <ZI#X
```

```
M`48)?643W\QY/@[T(04YA\VW)43!.X38=!Q2."T4E8KI\"N16\.<C,$@<.33
M#/@NU.$9R.G,.XX^9[P*@7'@*KM*.?O6?L_%$P8B_;[<Y1W!"<*J:58_GX)!
M]RQMTYLPKRVCN5F-1V!\-+^"$27:_' "TJGJ$=H[3F@[#D4PT8UHD$AK)>PJ
M82(Y7&F]_FD6J-HCHE%EE4L=K,K8H*\6`H-<8K#!_[5Z6Q)9P(-(J3CG(ZW]
M"/DK6A$@7#"AFNOWU+\\<FOX@\1MK0E?_2&44O_&5[\/>?(NU[2LN<*BBJBQ
M9)"2OCD2+[D=H2$(.YUA.\PYY'BI1T4Z+&114]WCROR7\$K-'>C-.K2=&AL?
M+&> B6,-EEVLQ-5C783/<Q#)P-^B9I'64@SR:)L>)\Y^0.S(X0`VK_K)I :&
M$;SD=J2M_PN7OXC*TJMULSH>+PPGBQ*H',292IT!T&)ZN*S2B[MK')4.1:5E
M.YDAR43^Z9,XQI1Z4L=R1E%2H4.]3EDO?[S9/Q?\V]4'0"C2>CN6-I=T0A\4
MQTPO2N2U$@EF0EP.@;1QSEO2&-15J]&Y#4AT<:0IE;O;NT)(!%]M%L:8)>P&
M=1B;4S8<H9;\'05':WVYM:G8942(C=U5/VYSK,!G-CORBUK^D%9XY>5JO&BY
M.S0PUKJDW%K?RF3)/R"&3;S E]NVZMCAS>:.;>\G`%YCQF;^G;S9J\;D:R:=
MHO:TQ3- \@)7^1&+AW<D; `QO9L%*;,H-?R-;W4*V45&M'_X&R_>>:R))FT1
MFWIOJ!?Q$RD!'=F3GUOD@VC /&]NAAGZ$A^AQ/!+,7.;EI_5ZZ!5U&JGJ*Y(
M'5&ETLULJ4;O9E4.HJK3:&PRKAPRUZPYXH;OJ@HRZ 86^<6(FB72NQ M#?82
MGNVO9)G0YP$`8&;?6AH'3[&11+<%T\VWMWV0T(@YUG\BAF&M%H&-M]^1659K
M\+]G<:S6ZF/,$G31#>;KPW>8V^!K,>>E6]5*5*J^UF?+T_;B]+$9Q3S-VOS7
ME;<X4IUO3;;XKT\UZ?V6-"OURO48FY]CP$4VFCMR=ZY*P$:Y3<LMS]+5\J:M
M:P#$]8=7H;75\[1C5YA9M'XK6/-;3]K6D61V;/N$31[>VB54;?LH(?>+X$R(
M*WBSUL?@SJE%O3L>6'NS<+2$@- >]21:9/UGP=/#X[(,Q.\Q7U0K6.L=9D86
MJJX>GH!:O<6W9Y$1N>H+?!"IM05W<P/>VC1(&/E>"GK3'DZ/I#V>'@E_"Z\1
MQ].4T^Q9D]3Y7% OFA?]5P1IT\*)!)[G2WL@_5CJAEFRQ;,XQ+MAC]>5Q7E
M%?L39MJ@43CBYV9L#N;P:]QFV+C:6??M2=<F@^^1]L">FF/8R4GA`VL2=YHO
MH+=R7U@YP'PAVB]O7&;HK<)8:E;H*11Q$=%&2Y+7OO[-8/*M.%KVCT"LC'(8
M]GGK4/S<* (&7+42<-'0JQ8.B2=8&U2RN@]C(+Y!G85],MJ7JJ9#D%S]@BL+
M3UP$V+R>^T<?*V>BNI(YQ:J6^T3FA:DW.9%YGC+T"'GH0V@AG?PSC!"NS\[J
MUPL%L,B[9&F_#E'.6<NV>[YL<95QJSI+)IEN9U4^28_1EL)47D'"JV'KAN.2
M]ILI3WP=D+*&ZEE(JN<)]QUP'F.!=%OV&KL&18F:MY#BI@+,M#58R9UF.0"Q
MN5J=YF(HW1(#Y#[^[.6AXZ0"G.3W( @Z+B)XJ.X"FA>)N-^4::&#3C6_!1Q&
M4W(LTGHKI@]V=6P;G6H"FHGL,]0W+S427I$*6U"8>H"0JOMQ5HD6X,=HH^0N
MI)61:R=M\@"_9:!!66?G5,RHI1 '42LQ%9A^GB]\O<]8HQPD0DC,S. H`XF^
M@H3>1C?&BE(5.2[23GD^_(\Y#(&[*R#$QC!K?&OE`RZ3Z=AH1-Z$U@:FQ_</
M60.91J0:76D@K]U--T$&IG6685U^`=I;O*UY]61HC2NTPRJ9]["S<0^#$RG9
MHLTQL;F0XH-D@'S)+6L'@%S$B!&XDKWMM,%U`$?PT&E%&_0JZ+(5WXE(2-VH
MWFB:2.LAC!P7V]P^P[ W(EM(4%0G8E'!B/&+3TP+WPYW+8CO&#G0$*E1\5$/
M4B,SO2$]$9:"]+GG7(@+6'V"_3)\/9S ]<*PE?8<%BOPH@7U'01.3?(ZS>5#
M,8VS(?>"SV:-5#W6-R %(_P^CC DZU"K9,36?>6A-!1#I"'!X_T-Q%*@S6)I
M0Y?@H(M#$.4G*O>"<BDO62!WEJF;Y$2[8\M6C3EZ=*"P?*TUB#X/+$*O$2N"
MC@/PMH;Q,*?/@;9UB2T^%._VGX*LK!NLV?^UP)9.WFMW=^Y>> 'ZBET^0KI<
M-Y35Y6V0MSCD&@-EA^:IG>B]D ^]O@L`H1]AM?D*E-/H/Z2UYXO0Y)'6WCBA
M1*,X`[OOJ5IN,F=?_:5MH"6XEL[30-^UZ Q:^DH7R1>..%HP!7*X*E@1^+ 2
M07R<H=:X9."(V)Q,T;!A.#Z&:EM>UE1Q<,Y&D;A5:YQO![:1UCE8I:)1&^$<
MK4?BXOBOB6-I%SI$UBZTBO*7\]+K@+]1P'>JXP1R)]8-ZZX1/ULKJ\]4ESZ[
M"BR +H.<8G.@BX1D:IY9"(-WO(-2%D;+[NK>4BH+[1[>FI"X%Y8-9H3>8[^]
M@EWK.B!@7MIA'F]!R(M#@*B/"\(A]0&3=N 0T(_=?LC\A]H)J:K$]YH3^Q8T
M)_8N$, [G"HN`Z80G-$M.!MM%VG-8#V=%CSZ>O31$974B_ZIN&GJ$>"@154I
M=1#N_R@KADOG@?#K\=/_(4&A73V!<B.M=V+-0"MS,72O*UH*D,=W_.R"( $`
M3Z>W5[YS3$BOB+$3O0Y!+MU\N2D;EQ((8+T%+6H+Z^7@.EA8V_U?ZJ!R+2(Y
M&.9?0%3Z""K2V8ZLLWBEDT6.P([#(A!?DJ_&[L+0_\:+B*BS>HDV6T0EX64X
M+<V8KZ-'_\!-"&(EK\N0ANT\44,!,ED.,EY987!?!=A(ZVHL6ZZE^&1$4MYD
M#7",M"Z0R+B,BX4KYB@\Z#D3]'8'V]Q09_ <^#8]<I;B`FB]CIMKSSGU,_<=
M^5ZKY"0I^9-QKI*U_AAT\+1^6P\07Y/S]EF IP^6CIR22TII`GA!3O/==;PE
M-C)[3#1#9JQ2\+=*O)KU'AI1)\&K.U;T]_&Z',D=3/T`Q.E[,5HGTCK>P53W
M)\<(A,@IA&,/D[_@UF3U[%UQ).QA<H4#^->(9,^<!WG)2.O!W"[W;5T7J\F_
M<=6%E9AL[B1&_^$9&[^C>>K>(9512[%'."48X(4QX?U .M)Z@Y3@6G>ZE#$=
M:1WZKOFVNIO ;:3CPZG$`EDL(,_M`O)HXWL`]K;X^#9AP(O$U?](@22NVELX
M],7RHA= Z--3T# 0E+;>=9_V#B;5?9H8^L)\93@4=SIN57]#N?%AGEV7VS?D
M*:C+[2U_C= +#J*=`,_B=J.X2.N-8[N,^V.!$4??3< _TKI8(JW1]T-KU3VN
MBG2H! CF=5VS<%#MMF9I2L7-,+^,]0K.M#I$+]7!8Y/@T:YBP"#2^C[6"Q=-
M7'V$)5</Y_K"(5";XV]F?6&664BW@NE0WC-W- T%"_-6-0!K+J/A=0:#H H7
M=NM@?@M@6'=.W)O0UW779V#?AO(`[DH0MG[5GKS+,?:/:2@8!*'MH1#73HCV
M;NI'RL=!2FV]SOM=1*V@)7)P&3CIY/#1OR*\XC@*%^^ K%W^4&R"\?!3G/"L
MV*Q,ROV&KX=M-TPUME@5[V734K<0?56*90S8%Q#[B()K:A"2F*BR&TTD=662
MJB(^#HA&;YL&\4N B$U+1;WB9(5$)LB #K"O<7(;[*G#Y84%UZ+5V'2$?@"]
```

```
MJM?Z&,JXGF7X7&5H<6]R>ZR\#@UG'H!#]Q0X[#![FT/JCZN'(V0OB"+U%WE!
M-K9TB4E(G)[EK4<#JN;)63X#%]15J3-SOU\YJG'H3]Z(\J3HW8OV5;WG<&=;
ME=18ZXEFF-_-A)G!OLSAJ5LUR!-,,+_*_7[5J^9DP!K1@&"2GKO<![HTDQ\&
M?"$$6^(S,[Y4HS"PA(Z"NT_W]AS*A.B+R6U>BPZ4_K_H0'TQ# `G/ISZ21L=
MAYG&0378&E383S&H0BDM7MKWCW'@N-N=.>$FNB\'V1HX;;-0@L&<>GQ9[0Y)
M78MH[N1S.C\UMR"=]"0U50@OW3N^M(UT,PP0->@<TI/X*G,IF1,%VLZ@9^S!
MTALKP)TNWK,]XO<>O+S%FZP57UV&(" U`E*7`=)#GSS:)5_]RC:0YIP<\34'
M^RT.Q%H9BJM.(208K%4'[ X8ZN=!J#.QK..-3\V9Z-\W5"D*QZ()O1<.I;)V
M]7P)A]+*SZ*>&1*(`W.[^I,$KODL]ZN5?3&CJ3WU$V@$%\S(_6K5=NSEJU,1
MBD);U'(JL5_:F7MIQ\J;G;6J&&APK2K!BA)I'3VZRUJE]^IM'R0V@O;SS^$D
M=:4[=#/1T<V@CB[)!ZQQ<,-E&8C&&I\LS:&;@6N$C*>3L5)X5A]OM]6TU*FR
M,/Q3F%;6PE!2\93HZV&4^:2]0:!RWGE,M^+EX.\SVRJ>PAK#3ZQU/C0L]>1E
MC/J$@2;C\I^X>;=A%\H"M>$58#HB-CAW;W#P4XF:N$*Q/36]$B?\ZE%Z0EES
MS\YWFI-OCE<R>G5&RNBI@<QXOI/1VBM)K<=,$VI]*JGU-V.2623RO1"]<)/(
MOR%KASN1U2/O(9[A_\;XCK0^`"EKL1*@#U'4M=M8AGL`['G"Q#MUXM4CKN^T
M)U]BT(L(BH\]F_-U/)?*?XNB/%3 ('$]GD<<R!.#;XH,9D?]]=[UL547UX<T
M&QA$`7 %/;JVE.)4O[J*_%^B='[:DZ3=W%^*00&J'>[:JT[MFB]!YZ.TIBIG
MOG01&+>4Z/><Z^:V63HW8A?B1<18>O08[$DJ":A9V]X]B-+]4Q_ 8@PZBXP)
M\_I4K/)9ZU]:F0DB_?"OUQ]>?4SNZR"A_IM:1"WFZZKUS 08CTH%\_BP)J7
MP+"GIE<PM2+V4C UFEX?2(WV\>!/<F+ AP\NJ:2576#CTJR.<U%S_P*-> NE
M%(V23?NG/![W/'J;`X,^4C*+6\1><[<^<:5BXP3A/Z+&Z:6SOB#](A<=&A&/
M,X)KY N<K4)91AW#8XW5<!"X=EL,-L/6OF_ N"3L+R[W8FJ/->>EYWX7G(TD
MH3ZDV4$*`<3\26"(#TA[,FFS%RRZ`4J1C[\CBI"^.@0I#TK8^I="@Y]*TGU%
M*5B5CWNN6C02<=N<-:\,3?DIZ;,XHJP<@[5OE-F1^/WZV.KLW.M]J_OG7I\.
M:OD>UI]87^\#[36Q)-5\$4V_;!A&R/6I9C-=$LC6)C089U#>>#8')1H9OOFP
M2.W#*B/<0/AI^!K32N[\+4HLW+:(7M2OD*'+R"&K-K[.TF:\J-A#HB<NV:!)
M/N ^88 F:_F&WMP"UI$Y+O(-E&I5?>&,655BFL3U7P&&)^,<- CT7Q'EYF?;
M=T_VG2#=&9BC>I\)9B_F4OIZ>"TO4PN$^E.0CIB/K9@,'4-;@U;,F+/@512J
MI0&UFVEVFI'Y:@B6<?OFBK'XYVQ[7F2H0;2=4I@>4'^B-SYK5 ZYSAF5/T5:
MS6-(=O7L5=!H40T8L!8=S.F#! VZPPSYZF=B#U7/GH9.F^*KOS;5:O1A2-&M
MT<5V*/ :Y.!%5\8^<P[L[".[A<DGZ$]-;C<.0 ZJ^[]O$4;9K/_%R]=R.21$
M4)Z(AQC^4FJL=VF@IGIYX>(5H>7=;=0,YU@"9O4SH$<.]4.(S:3C,-U8"'-\
MJ>I1-$1C808-W?^>TUQKW4U$GJ[&:M(M?4.RX#3A<)=Z#::L<:@[T2(([H+^
M.0.P`]LI6CX$+5++/+CRW4$3V##?0;?NYNS.6]4!)'. 7*NA:B ,N$$#<=_!
M8'J"II+2UE$K:A-5"\0FRL]/PZ?-Z+^+4T[/@E,A#Z9G@1WY,XF4G6CW?0Y'
M_G#TIQ `$$V%/Q(E3/7TV" 617I1* W*PN1/;UHB9)JQ("&!&Y:!B?DP7,%A
MCNKH+Q%=QI?7:&'>!MCY@4BEG(R"HWTD^F-&%TIL[G+?RO7.;-L'C+CW_><,
MSK8_8&3)WF>)*9PA8@J\_B41QPZS90O%"-0NI,8]QUMWU= UN)#M=\"=A=HS
M^>\%W#P!YY C]+H&6S:"!XL(?V>LG 1Q(\'ZM\2Z#15-REWM"YT&_E@_<TXZ
M6&/%$'[!(7Z@G? $)H3N%\H`A%CHN;@]&\U[E@-&%-H^JA\P`.]Y4)SWW'0,
MW]_4?&C5#X<)7*@`)$F]+9),UOJK-J/Q9)+-21\^)X.'()ICD4./-?MK0/RV
MYEPM$COG&&O[.A=:OF/WPIC0C'1\G0:U9!5$"4RE:>)<PDI$7QT,+/KEX.DD
M(U:6WE@04*-E/8G/!7&](-1\6FF@XOE/)%?:^C^(N%2G>AYS<UQO>K#MC!6!
M<-ZI'@4&^&W.F^Y1WV `V&(!K5QK]( \!9**-OVU752YF9&^5JTK]UNXC)#N
M"<,0N)#33K6V%$&@0C\@PD[WGPEPS/4'E!!IG7^6-9K"6P-J$::Y'#E0(ZT_
MUP\(B_Y<;%HZ]^UF;Y:!^VXA7.V4(L'+6),+BF(EDQMPX9$]>>UV,NNP=8&O
MTXB;F_GV4SA-&:H_]HC&4GRGJ#=9-6\6^:IIM^.*!RL[YT,KJI3)`W)8+Q@3
M*QE5MS(+2O=)ZD/:1O)FK=T.6VSQ\Z3L,187*QN3;Q')+%,AVVF16;1HW<A"
MX:9)(O4Q-*38G= GQ_<0E4R:ACU)BW$6FS(C!.5XV_X#8+$MZ2$9]A]P5(H3
M?RR;01@65T(;F&V0,;P@'5KDS6H!`GC*07O7%_#<K\]B!<1QN(758(U50;8J
M`4KJQ"PI^C,&#, [<V;K^YGT00.(==+\&U5X(.<(QC3E:TH@7O-*?7/T?'-&
MQO 9Z=?VKF]3, -MX/."?]8DU/]SSIFO8/M)+$SWS$B',,[+D,+I_.IW]6^$
MWT_\ZL'+>NT+-5\LHCBZ/K@<D*;@Y4V QJ$RUA_&&<A]'1@/<K2Z`M-(*JC/
M=\#O4YA;'=?+UK&,T\7H$UC3V]0F9[V%)(&"`R!XFXMANHH4S7F8<1!/&><)
M0OX#"I+4'/P6FYEJ!1G7E:ZW<"BM[OD"($G5>A3H1%IOPS)CR[A8ZY@]1D2F
M\[#8M\"21&S^\%N'PWDIZ:5D+G^?G0C;`1'U.<T>M47%7>&)7,+(3\6RBOOV
M(;W(CM&+;$2=B_MZ5)_O5E(."'J87&RV!@^1/H#(0OS^70?=C=<4!#GH_P4X
M$-K;*"/2NOOT^.C2WF(.Y\4\H5YX":^ X7](/ET:V>RQZT41SYQ]ZO?0E=M"
M-1RE3I:E/I>G+05+6;'Y^$JA'"(B2 60O1/>&=5JC"6U%!G%B@P#]0$<_4BF
MG0T?!\:RRG4/Q"F /C- M)@>,Z?I+0HF8:]N-R_,>LP3"^3AJWX2S=Z9>6UU
M14,='EGTU-:O86U6'P-]X:UM<L8'>EC+ST.MU5K\X<').O^RW/]T*1<E!N 6
M@H MNS:^QB(E&.GRVGFQS7 5>&/7`E_AMBH%;L/"H]+M`KN,513;^&"7ZDH1
MNKKOT(B;7<'PBC8#MKL8J;! -_L[<;6#=KCQU'&NJ=(`%4<U&N6Y\/K\E"YX
MY3AXG4F\5N"//7H%KX,63?80664DRXJ,V,'?Q5F&!S$Y* 3V-UJ=*D/_M*L7
```

```
MX'6(*N%X?1*OXAF#CM>,T.##T-X/]BI3*>R * [:`\2G#N+2UMUGL9K_X$ '
M(Y3]R$P\E%]FIPWU=FJT1*>!P6YL.M(YDNN*H?]%K@2X(0?M)@\V_&%AHXU]
MA%Y$P A\J>?_&9_*T5-:=V.8EJD$^KS!P!6S1KU.8E]A-527RY)HS9LH$'28
M;V\A)M)Z%[H["M)BSWQUVF[)-D(S'?M_)PJIOWY2-NM;\ONN,H+P-"'3\EZX
M]W#*7(1$PKN@Y$+K,!9GL=:Y%UMS5MM&9)'1WCH2)FDDV^/8G5&K3_F>2*(R
M=Y]APA3'2Q;%H(7.@S,WT!I&M$[^0U<>"$4C("VS/ M+,EFO&)22."O:6QO4
M?H5[)'ZGN,JZBP)W=AV&`2*/"%*$<!>9/=)Z$<9D]&.[X4IP/Y E_1C<V,<E
MX;2S^RE:4T9((UHD.ACK,]<Y!-5/SDK=QV=<UKW[LK/@'$7HB4(G19*W^\#H
M14JP'ZCKXVE;+=L;G(75=K>]ED]@`[_4`+.)S5B57N6,A2T@3$U8,97@B#J>
M)9X+&03C(?3;I6SVD_&5SJ^9_!J(KTQ^T9YU-$EM@3<:4EVU_ `O*X4+JFJI
M2,%O]E5I34CT*MQR0*@S=BF4=RI13@CV!KJ9>,Z/3L9YQ6LCW(B637N.!&E0
M?<]%3#)H;!)3RYCG)V<E,V80JB@G--C_0SBPHH\<'%_FDZ(!AME:?%*JZCK^
M.G33^_>C'ANX-_9"KJRV<6VA8_&Q$8V?E;8A^7 R%-OQ'2 =(<42U,(_D<DZ
MV$4&GL/GV3^Z+OGJ%YA<^JJE[P5/'R^;!9ST4%X8]RU:"_D>B<0EZ\F6&):^
MFV&.'><6XUHH2QCDMEAH\WI%N2U]+^LBRD7YQ*["]$P?6)+PU+&N-;("5#+5
M/],UN[<#<1:S'X&1UN>P!,2E9?2^B!59K4:K- WF#6$S#,TX<@6V+ B)R=9B
M^<>'G:L<3H>7R1=/ASQC8(6\`Z1^1OS$B7A:>IORMFPTF718V4 ?X4GZ.Y"=
M04^&AX^.NI5#8N>$_HT8')L#8-C]@Z?,#G4O1B*20'&B#6WW*-J.B^/L@+KU
M8BUC`&X4"AY%HV,@R1PR4^K&I,!4(ZVVJ8MPO&(8)$JH4Z &(#MY"F6*`W8^
MPH%,02LO*!K^K#C\\RSXP30P$[#<HI ^&)_1LS3R^J8@:S2V?5T=X+XB0.N6
M2/L`1J.S'I_0FG$""(-H"1XNBM X9>I6KLUJ-Q9/)]GHUL^&QI-5(UE]!+#J
M5DP')1.D+LMN8ZIL<87(J>YP9:_<C P\P+4A,-+Z)DKLTM=:9L;A2(I:@75\
M'B?'9ZUH,&"WG.FQLAFY!=[0"7"'2!=/)3Z,<#AF`B] #,Y6HWFBO7#(;E&W
M_]LV9F3)N=C6+6 &S&)"M#T2GS\=:B80)!MBE_HG]XY=3;X_4UN0,X%J,:=S
M]S=?GRIV9FAG%2.'M%X8WGV*!@<0M-Z9@5BXA1RF3:Y!NNP?F RD`*GY9,/M
M%8===.XG:;-)&\$M&()XUJWZ)GPY+?@UT$1)>B]\"0T8:371(XX@BE[GB!:M
MJL3G"'@NAVRC9ZSNF+\ZN\U7E'L,]6X:PMDU&S97S/-AXB,YW-$[[:8W:(@I
M:_T\U/X4Y%B'WV8\[^-)^4N><1J>27@NQ?,"'J9A&)M_%.;IN!3V#D9WIWH+
M*SLM[@BA/QTK0VM(7UA5-2W<[= 13^,(U0KO*II60>^!+S584?<S*A]1%L!U
M!(C79O4ZK)_8`'[&5'0KRB0GBWO5=FY7.G8KAD3K?RD0I&%LIQZ!C=1W%R'R
M`#M4SOQPN\J;HD1E$2JEPQEQ,3PC9_<-)F._.#[Z$X:\`S#@MV@>!L[9K?=8
M206^!-?P^ V+8YUJ'FH575EF8? <K_$V!@LXX:B!U:D.8\2.ZXL-`>^K`>6I
M#C&,RU2[.*YSK?RKK?PD/L@I`:P92E'I`X,X((4GT+Z6O%N'NA.9G<$T$=T%
M63:U`+M#I+4`*XM+4#%N^X\$Z</4V4 RB^@6A!0#F(+/("1Z2F%)_:JV9G][
MG_H0C\9T3RH[:--FP%<^"$>:B9J"!F+*F_9 M??KTVHO/VV1/5;M\R_DQ [&
M!^LKC[KE*_Z*L<^%5%;[>B<*56PL^X()[J'C5DZJT7(J[E2;Y 2FU%L[.*#D
M[H+L5B3T^+!2\O0L@B#1(NU9SHJ%K4?J7!S.&YJ.5M1AT&;"L:2Q#.(.G0JB
MQDB 4[E2+W,/C4.R3UQ#PN.I(H1>T(I&#!L1'6 ?3ML'6H?3$:Q/K;NJ5I?F
MC5 0!.-9SSD#ZG<>UITW',DU962(=2J7<!S,K>)#5'?C45Q3$$^&1A\F/.NN
M!\L(M86%4-\)OL"FA3YQALG/@),-!#N_I+V,6*-WWJP/C(BT^H9@'.Q7"^ 3
MUMDJSFC]<I!P)#'J[@-C6'I$-IY3D%>=B2QJ!?XXQ;R)8AK]!_72]CEB(JV;
MC]''_/8XGZ$G^9MUCSE;/K[F.E_L'ZX8X_J I+11F-/*`R:QN=P#$5"]2]!5
MN3C:PU&<6CUKB6K'2=<>2'LX$MWGU.:8UBS41L[_-+AT-1!36_#'P=Y$J=PY
M!@GB7P^."T'BKC#+.B&J7*[XL F>I#"=P7SO)?1/--M%MKQ!_+B<AK3QX_*O
M`)?VG[G].\?E0Y!MT#('DE<4&Q!<# #9R<%D/ -@R=&!^"R2NT^K?^9WDKH&
MY8.IFYJ%8LYG,8/QCNB?6]"A@VO!4-<CB&0_MWR5'#]__W@7>5%UCK@ZQ-DR
M+I/T9R3A0>\KM$VD]2TTIUO.C'J[X4AG- 7*`#"0AB5#+4-78$O_'*_/@\*F
MZ07:23:(4.OWK9ZX]CN>15:?J/UAZRWT*0:I-R%BL3;*U^@@=ZSYBGH243G[
MUN];L\WA71%GG5EZZ0[*9V@FEJKG,:RK;"-I7-;(N^!O[K'V%KVO'E@3[NB3
M=A-,`7+GO/6)/.-4)-J.W]?P[,/3BN=K/$D(Y\-X/@/P'(\G>GF9^I1W[^B<
M,C$*KKQR?2\J$Y? ZK#$C2UK$F1Y'I\?S2YKXJ5-_4N^3K0&]T/84*+]RT2G
M=+XF</G=0HIY*(V#]@IT1J1U4H:;*]"U?V]R*JK[=P8OGQ'UB1O:SP5:IQH@
MT+BNN>A;+GDS2PX:^O$:(IA49T'*DH2-B'H'NRM(WGB+"L60;^_C#0,CHFC-
M%C]EL'TF`P,Z24@>%=%VT9G SQ@=28)</2+C0M HC^(=0=02\L\V=K+967<R
M$+DG8)DF[?9U$GCS8B7CS&.T!&66EJ%0(],=/OC/><RP> [?@T)H\1QB:<+G
M(_7Y56PX-GW-W+ON)9R1(^IID$ZY&:?&RGP6(\&)ST#\O8B'BVY>&R+JMZ0V
M.+1YT*P_@A.YQ )<O%4:=0\<?CFB7D94;O.:7F9)>N+.W"]7$QB<+O \@]AG
M$ NTAH/**Y(KI"6_#5IR"VC),U.'SR0MN4/1F3H^-2WYS%?F0KHF<4JZ9V9Z
M?4LW6O+E+EJR+>NQU^9DG 01*FN*''K2+2(JM7ZL-S![@LV T3(">%'HO:S#
M7I:NE-DJ-J^QR$?4;#<-^"N DS-7*KOQ%_VU4*DV5RQM1))V.BM<`,!"M!8Y
M'-]CO50^BHP\YE,7\+>[/&U5DUL^=)>Z1._+E'$`7=HIOQ;).,C/AL_>2&N:
ME._(AUI\M+V/]0/:NRCV\J)J?Y7<,]YASN =)J(>YJ&0FF4?, ;\;?490R+J
M'OS@ND(+V[_ J\4\<_,]["N"WL*'46W("=NCOFUF2<09NDN/0C8`[(=DZ _M
MLT0]7#1RV3KKI@W%A4UH9<%T<"-]:J/<.7G"B.L:C*M;./2[>-ZUV_<[^F"-
```

```
M?(TOADG/."UXQP&A)^"&IC;TQBZYK^%7=@C4@<K1=HE["\*1I' D40X4X )W
M#I\$)0TZ3\/=0=)V*A]6&9S%[L\`Y W^#P79H2"-UQ5_* >?>=D02AI)Z;ZR
MSMQ)(U;#MJY.P7.S&1AA,8'>?U$<$.1.&BI9$QA<-*JAC !5-@FI+GSW]B+Q
M@]^-ZUD_M1!];-[!5Y%Y!_]=^&Z"Z#3YZE278X6R3]WD^F12^TGC!/.^&B<0
MY.'@A#C%\D99=]2O-&U0P=Z>IA%F"S& 1RPX0Y>74?#TS=9]^&G75L-S%ZCB
M^OQE_<+B.ST$&*$U3'Z].[DY;R@:ZGPH' DUZ,^H(I9(V S71]"?XEO31WE/
MK=R E5**'LK3(.V:!RHS8<G$4J6)FTN_`65833P#("*M1C],A\^<^,<D'JH7
M&C2T.'C,Q6E97D9%6G=BF8B^PP;XM5S92*O,G02WS?</08^/]7\8.H&1'IHG
MAC_D%Q)R7\ )5#0YE%?4"*R24I'<ZJ[;@4.D]1I"_LRY%.,?-U*]SCZ6A!DV
M6HCF/IO4^3DNH5AG4['.RGJZI0D0,?>7@%6*6TOJ8UR,/<B#.;EEAXZ;H>/Z
M/$8RW4>@GD;/WK)71^7847T1]3*C!CPFNJIX%9FF`7B)ZU[^:+JEEJ$"%[5N
M92;^KEES',Q^8E\D6.>8=PKJ`LKC6O!:H8RW\A2\Q-88QIIC'TNDO)5.:Q$R
M#Y/@>@SL6((6JB.L1?@=1(A %NB7O1!#^J6'OSQK_GL#T;C__F?12=ZLX# <
M"5/;-DS.\H!&ZK'1(#W]L#>+5$S6F/KOFE)KW?6$UF.Y@^7$NS8%9^HKH22:
M]GR>3VZN[9#F6"M7Z78H&:OS$KBIR&)=_)Q;G0_G:N0EC\$$[]T,M7.U'<;5
M%E-R:)-U]T<4!GU?"##JN?<':)I@N77.^)6E`(K!!>5H4N;VPU!MI/4<4-2B
MG\K.)1J!7O?]N$2OOC*[,:Q%1^Z.)#$(8BW+0]5Z?%-4TI)D$>(KASB,IN-
MN]DC3"E[+V+58D[5;&)M>_B%XV2_$S0(6%T+W!V\DY_76](]P#72NA+KK>O<
MI?<X:;2-2.?BL;6I_U!'>X5H_>5U/M9'G8S)`/6K".\_B6D/--<>URAJ1"UJ
M#U,ZI9>A](+P=YFAW3H`0V.2&Z&[+(1Z"4)1+ W==2AZT#TX>ZN-G9ON-]9%
M]SMNJZ;[=5I4/\I!P$<U.A7<?6EO" &/YUEQ`/H5-F=T&&PB(,Q!;A3*X3FP
M"NT4:>6ZU84&Z3KS[G8P$A[K7!ZM703T8>I9;FU(^*0[(0?$UF&J+^(<8:>#
M7[L0> ZIG70TE7.>8++=!TSBE^Y]@F:G>E$6UC\PLDL;"@1@%;(8:*?I`#.
M5I$7/?R^E8[SY4[J!*_^4M!J=9N@!AQ8N9,R)-C%$[7D3[[?UH4QJH%VJ(<!
M#OU5IGYF<72ODZ891R3TH&J@:QVR@$[&,P[VD,^,PIR(,$#)6>4H4M\(G6M"
M?$ M!VT\"E<+^LI5*-$G4?%*LX"190ZI2)RWDGX>O>?8+97T@K[$W(LVBK2N
MPDK@UO&RVZD88X#M!.)X3^U4*,KIOGV5A]_]YWL'?FTW%K[WGG %"K##'!X,
MQG"7EDD"@'VK#M]KZ;BB:?2H.9GE5IC^[P.QT+>Q$(02I 8UI%[:ZX@S]\^(
M=!E(R'XG=CFB/8(SL4?,4Z'R'F_)XS"6TFZ/@!])KG4GW^/V3P"=0ZH&303[
M)\E'Z&DZ>-SKX&$5ZU3SUQ@`9:K(JB+(4\!Q`G&T1U:G6H/=S"GSMU:9WZ.T
M2.L!+(:NM:D$BXU5S[^@1UG/JIXKF</NQY4_.)W"*M;PQ3J:!:5>7='@>?::
MZXX?$CK>"L9Y#0?<>T'!Q[XLLA'S6+/<>9P87(2U+(*HIL=+'D(O8<WP$$)-
M$_4:FPS\V."QL6M\E;=OSS-BM9"NW\+M604X15.P5@Y$*A$V.((6G_/2+/RS
MVOCZYAYGV%2HMF*&">WDC#*QN\.6'BHMO1NCQFKIQ_JJ&FS5K4LUK5MSCW:C
M-$ANK8-/8@F4T][S$AB<428V@@`L;3W]UH("S?.JIBU@[^2:> C](]ONNL$"
M`44NB!?)Y?5=S-36;S1Y6]L[N$*#IP&C@/H$I%=V(P[B3IVD`VNH;ROT[XU-
MO)^GK7]"@.@9OXZ]W\J[KI5CWE!J@#H+;2DW58F)+1\&3>;XMMB,F%BHK?)V
MM*:SJ.H.>1[](]$C-MI#"6;(K4N_0#HL4P@N/,X OPVIM24G/LX)EI>Y0&[PN
MBM\-*)):U5+8!,3@_ M>OXL5T[W_M9Q<R9SXL'\211$US#.]MATQ\G_'D0^=
M9@[5CN!HQBWOP! \H[%1A.X<]7Q[P!KJL>_AD^=9QHH4$>TGQ?>WN/TTFX2^
MO24^V04)9RR>B;++5($UV4NE,6<18R $H?HT9R3"":01'=782- .TPMK_2YU
M.G!IO(/A'%]#T$IR?)>UZE81F[-:\Q5@P21OX9 7:7T2AZ\C>!'.<4'8F+#5
ML<SD>1"'M;2_0^VC][67@>"6N"//N C/N:YG#)Y\Z_U"/"56&H:5J1B'1_24
M,G4Z1V'TV#+U;WE)QSK'Q9MB,Q&1XNVR7MMZI7\%$&L>EV!LXER)&F@5T_48
M#EHU^%21M;&J^G?D8,)/Y83Y*F2Y[371I@%#AA990<SET1U95XN.&:>'<\@?
M+\;FU;MLT9V:7GL6@C2]-@[G6YZ9'3BX`E#>`-J:+DA?D0I\S&,T_)&I(ZPK
MP+^H.?>VAOUZG!;,L[]%#FYBJ);+M27-MT%&52LQW-\$:Y(;IIR P4J).<CE
M<DW10O0?(E47(?J(W,_$Q@_\!7H,N6! Q%+,].FCX'&6!&6&ZO_W6 R.37>9
MPV)E0W'4:V7@J]_2<P7D+X'M,]I'0CU_"J [`[FX72J7YN!Q)P*1+J(N0AG:
M:H]#/T.RI-Q";_#\,%6TX,U-7XY+`9=0043+4._]3>32!^JOSYX0;Y#-"DN:
M]@^C836K>T%[JJ@O&!*'WZQNTF''(2SMR;PAMZIS0)Z,;,3[<;>J4^1=IPU?
MG^XJ?_<W+!]&FR"'KJY'B?67B2(C]6RVUD^"3:ET=0AHX5=<,O96+R"'1?BR
M]+=(KRR =UKR*,4F`*V)-*M&,4F&UG@0/0ZG%.E!34DML_F98C-@:%S?#W"D
MW07&4%'S6:Q9G-#))96.(<<@!%8%H-QC`1CC^-R,'JOZ$U4Q::'&ZN*%O-H)
M]+$Q'XCKG.T]7##4%SH31"KLW(@+GMA-DC9=]4)KB T;2M):.F[01^W88.FC
M6@/H%$H5>W 2@ [J"^RR@@RKI>[NL,>,E'":5<()3@E_@!)2`Z!1/=@:;!_/
MU^-&GRWEZ %J$]?+"F'/<3NIP,D#!@ZM\W8'Z,I##/EVSN[=\AWGY#NN:[[C
MW/GDC$[278=9,%3?FP.5*U^V+*P\B)<R56Y96F""5?1#<3-$Y$;[52;)=6U
M5JIY.A5,*^@#LXO^0'\+;OI#:?5RM)7L(4)LY;MMT\=^IW[CM*%YMLP_*(?/
MN]Z_E_=;U>R]'.NT-47C1%W\5_'T%?)!I&6"9L)'P8Y"QXR0\7(AL,!'-^6Z
M="U=1!/UR@>!<_7X=QX#8R<]F$%=O&"_.;2%@=[TVF/1UJ^C#U_T:X<8^\H)
MKTDW@F>;4](MZNHI!3F?P=37E'3U6]@BQ)!%4M!5YVN,DOW30N^3KAKWV0N-
M%$B5R5J"/5EMQ,X7K*)='4R.5[18S\GUH[*@\>SM4PK$^[L0GPFU&_4M5AJ]
M#O6=HZ</9VI4/FS-SC$RQ6C41)J$-IADRGZ E_FBMZ[7$*BI`H>]:(KXNB3K
```

```
M2F]M[^]S6.[42\KVS7KM,@/I, 'F-2?Y<&-PV6H4A";"JQ"6T -("]V>D93T
M^5FZ.=<'$VQ0),Q]>TVB^>6,W&:HPNRY50U&*C8WLKP")%[!9[R-RK@UT)U4
MW<RAZ5$JJGR!,_,:DOQ5\?K/5A[C%\V6%KECH,B7\%-8'#IDK=70-1!F'E6T
MKO6B=8?!>NI<G]8WV(3#%O0+F]6A_XB_K524XZT?$X6GGOIT9'1T"0#G>2$R
MI%B=/4CKTZ2HOZ-=U%KX48?VS.?XO@:O.H^VU5N!;S'"JR[!F^@HBG.]+:#E
M:W&=R4PA5D#'XBT"'RN'Z&.E-D.]"YJD*H8E!/7$;Y!WX#Y&;YR])!90I[93
M%0UIVR1MFKJ5*4YFVD-PC*1]M;1+7)+ZEX2$SUX$]V">VC+UIS^C[MA<8NI5
M:&,JDV_OKD;^7YV(/Y4L=> ]"'L36O+J`@*^&Q#4\5\F&!6GQ:#:T>%-NRVI
M@R@_O H1@T$LC&STI,!P>4UM-50CQ8D*#<?KV^^1_^Y[0_M?>.8H_B$>^7Z2
M<1^>-/_,4'!FA6U0_*A>W@]9\/Z7OXG^_JG+KEE0M7@1O)O4+*#3@Z/C>,F;
M/\ZVO1?6"D?AF8YG]R>PKXZG%._S\/0IG5RSX*H?]AFS'>70G$ >?G^PG%;8
M),=3B<<N)QWO(_ ,D'+HQJ:FNDH7Y]0K;U=>E_)&X)LA]+%W5-\77W3U67'S
M`-ABQ[,9X31!+N44+$!;UFY,Z18P!/";`-MK^*QP[4,@,5G[ZA'CW3S)52)A
M\H*J&; (GK2@"MN%;T'5I.H@3-\CE+M)RH(J<=N#\(*JQ;0BGMA+*EI<O:A<
MP(BU<8#Q+5I:O&!9:$%5GT5+\T. @+Y=B#(]O4I+%UPYLP:&VA.X+W%4]O:5
M%BQ8KOO>UZ>TN#I46Z[=_"0=X>8G>5((^"Q+U:GTAY%44KFX(@BO"?PI"<+K
MCN&9EP*#R>57E=<8GOGV*\KWI>F<Q=776&5XCRCCQX+S]2J=5FXY)$KL#L63
MB#COW.J:13W `Q[]F#=04UY;JP$D] R@H')!#=+*H+T&/GLD;7+WM/B6Z>A4
MH4=\@0@+[RW0Y-63G+]P8?GR8,JDZNJJ\@5L?UW69*BA'J5Y?EQ9:&>44!,D
ML*-4L%?O^%1T3\N-OKZE_F6+XCE[0*%T0<U5Y<$?1D'F6]X>[,UX['^S\?XN
M'OB&-$A;<<^W#4:^,]\.M>GY%O#D]VB+/_@E8.)I.JQM\0?^?:0M_E+ F([P
MR7CN_P\>P'H&3^GWN&_B.83G53P'VI$&SY#O@ _2YN$Q$O.-O4B;X<T'"2#?
M6(&P0X3S-7RV? L?`3&L-WCN1_Z-G9!.P>/["M_X[>JOX!+\'F-X$C89WH24
MA,2$Y 30HQ,2$I(2? DG&7TVIV[NM[GO9M_F7IM/W=Q[\\#-&9N';IZ>D&_<
MC2<(++;C>0+O]^'W$)YQP.8`GD 2L,)S-YZ=>#KP>)/SC70\I7B&XAF#9SF>
M%7@VXGD(#R:[7H3H$\9ZW?"V]IC@BZ]0R<830#X;I]<@JN7R+U"78'BY%C%Z
M!*)O[Q:="/<#U<L9.PJQ3=UBO4;2W,6+@I6,AR^(V-YN\4E&<E$YE[@B;&!P
M4!%+16.[O1LD&\EZ4[7:-L;'#2'%\!8M%O\*B;[2J4NQTEA+(Q05C!U[8<I]
M\=+)BVL77%E5GK)X:4%5=6UY\N*E=.[5&Q&H?<&"FG+?XJ4E^57+*Q<@B?PB
M2='B&GZ63%L0Y"=_`*J@<O&R\MIRY"V!9Y6K0N55"+3>@ /65N! =PV67XQ_
M8?_8'Y\/O\7W6?C.`(KL!?=\6'EL?#X$4M"CKOE0.CK_B/FPPY<O\^%!Q/4T
M'S:C]^WYD'=V_E'GP\:1^<9F/#O.Q6@[RGRH.AVCT9H/E4C'^5 Z!#"1?^@(
MC$H\V=GYQDK\/I&*<C. 6SI^!P)N?_BRQ>]&/'6G8&3C:<+SQ*E(GY5OW'X\
M1NPY&-4Y^48F\(C/I^G_S#,.XC??2#/Z>V88@]!N@SP7&&<;PS%4,XPIV$83
MZ>?#X_5X/$F>!,\`S[E&.LQP)1@W&.N,M,3^B<<9)Q@G&BD8ZWT]_3SG;$[:
MG+PY93/G85_,Q+3-Z9O[;SYV\RF;C]M\/&9BUN;3-I^^^8S-YVXVGO4\F_"L
M]]GD9[,WYVP>M7G'"?E&.YZ,$]$C>#;@>0C/#CR'\*2?E&^,PC,/S^UXLC+S
MC<EXYN$)HJ:WXQF'VEZ"IPU/^FGYQCH\#^+9BZ<#3S9:N0A/$YZ]>$H!MQ+/
M"CSC3D8OXUF$9P6>Z6<`%IY%>*KP!/&\BB=U&/# LQS/9CQM>!Y$>#O@I>)W
M*)YL/$/.1&OC&89G!)XQ>++.RC<Z\02&HY?P=.#9B/"A@Y '/=NG=.[B9?9R
MLA%^D^*?=Z.KN/#WBB\I'J,3C@CAES?&QSVI?48?E]=!>V[<_DY\GJS$^SH\
MI'EWGR?N?2/O_*[SY/]DWSB(^?/_Q+ZQ$[A[,+*7XS>M=$K-@N65BQ=:C9?2
M/6 K%@VVKVO)=M\OTM^+MUW'NWC'-QU^LEN.ML;,&_M_O\9T7O#_'VO,1M35
MO<8H?+/M-^ 7QW?Q-^7LD]T".C$.N8:[AG87GV ;#[C&+=[7X6';,]__)]M^
M-\;-_Y-M?_M/_L_:?BOS8=R4CF$?#-B\%;]]2KF)8SE95'TMUI7XQPH,9 [N
M;HV?V)<GV&MA][@D>%V5WO!)<WL";9^RJ+:P>F&HMO>BVI)RNO8K7^1;!&>2
M-4L75/5=5%M:LV!9[7)L^CPTP'_JU*4+KBHOO6YY_$+522"+@Q*1O#A8O*#V
M:KM_=[P?[VO^>P+?]*O5_6SKODMZQ^4;AA]M/16K^^3\_R,_4U6YZ"?+S]1]
M1=@]K"$J.&I7CQM3C@A<!.QXSDOHTG@V[C=_T+4N=?AF79CK_YMUL;I :@$?
M6<['".##]DZ-8]_;V/\%)@RV$S[VEH)K+90@>T^JPJT%WARK:YAH[R2,7CSN
M1(E&RJ2K)07/H_ L%N-CIR"MPVNDY%=552^<=!U'$L^[?.P4% %+,E+=(X^
M< ")#9D0+XHFAG!NU0=;#B8H3,?XN/? %*.7,_(V`@ALX<3XV&GXZS.2.?C*
M%V7 !--T1/)Q'WXQ*V8NPYUUV54"`W8M8GS<Y?0V^I3@4ELNA=427?@7B^T>
MWQ7=/M8Y761=&R_MW&3\!\0^:/-OW(%8_57'2UQ@"84``BIZ,,%80DU_2")\
MF&#\$5%YP1.7D%,94/<A!+P)LCL#5M#32"]@`C LU@G*&>5;`NI&=_"W3G U
M@F.AC%@HW9+K3F*:%OG+?[&-Q(4$_43:N$HWA+<#:8=^-O02]=D'-)BC[7:<
M4 ?*GUE+WPNILV;#9M9!8 @B9<Y6_"%9!,)8QL*:R>45"T)5/)#8MM47UN3#
M+>NUKN^"FNI:V%IWOJ=.HHL_?E,P<F%-R>*?E<_PE\S5,$C7LL)*!/&NZ>:6
M^+NGFXL0':9Q*ENN,=!AO-0LK"D"16 *W<9)&"UB`G?<W]VP9E23J&##TF%%
M)<NK%CL\"ATVITN8AE^,1E@L`.-XE,R:/G>!)+3Y'2RC:YWRER\7*H0.TWCQ
MH.?^9AV%;VE^NX4VN)[SHD_3GN^7NRW4#_;T6^#-2,T^Z#&BOG"S[\+01Q2O
M<]F2@\VEYYCM:1^'Y!YHNGR#X4[)T<V>M.=+.NO+F#/BFQ'ZP#(99_E/``>M
M*1,40[4)*GCB\ZT/"GM;G<6RTN&AR])-;5:='VL*MBV+L!)/',8BPKBT*XR/
M/Q08C266,BOXFSW 4&^\!W+R;,AJ@=)^;'C\@QS,T+\=Q)?<29FAI$U\H[T8
```

```
M==S[E)MX@-\8U;"0NT4.V*>]0]&14%KX^DQX6ZD_@?'FQ;1G_?A4S$UU+++)
MF!??8=)F%OE?%*706L/W6Q3_YX"SIO"SC<C * E47@*2K5*@CIM[2]2K!VAS
MD?9K_J4:Y%W]%"Z=;/LU--59T=0>BWHKFKZ*63;=;%Z7S>=RY.3,?Y'UOP7P
M+=9_XMDTR19,":N$X.G1X=2_@;C1,Q WHJKPI@Q,6/@^>T<^U4<4ETC9[%$!
M,EIM%;.36K>]ZX&BG8&T@ 2FPDA$*^-]D.1GXH\ETV8SVN>A\6"%5QRVW8[W
M.#M=;&.*%5+;]A:8,?PD9\E^5^F7Z\H?+7[O93I>MTTO@ 2?<DZ\>2QY*6U*
M=A78J6#32M9Y4/* DK-HG9#E=H5EF##NOP&<OIR7A+,/R_3'4C-YOA=^$NB'
M#A(HQ9T0](#%_EEP93.[$E=7M%PBQAJ4<45C"Z!$_2M(HXZRR):H?Z!E,6L@
M[7(Q96JEWK'EWA@T)YF3J8]!AV_'V,& 2RU1=R.##/E6&1.VS<D6&EM(AGR'
MF6SV]:(C'DL2VX267<NMX?&ITCNG;N(OQ.*Y$$M":&NGXT?\=WV]]_BM7^_5
M<Q6^?.K&9S-3Z(Q-0_ [//&7.2\,?R'<D;1J\*:A#"CPVB%I-P^CD(*5_O3P
M^!%2V@F2+J!^L5^$/?H2S"9&J3Z@'S4G,;F'AC55#B='6^YH8A<\&R.LD!62
M3Z@=/D ,S<3Z)$$;]AJ2LO""@9;);-W#\1+8G"#R82BTSR:I)5B07G!,+<26
M8 =*/EPX/C.8#R%=P>BTB['!\JUNQ60#^LL`HO;L$[S[Z!1SD2):8$[SF@-U
MP%FH1/0\_7XKWM.>W[-I'3]N4;(*H*NB`YW E1+H1:"P.S%^__4`4</ZPFI6
MLG%4"4I41?CSP#!\;CB!+:0K`(]6#[ D^5)[(+KX`">GU>;P_-2MS8_7N+O:
M_*Z+G"Z"!J<4EP'Q()>NCEA:',UYS%7BPT-Q[53L\<U)/F:E&IU(/BP24;\A
MYNOT;@2>D3I>=$FL=)2V`!_\&)<*5'1P*_EWJ"]+4 >P!*ISL0#$=2FU71J*
MAU"T6I+1Y,7EGSN6T@:QSKH)#D'82=XH=6A5/E77-(D]U6<3FQ#6+- 0A')!
M'(H>5\U;2-)0\_:('&!_V(??(N,(?I1PIH@.,&58T>2-#"M(+]BMEX8!^CMM
M+,N[;I_MZX^(2X]N3D3@T,WDW@XB"/[*@(4")NQ:T=+8(&(P6T]#</EWZCEX
M!_5%L.R6T#2>)*&6"DTA6X,DK@")REBE0?\1#-GHOYVX"L35C9?.HL&,3K7D
M;?!=6X<RU2>V76B]R)S(00*+8UAF:,)E/(0D:2>""\VY_[06FD_$,YO>]RDH
MH+7J6T1VR%0PJGBB^1\8%J=BV!TX6V ZOX+7\W&DQTJ90(5#2_#$L9$;AC^
M?K:8T)_?PG:0:"9B_YX#-:ZXW<5$]3H\KIF)(O+2!Y\/("6&1J)>GXB*K.&E
M)>H7;^,4;, "NV]X2T!^FK&V_ANA6K1@8\Z;FT:Q@>'I*:;NQ6Z#0J! _!&J
M(!$L8TV;V ONA>%@Z4G6\"!BZ4G>.A2C1.M)[D%SZG4U?/TH^"="P^T_V8,]
M)WS]&"-TG@"D6.,@ON1.2H5%D94HJ!$ZF06C.'.6UQ= CDEC=.4O4,>2,8!Q
MG\"P_!Z-`2%1)"9N1*B=]CE@#W.#,#([+J#6[]6F[<;$?0CFUHZ"9?^(VL*U
MLW:4EO7!O+9WWG?1@&(Z6B ;,&M5?_$PM'S=_3S%%V15;%+@W4#4:QR-Z7X%
M<D+G0)0.Q<OI]9?Y6@J]0[[),UH*`MBOZYH+)GJ:"_+PY..9A*<"C]^H:"F8
MTPYM0<M&].,HTFV+%1/]3W*.4YL0(^W\]B;>"M0[6![-PNGJV5TTC%FD7ORO
M6 GG4G,+W8;9'7$+A'"LCI@!$'J\\-S$)PPU,L@=08<U,V(=%5OTD:T&8#%=
M4RG09X.T[0EJV2N(R="'CYA!7R'F:6;2II)>[):;"KI"HSS0D@[,+5-7[.;D
M*%.C\(M1#E^QR'7K0X"YQ%-2IO(17*:.X5^.QH#:BZ&(4W7$G@D;`I/A.S%3
M7->IB7!J`D1XK ;"=3,F^,SJ8>:+&N\M;UIXO^5J"@HE+MT7B]553/@ZO!IG
MT!%+(/>VI1>.'(BY&-I>\NW3W]/L[U/U=RZ^@4;<1OJ7D$F!P OF=!!C(O?:
M>:%^==_!HI]8<_X;.L\ZO\\RVQH*"\;N# 8V>+,VS"F Y)TG1&N:1=D):;=N
M-5^NV_;?NE:\;AN[+92-<*IW9"<%3\8`/*'NTZ3@$+,0H[=P5,"<,<*<`_DB
MK&VW\0H)K#[#5B2"FN[S66YM=FA0[O4C8-S+#Z\"HVB'`=XJQP0GPI) R43J
MJ-&G2VUV_?708X)#;>@2^CB[:(E,]P<K/H5%1-0D*HI%%/Q.4JY'SF/T/TU\
MB!=P<A"JF[$(LL?:/[4=_S*B@70\18+MT[)M=AQ EQ04>+1AS.XAGK;!S:)L
M& (O&E$/%Q5%V8E%H^HO].$SL6A,_87T@2?WK3:(-YECN;I-2C67>(>_&("O
M'0YE"Y:UP$(UJ3<>0A(P>6/J)PD,;2O-,F%>Q4$I1M!*YMBB7Q$%9[0\,+Q*
MO\=A+#0\EFW%W6"^%I_M`4;J$3!NYYX`)Q/JZQLL"/#7:D%PTO'6%*)72LCW
M.D)EYVJA,@K0J&^AD:!^MQOK`([BF2RM$N9&/<EFP0A/H=?!Q[4'V%A5FLF)
M,,F>`LNZB31_-@6I+?FKGM(.M](.[Y(6]ZPK(-)O2=^^`0-RC@P8A;DA5HQI
MFCLN*VW=QV@R3H)@4L-EBZ+)#2=L!IWX< 2V07%H#<PU"[,#ZK77L%2H:**Y
M+/MP) $:7SIF1$ ]CAA8IO-"^:)P!%\.1[S!DW J]>#X:>5/Q,!1#4@X_$6D
M\#'I*+X<COB")R-I`J1#+8")&(+J<B9E;= [3#R&+[(&X4]ZP)R.+ZXDPV)W
MR!!<G6^$3CT<2<<F+F NFXX^>RS=@W-3!A&GEO?S^+S_"=1L0^$B]+@,->2%
M&7OYU]6VB6.7:@I(V/KT>'C*N,S@*-XL6]2]8@BX`]KY:ABV4:C)BC#<<?9A
M[)779+GK+:WJS=D73<"R*:XORO9PW<=2*U]AM[W &2B*U]/96.,CK:.P8G:S
M$0T_;N:7C>.R?O<["!C2KJ\UA M&H:W2,6*PI8[!ZQ ,&K34M!%F";WA6',K
MO'V(6]XZ,[<M.!I>^08_5> :LZ]#GT/]&V:GD, :.3?!+;3(D%/*^%\PU]S5
M[\9$>+.0;8/V+#=<-E%6JCYZB;Z;-EJ;U3^APR*9Q@;R@OTW!/(D32K2J&N0
M(K)1OLFH517R/7L+UG;8Y^)'?6">WE]VO6'['YX-X>C(%@JHJ?.11'(/8(GP
M88UOVT\RSSZ_Y4S>"[(*_=/]$TV*(V)JXS0/S4JH.Q I"TYWG8+>.""XK6T\
M8EE$>%N-Q70&D:59?<1YS6$E<M=V%_9'1K'_AQ:,M/YTI]V%M'$!S]8%^6C7
MZ:JQKP>6TZX(IM5-6P13"=/52@34%URAFT%7Y%*<0;6_T[SIXHB4[PUY^:/H
MI+8AKT)^QP;R@\=L".3SO!#LYVR6*A.9F7YLH#PX:$.@O#FO0K?2*8Q-D-BQ
M@0KFA8RSDY<;JSJ(C9)Y<P.!X*#Z0* Y;Y+.VY>QS1+;D#?)*G\284QRP>#F
MK>ZW8%3D!DJ#`RKJ`U@:$9?&N'56'.E28Z"_D+M76S%V[(/#DD<,]L$S,$MZ
MX7,<U2-(C<G!"SH+VY EM'X+;;PX^[\>U!BS5YMU37+04H^N%W'9BTRX+=TB
```

```
M84=*S(ZGQ.S!=3R19EH9*31[)[(^ZM%[\SE:FR'W5U@E\R9X@[U1/DJ_68Y>
MNH^*,M>_%!R*\T%_\Q:!,1L.I2M0$6#^IKH4+];^\K]WC>W0&%'5K\L,U$>V
M-MP)"D9@;F>#U+SG9?H:XN%Y%*2OEQASU.4,P>7$]O&S'ZT!'^J66C&.D&:3
MH$3-(JXY][*R--]3-$UTBPOXW7:X<%Q>\+S&LOWT"0^-G$;_?FTT]U `)LH"
M:LJKHLWE?.>^(A0?'^SX--%C>Q=?YY;/R0W%43%T@6LD[.MUBA$O^N4]G#?>
M&[I<[#)@W, )*K%4>^#O'&OF%,NRVB-0=*I;%35"Q^CXPWGC\D)]+%LZO+'J
MVRI/LD3(`O(MQ(8"ZGX@9^/"?&EW;&L(3!39?)ZGV\S5F3@7]\:R@'6+0@$X
M1O+U$7VELNF,VI9MW8J)1HC6XXE_VKJWI2VE#FGK:975JD?:NF?T!]'H(W5)
M6T=&AB0&#NMNC,>7")HYZ#GJ^[Y45OFK_W+%&;FH_F1N#+-'X)1V:6?BM#&S
MM'T'T-[X.0K<!EZLU=4[Q%F(Y:@.``M/=&TD6P!,6SN4N(_!+ JHH6B32.N[
MKV!)HMT-^V!IO;(1]$[#<=JFI^(6M0Z7IUBS[&6#GYKA&J6_!QU:O01@%KTT
M5*8)+H<+)WB"8TK5[)= :IV.+8K$83\5^K ET3H6]G&>$<SM*@>"T5")V8+Q
MSDVB"K,L5V#@*LJMYERH4V&?MOTOYB8Q#FN%I?L_!XH*S<F>BG 3?9$;P1-G
MF<7ILQJ*4V?1L#J-Y(<Y0V.W;<#?:&)SLK@-2!6Z*3+=()F.028?W7U+^G62
MGGPNRZD($]XJ"0<@Q5ZFX<4E=ANYGM89'TEH;K [+.Z&L=NX0MFPK',7-1[,
MH5GFQ3YX"#(_QP5)J$Z_?%%:.=$,>:7=.#/[DH[AS6H`-7DGO!36>(/9T8EF
M:5;J;/SQ!F"['X3>Z5G4C6HA>>42V(UDVV9DX;@,0V-6/-UF,OZV!^44H$\^
MMDY?&=7ZR)HK@]<;G'JP@/:A9NH.,W^8&-'KU.H:CN]HK+.BW3&,=V_43ZZ8
MQX>?+R)C`NWTNGD37T5[XA@0>VO,Y/&DS:^\8CQ$%XTU\P\7C*L+99Q-L\S!
MWF&5&$S"GU!B^)P$,UE3\?L4!8<4!;.+8#UM.'T3Z)OUO5'TX_%UUT_VP*X'
M=2[(^X@.K)LVP0,]AH43OK<=>!YR^#3<$Y+#*C5X85$PJ2AX5G0N/">@AB"A
M1I.>[X3DCSG#.Q5J);#>\^ AC.@/H]B("U-A`OGZ(GK&$9>',('<HEZR8@91
M"67[9UB>P6$H4A_CK?[ZHKAY8-[%M+Y9R?VQV(8"/W%IR//?JKZ&UIP>NXX&
M+%"AUQ=$B_Y1Q]A)?I?Z$8+C=L]</IT-2%K(2P9>RM3#EB[1[1)\A$]G\MNF
MUEHL;[QCO%+1EZ<8.D]<RT$1NX6DD\A&Q)&LX<1Q/8S=PF7"\D6ZH3B&`\,2
M(SBDH3B&\9[J'O,%5;&22C)0;5X#:;'(P:,8SOCIH=/2GI_B"^!/[T"%.<6K
M2 4P=_0N]C6 FB-W0,Z]N(M<6Y]O%SK[;)CMM#NX#4,(9DUD$+R(M06?/E@6
MFC8AX?[;(>L:,-_F`5%L)!S1+X3U/I3]'%@NO4'&O>B.<Y5SJ5T.M!=)6BF]
MO]-55)HN*H\+:MX\?4\[)%/]\)2AZ:%YYGLX=\[6.5>*"=L)=:O/-H)4)VI1
MLU!F_64C<*1/Q717R;@W\AWK@)=^J&"*%+/8QSFO%?I*<26Z.!,TS;^$MV>X
MSO0VVO??#7D<H 9=P8@*@DQ@MT+W=%M=Z:9;Z5B'[NF4E8ZV;K)^`%XZ)8NM
M=)V8G38\/7;*.'9JL$;,PFB?S>44@\@L",*-H]7C]KE=$[?0_APU)\8'S!58
MC,V=:<_#*Z$,%R[8EBZ@/39_=I2QN3)6LL(9F^0+;= 78"GBU&X#LP,6$,T=
M#;QB23G<0C0%EGGE&N:JMAXE0HS\"6PZ'RZ8D! \'PO2?['Y8;'X"?3@8\$L
M+Q]T*XRYRZT-JS>\9BV+:&_3>FC8P^D26F_<3NU59P[8A5F]1=U-^F>%O7+=
MSCVD8R\,L#1C09?CCJZCFM4:J'YCMSE)O+G>@ _9M].7P."EO1_OYZ4-&>74
MELSC3O!8'H7XCI.8%Y[=$A[UP#I1&G8I^O6T#A1R'C[*N_A?G&3@E(RSK3CK
MN1/3FG17H4/775^AXQH"Y;17+W$5=AS$?'0^WNT_QI0AS?;B2,ND5.X\%ATR
MC4JV+VP9R)O&<:@!]>I<X1ER_Y%P*N^2IM25MGS#\V[:\CK8,BRIW#@8IZ#R
MGX- %^8]FM:C_X.0#Q.$J/SX=DYZ\5>T*=%C-(??Q+>G);S;6G^;PP?PEM@8
MINBQ.8@\-+%=$V%:D"1XM["HS,4HO!N5673)U3AB)0JU$74%F*C"L-?K$GD5
MX:<I5D-WN'**?563":\"21%#ZTQSYX7X.A-?EM[OZ\@2U_M%.TO"T!XSS*JH
MQ&=1+ZDI-;*5%Q5OR,@BU3JB^J!!'!WN.Y^##G?<UR1X7I;SAR:>A'$@MEI+
M^".-T FGP0.<=9L@B6B==9&^3H[-M#@%@Q-B(O[+%1C;EW90+W $]0*=1&^K
MNZ X:VYDTZY_<V5:;EG'*KH`1IY"Y('*X"XKWU#+/U>[*D<.F6!OJ]_"I0C2
MQ&W\/ ]$F*8_<(NT1K;RMMZS/POUJ4@*E%7Z>A'WN/.*?F@0!UX:(AGX(A)'
M6FL%GMA*U+;KY+;37V["_7G)1\RU/.&1OPAZA]L^(-8R4(8OC7W_"FSYO!(<
MA"<+S_#H6%BF@U6[M/NVX8PBU%5STHC$26-R=Z3]9EMT**X*N9.R&=M?$V'-
M2=F)DT9)++CW+ 'J\PGF"PY]NLU\P3(8- 3/*7B&1\7*!0XH,\9XBKS1,YRO
M,XM2HUIG&E^C/#[82+<_SBP";Z]!>.@WC=-&R_OVSC<F]<DW3L-O)9Z'\'R"
MYS2$V2<@&.GSF1=UFL</CYAS1L&6"3P6" T:\46=YE3O\!EC;"M.<2IQZ[^L
M^VP/($[H#L+&T9U?[(-?-LJR'R;F#WWFSSK--=[AD!@:H_;2<X(5^0_KXCQ@
MN M"]&(AI[NS`X6+O<1AC/JE*_LK5G88Q(GG%DLH>9T!U>M9N46+GSTD:E9O
M*TW4=]F[W>"W_/*IT^"&0'37VXU@@3;H))=3F@'"NZS4P^UW7+%/TN\->05C
M_;$0?,.X;(L\6FN9"FF#[12>XF?"<>G**2W^#LY=V_ 3?+_2#/O>A@(!,:?N
M>A27*N?_"P\7H(C)8ABE/3@.?OL\M$$#V'"DMTK7L .S[B +DIT>]BVP5V';
M@><%B22AY6RZ5O!WS S=; 6N\!&3,UV8Z*;DZJ#N`C <%M5$FJB2;.^Y[.66
MS &55==I"=%NFQ'^'G+25F7>5J<AL&Y%`41E$!'#0@!AL'A;XR($>:]V6#0I
M4]!"%B+#5?;R]?J37+Z$(GQ.7WL)* /_O(R62<H@I\'S$UX258%^\:JQ^B5)
MC>2+LTJ,1G[Q6P&0D=9BK#U8)5QT$YBULU>=[:<)2>1JO.-HOE<6>3BHZJPK
MFI!.LUZPA8X@(M7D(*7))_J(H0W;\TIP&TE \85/4.BLNV*"&&R'.SRN?W#$
M$6V5Y:\B5L?"\+N!OW;9H3Z@?Z5S3[#V<]"VZ!L[`K; ;.ZR7MB'_,_Z-\FZ
MC-/S]M7+3M)+NOMS2(.YZ<<X%H^SQ='N_+M<@8<VWBBK/?PPP+ELXXU;]<<&
M?$3[-MYHT?:NH^/9VLPNO@4M.#,<.%;6D,"Q@%9VA3,?G^0_"R0-9XG'?&5+
```

```
MMJ9@OTU_#*1&%*.>.-GY0M?&>901]22BXSS*B/J#_2T\2MA$9G8+K2?_)F@=
M&]\`(NI:QL-?*@4U!N%E%PS5D&\09_Q)X0>=,YZV)6)!+-<0,["9?X>+0@.W
M&?C<Q@$B2O+VC1I8JLUCK*!9;8*C3TS0%)U*_IL.')K5.9JA2!ZNN9G-@VM*
MDCG#!W>Y+^6^#+>ZS>H8>.Z^+#+\#;TA*Y]\<AR8&R3#2\'$Q%D^<P-C[0_L
M-2*']27)/[C>_$-(\MH&OMCY0!AUYL6_KA =PJM3C9 7EG,_L [=F)QI3[Z)
M^Q1(%+@%R5^89,#?5'.W^K6<EM/U61FF;X#V.8T%68$Y(K8(B>*_:QNB$K;$
M4+_&MUF0==I)SR/?CD1(#%CTD+7;Z7/'8@%UVH:)GX1"@NT8"CU'HI)*>U2X
M^_6)+06<"Y-!/?4$4]9.XT<"+;F$^M:MSC-"5I"O[KF=,GGU-_-FPRDS^66P
M+ -6&"R@@,=5,$03)F'N3(W,I"S#4#B[NY'G.;RV%&11GK:E8-C6Y@*CTH#N
M-2KS;U0&D@X<PGF6&Z%D=?MCM/ID.Q Z!:*HH"HV@M'P%81GXH8043'&?P`C
MY[!_B.7(9?)I8\G:[9,U\T0S&F_A9 JOS!IJA"XX/#DK!=1B4K'799%TV+PN
MB_W?IU%_TBZ(FZ;=!N*)K'<@20VK#S,)4K(E2<0*!*R.2OI;@J%E]S!L^VU)
M/9AGY-Z>15I;<#9]R^ADDD/U?3+!: $T)I)P4!5'(6HZ?HOPFQ500] T%>CX
MP4]E:UQH)D$=^A2XI'$Y/T'DT*W:\>AKG:.1X6Q7AJ>9X5VL*:3W')8&K"\H
MPGPZ#UTDI*FZ%:MA_ZYN_.:)E%4ZLV'0G0;%]Z:K_3 4LN4NZ^.]KWC^WVA]
MW8(O+#1XN^I+7C:W0#. *T(Y#>=OY_R)\T0*,JT6(B-@*$C_<&@#!\WTUPP_
MV'B\`3,Q@/[%*Z0TACV.(7$CJV*O&;PWW V7OF9;^'O/JK2F@]"M43$(L:$B
M,/18Z%%OXH/^H(LP]&C?`I.13A9KD4G=`Q&-^,W")G51MBG,0F!U[C&1X9$O
ME\VC#O,F:\T=!B:9V59H?</DQ_!W<42W/M]6VZY&=!USTS8@CN@?Y6QU;!;9
MG0*WD42!'^97<QRQ?PN%FY](,!BHA?ZMP&L1J,7T,Y<,U$Z'T()<`2^64Z*5
M[&=(%K=[U!9^3M^F1INR96#K.MFR4G*L7J\D6*4":?4*C1]-"WVJ.:"<XX)W
MN$F#T"RQ'%XZ&^'D0<M0-*N^D%$0$N'-G&#-ZE@<F,'M&F27G&I*[P74@^A)
MAU;+LZ"+(^%P5/0+SF(\&6"#!BE,LT8V^+^K6_6=$81'%=S)="N*_Q"@:O,J
M9!U'%;.L*MH7)RM&G;X$M5Q%&S"X.,7A!.DDIZ%N%U['^N'RO<'_'5:8#3<P
M@&OF6;@RZS536N!8Z[JSP75;@LNK65A%D7,46>,ZK[KU<4RV]_''87Q+F[T;
M[0,2P--,`HDRX?/!/$Q$,R@N^XN(L?<*/\WQB44634I?,+I/X_;;Q2NJ@QB_
M]CA?9*;(WN.LCN_RUO\;2&FI>R"[%FE]$&MJ]'.70Y+;-LNRJHG3IZ/OU9D6
MWHXM>CC4(9D)6@;F3;(_@B5$E@#M7.%HFG:S*1- 1ZHM<*\`QCZI?F7>X260
M!()L<K:JY:THF.7C`_H1[*O9]"/X:#_G4:$?C9,C>:H<S_$.6LWY? ]F-13D
M]8:%Z*%([57;OH) !+JCMSY\?/L)K\:A5!Z&T]:'R,>F\>'M0VU;/V0$:3;Z
M`\=RQ*K+X/L'(@,GY.RS]0W.%B6#W.69H5--T1^('B^2"1",F(C2^ ["2[/Z
MG!N35JH93F(;*H;C`"ENPPM$: 0,H5.(G@FO[Q05OQ3(@;NW/=V%BY#SQY/H
MMV9(<'%8I03/*0K.#JMCTM:Q`5O!((!"%4\#JE?:#6SHI%[RU;MF3>OK>GTM
MQK9)ED7:NF?UZ:I%-3^@F75_(PQZC<8Y+S-M_>_Y*;U%HHD'^.!<@H8"/41[
M509M[^(O=1TA+!11E^VGL) 0\&):+:.BI5"(4_#"2!A_1"-@H :B?GQD0VH3
M'P51"DT6P/.\V:&^_S/:MX."Y[IU3]"M.R\SA.4+'4=9%0E2$S[69&JU&"]6
M*UDR5FREAV4Q_2QM'3=/<X+9DO0Z?:.HE)K4I!1LZWP;&IUO7N8K@=Q08&V+
M@=D^MT0=CPXFEZ,<&Q/L1ZEC*.S-%&K^(UA+-8'H,1JP^N\G=LS)\9C=B&'V
MT]$V$FDF!\I,V>\#ZF*D8Z0V1WXI\+;'F?DE/.MN>)D^?LE+DLPSO.;@M2\0
M+?10`&V%K!0]C/.N-L?ME\,^Y\5>T,,S&OV;Q:#I5Q!3":AW'A:Q8)"<PC *
MX)"<PL(/YPHJER-L_JBET4JO-R4J'WEP!6SQPR*4M43*34%?2TNF.,NC3-D4
ML)1E-4Z5I7B$K,-GD4"*%57(,[-,. IX&9286?B>-;M$7?@G%D#KZI ,*IP9
MVBQO?;O@`I.:$/S=C)3:K1G\8+FO;PVH#6Z0X15>5,*NLB%5OA7H1UH[_HRU
MZIWX64Y8NFVP84E[97*"WDKI*_F+$[1%%R:S5<X+6+?V4SZLR[KU#C$X++;:
MTFG)KW21%K*F.(5.12(>9G(NZ-QIC5#M,:S@M]6!A9S]LCJE<Z5*6\=)+ 2$
MU1!M2(0\`Q8HG&JF98/);6+IP[IW&S9I6>3*U#U_E%5N]N$I$^J$T5-7INY&
M&"MAB3F]J/X*/WUNR8@RY4<2;/BO;6&U,>9ZT8TT1:/*5"FB0*)?4RC8WDP7
M)_HXPJJ2\(#*@%.8=O,AO.>AG'36TCJO]-?5>?H-#J.T=<])7<:A5ASH4LL,
M74ORUEC+M/6D.#5!-;).;0<=.* R'Q+L*=/&`YS=!#C<V4UP(=J@2/W\(FF$
M(4#Y+: LR=5__I!@-$%MK4Y=*\!VX;L;L#PWM'RK1?/CP#8XP!Y"YL+8]*ST
MM/7'RT4JR]9SLX0A3P*IG=N$FV,F4_@:J YTN7_#B;Q/98M"@>;AV\E=\;"/
MV[N'%%H>*/6 )<V5I7>H>>]KO0[S0C!R+O1N.8TGJ0($(DS2G<Z \R1 OL_@
M]RGR[<;I;B@D_ !.:L4/QT/W2I7UD,1=!M.,_!%I^OZ(-*U0">DAC;T%ZK6V
M$KM=0"2[G?,`UELNR+]'CUH;CR4_H>_?9D?=\S)D@X,@RY@>3 NO(1L!R^WA
MO"$\-6HQ17##\X:$#R2&.Q(QTV_2)]$:C%>MX"4G2\A$#\W"0:M%;:.7G19U
M^D#9)UL$79QE!Y-+@!H(;)+?6]1=2&G=YYVQ]05<H\=95O#-X\AXQ7E5KR"-
M7I?L!BCTYLK1/6T]UY<*%%(15M\'K\'?Q+3U>M*1:57Q_/>QZ$116ZHP5XRI
M`$=_9*EZ\O>.:$I$_0F^3*U#2D1-!36>T@%(7,K$>+F>+\%21_MI]>-LC62T
MAKVUYU>L7=W;DQ :(0=!H?&?)J\0O<%ZC,*PL2_ 3VX']'KDL#AUFWBQM^OM
M;-]=>703>8&#GRAW6(L3UGPC>4<6%Z?-'0:*CATF=S_K7JKEC\)/DPUE!*^6
MZM#+N_"EU.<0/T'52W5P7I9XP$9 @0Y8GEWW-.8F,I[EI+A-&%HHJ8C;]LK^
M3L0>!F:0CC9'S7A0-#T78@5NN(T0E.]L?4DB3\^Z,4^QL3JC&U;S-%;I2SP6
M< @B=SZ E5LC$Z*;)Q] @POY2QB;DC8$L1*,N;@,`_T%QFZA9JK(-_1VQ[$'
M8[?X)*Z$'&$DH,<N:,/"P=\L6^:'>T#L-F[,\,@B<PEV4IN]6>2__1?JR<+0
```

```
M/R[W78SZY[(%/KT+-RL(K'(>S^9I^!O82J"'%FP'Z:$AC7.],&N+_# 0>R?L
MV8#$N@:V4H?QY]+0"?<OA[&+L4@=&B#6+5>46IZJ'G@/#$5OED$?@$?*G,BY
M2I<9'UU=><-J?(_Q5MV_/;+NG5)W[HBZ[J+<@56B&8([J#D5IX[+_0]J_FR\
MYB^J7;J4TS4#7^H/+21S!^J-T8DZL_]TG1-XZ;#D_EUX0F?J!^OQTQ[C40=0
M4]SR6C35&KN-GC;U.AC'OP`]\C_P/U[P'ZBQQMF,@[*N&](NG'[5,\Y:#JG0
M>UH;K*2.-_Z-@3NK`DY_,X,7\N=L\'(L2D3[;V65S5'_@<M4O)PEZT7NO&%P
M:!51M[()>4(>. =;W3'<(EO4Z'_)[APOTY('<?:V^X35WWUO$_I,!;PK5( B
MA)4R_'T"9I-DN#J>02_G3M\X,(MZ@!E?IQS:C$7%^ MJY9!FK+![$':9*P^.
MHA+3?*/<\?5Z)B:QTT0SJ)?%YH><IK.Z67(<E+(!@QIM\0VO$!#V5E6@,UC<
MGY.Q4<%[`[6"3D<H$UJRN[WW"A?H/3/BLMN+LZ67?'4[$<1+<?&(][/8`3XB
M+EZ/"E#^J:N$HIRU&^06<JS=WV2GR/KLC)U&< +LL:.NP#07F\ B5YRL*1.H
ML'H<[$'^/FS]/J!_13X"QTZMR:]%45;B@J6W0:$'D&'_*"0JM9[9FPT;V<YI
M3V:4/83KY&R;.(;3LM#A`JH<(U#+78",[8:;Q9LGY E BP9-=@B+P"JU%80&
MAZ"6`G=JCOXCZ RPC4L!"7UN60E3R17@GR#B-&#O2M?,=!'U#UA_(&02.Z>K
MJ;AWQ*FC4Z ]40%F"UX5+N0R+D6L6D5^K6=,J=J#-W,[6%,#X(\/U(IC0&:%
MS!?E'W9LR=1P8F^#(R?NM5@V#^_!85+'4Q Y0R-PC%V=:U =+:.C=H%14P'F
M#5XK[?)Y$Z#,!R1 *;JRD4<LQ#^#`BUA$"E'?8V&8Y]]8?U^8OV^IW_C>JEM
MYO6^A@)OMK>&/JXSHJ/":U*-X#F8;%-2U=_>`OOJ%%%4A9UET!^%X@!;\G06
MH.JO3EW_62BQOC;545;M/H;$[K:]@4GOS3"C6 5/-E^,2Z?I_6M!GA#6IIA+
M,P$5$T6E+2,="$2<X\)/(Q)U[H^48;ZJ')WZ6'.F+^W)N=ZFP3R+OPXE3IX;
M[4TK;D,#`]\Z0LF0IVPVW9+@?"6G-WV.*TE[<H9WRSGZ-G AJHXKV7K2-')B
M:4\6>L,=QZ\9&#R'0J1GAE5R<'!80?4H>DIXZSZ\U?2C-8CTZ,#G>96/ID*(
M!C])SY,C@U5TRA*,?T _44,_A),@,!TI]XB;=!_N95@'M'M(D8BH_DLY99 E
MB55[6F> (S&L`G$;_99\;"BOPESM37NR1>-X(G$\ECAF$,>TZ,D6CA!^30AE
M$)5_V)A<"< .2&N-$)#CK09SHS@:B1^J<U!<!A%/03&9* YQH^BL<>YF_UPX
M\J'Q`O^\+LV]#YL@,I]B0<ZP(4OEG].1#N0N>)Z*;<V;&1QJY?P7[%W%<5J'
MG'8>H>-L[Z(F>2S5).%/3-0D*;L!-<FT=;_4E7T"DDN8F=GVS-Q^KTSZH4OH
M@ Q4D-3 7##X[-C?W@?#!1?WI%6IKM: )K3X=^/<""[8;F?Q&@68C67;D>@L
M6*-H#&UO7-4F'CF^^IT[V40`1YKO(8UEF;2'9*$UA^LM_P?4%'O_`YO;:9'6
M6]2O&11W:C"=I/6X;KFF5Y./:0D!5 N'NJSR%AAELXC5D(EF#/U'V.^GT;>Z
M32"Z&TD9. Y9(ZV?0EN-@DUNNG1[',??"*T0*FDEZN9[NMSR0"J!ZP8X>CE.
M=@:A+L@?ZU+X/I*C/M_COJT]K%Y=*#;[6]33#,*:KOG4S]XI?&H0Z#43(@TL
M7T]!-F!Y/04CHB.ED-!9Z$5(\8V9;09&X1F1"%E)_&;+;WQC>A6%^F>$[D8I
MJ[!-0E!.M]P<<[D89,*A3\YJ/+3SD.#01,DT2%OW/$?21B%JO1E,'%[CLV3+
M=JGP+$V 7#F&4H8;)722K2_4#'VAMAFYWX,Z^0*$Q1\/6 I#DHJ"#>7(;<OA
M70;3`RGB.3H*7?E,\R'-;?$5Y;9)VYZ1^_VJ_HUS/#AH-@.0^+"/#LC]?O5I
M6(/?5H\Q;"3"EB3:N[(S[%[_98*E)(LQ,@\RP,&S(;J8:MXF15SHFTIF/?;I
MQRW^?2*$1!-?-M]0_]$,$7.#]#:4E>+ 8>>%!X%'>!"8I:I00OR\(R>(@4L&
MH/UQOD65`BI\%Z85_6K2_S(D6/$I3-:S7#S3FZ#_J/[T2S!(;F-Y]8/UV):%
M:Q17@=60`G#1F&"_@2/D`JW!!1DY\6^CDY8@*=83`Z?Q`JKR;-7JZ_%Y_A@P
MB-M;`%X:6*H=K^[F<<0Y>XE4A;R17*?/D8Y.L!H-(TM+/$L\(*> E3H1H.4=
MI!5VMP:8CU!+9UCKVJNO09\U=V)$'6\VY^X,#A1!V;2Z%3"]",L]F;D[0Y^1
M>*WMI1#'SYEAESH##" =9H^=ONK<.T$K$-3)R(O;TXFS0@?K9DI2.#]9G%G-
M,-:P00>-Z;K'S^TT.$&^M;<$V&(?A<^#UMNEV70?S$&^YR3XQCMT:XZ5@TSP
M^ WRVUPG1QSIP'3VRK.OH0,;)%14`9&>[\'C-LBO2R.0HB[JYTPN_%S-D$TW
M;]RJIUWJ#!F8X1T.+=&:KQ&%/+&TY[="A6\"5?C^)#G*?!5Z3J8]_WKN&Z+&
ME_;\][DM4+Y]ZU9U'.1TZ&P$?26I7U&O(L1>6X4[VCOM^3?K1884?IXIO>3H
MLOZ:#-S@] WR2[TE_& @#8=E.NO:TA^-<UHL]CU5>),@LPF&53SR='2<U'B8
M%JNY!SXI=+D6U]22BP(=:WN<>6X`)#IS&(09TF4O$@5G*_(/Z*/&8%:VV6EM
M0=&^I7;<+8A#X3:O&U_:;-XI2SKLP"L1:+:5PFLZ"I$1/4>=CE>LO_5Z_:TO
M&"&&1A@PBHN[:%T7C EO'^?R&3)+LP+8HD UUW+3DU,(C@+KQ8U,(M77TV3=
MWX65+<#7M_1MB=?OF#=K1N@MQW>/]C]+[1#0)<7MI2UJMW C1>U$]&8`;)7:
MOLMA`L,&!?8(+9VD_9R:7V3'M*EFE*:Y*K'0,2).C;-#&XGX"(WRF +[-Y>V
M2TQ?R$ZVY<[SA=) \>P#MA'<$;:1_\V=M$WE$'$2VT[4IG%.J%N%XW<O6X2G
M'XUMP5/5ZDR<LT,=X54=1B@I]]+VT /.]GLLT,8E$D I81UI77P[6<?@V,1/
M"K+/<^9!$Z+N2\]L+/N?D$7*P[=EAH.4B\NT(HS-_[=.!/57TEJA.-&]`==_
M1YA*LZ;4!(8%O)".AIT)^/RCRW><,3X0CKKVTR[G"WM[/O$7EFT.'@A?@^XG
M]XF(5F1/T''Z6GH'#COVN<TE,S\#'1:7F0_@Q(^NI-L*M?(M$L?J'Q?;&)2[
M.!Z1CKC[9<AWA+@[;=<4(T+N03<RHZK!1F.;36D``,MLRC%(9>E^L%TFT4_.
M#/%QJ&U+J@'[M##"B[!L&W?%C9;M(@OY*F*!N)-K/X2+(ZU_OQ5=IHB1=29;
MN_TAD0VS*ST?#1.O="(D2X%9'7?)R NQ6,OZAY&Z%)O8$OC%YCM94F>J"VZ5
MR7Z:^3A-MC?Z;PJH[QO%/D%AJIK]#Y'++\Q0Z5B=H/HFB;3\$*)_@VA+?@A?
MLYS$'^(F[[1I;Z#E;E/-`(1$*5;:XV 51>35ZC:LG99%)REUX^EU!A(3+06^
M.FN_L&10(00'=<!#6A^^`#9U;>E2D.F%WQ##\ X30<@_;X&)@#JL\7!"D@ZP
```

```
M\,H86!*C("KH='0:[#^D_G8'F?N207T#\D= O85]VNF%"U$"U'C5'+1[I'7,
M+5UET>:@=\>3A+LR93RIM:MG@!NT]AOZ@0@6K/W&P]_<M3_S\LH9/ \O)(X%
MS\1+?Z0&\:S&N_9[JA:N]JW]GEJ(J_LB[GYKB[T,6^QEH E S$G7W^6S>3PL
M"UMC1Q-XQ&Z8NA>B@U34O5'JTVL/=__P"\F(^1N&@4YS;9<T9UII0$E4CR*-
M4_/)*(%2>)>@SI'6"1C4<4?#-L\#-A]F61O ?"RO;Y!70>@\L#P(8)HW<>5=
M* (,H<22,;DOK-+T>%6,P.$%M)_AU0&3F2HC*[%D%!*EZ[ 1DF@4)#+(WUW%
MY1*O*[-2C57)FDF\9)9U!<#>Q#]+2*EIA$X<-,%_(:<A1P_+F2+GW^R>(K=C
M-[37A44X4G!=D.'#=2$1NI'.&"Y$OA[7A=&(T.N"-.E%#?%UX6U M]:%F"GK
M@MJ#VX&U5NEUTZR3;-]!@YM=NQ^&I+LL"R1R.]WR(6*M94%RO8A<D=;?8"G2
MRX*L"^KK9O;J6LAVQ4X*)ET83([VPD$FP@5&=*(0Q==@/TD"\2M:&SM)XC/M
MN:;D5!2B!BZD3FFNLD05F[14J?#V\,W4N^\8[E?UV*8ZA_L/U1?"'(_M0\UN
MZY?9%CSG4:'K,UP,6PJS:(FWI3"3/P@4-:5F\?[X$1*[&UA\`<==2*XF+'$A
M*5>)%O4KP*N_%KK OOHIF?B^CJ"T(\E[NH 2<T1:CT]MT!AU1&DMXU[(G&"1
M:U&/T7;1M>- ]C;6?&).*5)W;$"R%G41E<ZFC%,W\E/ZM$4M0['2IRUJ.(#9
MYQ%SKWU2N ")(?N*TUZXP[.R[WB:*%Z3'+X^R[-J\%-9+OG3#JCBJ.,;/12>
MY31J+A@)*U\C$IH+<A TBGW24C"&/^&7.; /0&D6>7=^"Q&PS5AWM+PG!"QH
M'6U%MASD^ N3:##T8>CS#%728:I!7=H@'H0YQ&Z&761KB%U69!9F@C\+&RU^
M*'X<OLFR2C,:#"G\' <VE9F7`:KE)5A%M3;@4&W80-XSS1W""5H-Q3\=JCZ!
MMME%:A.FDC-H;T-Y! \LSL8(BK1^@;D0_2PNTRNT4L@^B\15029F>:D<"V>K
M1"(D9S\*:4,>GO19:D&02HHVSRW)"HZI+Z$OTF]%C"DXB'*I@$5<%LIQ\XL;
MA29R`_5)@!_/,X+\=(M.FEN221@$_?<C85"X*: >UC!$)P7\KB-@$#X#"[*[
M\EY&@C+KG)UF3^<1!IUFO>I\DW29`^NN/\^ RDU$_5DN/+O6:PMT-)5C%20S
MLF!88 EVAX:"D:9W_69<COM^3PQMC-4=R$>C<MFX[0]^Z@S7<*N'8IQZA.._
M8!3Y;2?A_,2^7HM3@J:5A;<?T/=>.5&O/A5&0/ ENDMJ/>#BC)!&(P&\>*ID
M- FN]2*;EVG;L-+Y:0,PGI]Z9@'EM_-?@CZ&32#5C(!N^6V*FPCYLB^@>8JW
M1^0-:[4`^NTZ<:1MT35U^A;E?8&-P-2KK=05DOIG2$W5!&E#L]FR#4HD7];G
MZ#2\YDK27R$IK67;]*XX>- 8=.+Q5*F*J..E""+9GV^\I7: 8AE050`A5(=A
MKG;O#\U%-0I>9RTL[.7(TN_I0E4;+>6DK5O!+4B.S5]PR,$@KGSTINU!B%BM
MZH"DX 2QTE16V0\&X/5TMA>'V\ >Q<W"_EPGGW)P^#S?O;L$\+>=YX=A\H6E
M5+ZR[3BY*3AQ\I5M\6.@G_A?\ W5=ASXQ/B'R+<!^X#Z21@WP'2=JDWM8:I?
MNU.])JGZ(Q5ALD40W*Y?H/L&&RN2(!,)CFC+%Z$-I-1-+G6!_Z!&Q.;#&]#
M*&\??B.MC4@254ZBX6@B;95$G<L;=NM2QG_6!?02@F8^O>]RAEHV)AQZ4 2=
MG-NV<O!39[KRG<=\9<P'V2,1D:%S4>@"0Z0FH$IOX,)ASWA-+Y'%_ \VD<1:
M0^PR<C0(:LJ,PJ6'(_D^@304D*+@H8QR@[/&\O?0':;*#5ZK)?'S:V&N)P/Y
MN>",LF43#XAL8B<MYF5B%3\`>4;HKF#]?@Z;C3U:YH#=SFO<' R #CT`YJ#W
MY37;3C12$K5+(FL$,9$>/AQHQ\!O@C/00)L"/A!<6_G3/ Y$.#KO4,_]EWSC
MQK(#F+TUK_!*(D.F1?T46XT,A( Z!&\$[-Q;76D+F58/KQ;ECZ?=RK0T&M+!
MLRQ:H2!6W!:ZPQD#)P(CEKL%7@<(\S'\1EH7K>= <>F72#\(*:A9G8J^D"7R
M.4=NVXX/T11H+N*YI#=OH3L)506(G+R4(K36AH;"D1L*1C84YFPHR&DH'+&A
M8$1#X7D;"LX#\&;TF0#_+[H)/V/Q(ZQ6Z.OC%8I7\4WH'J0%)8<U!$]-/MY9
M@QX^CXJZA/$L1J;HZHR1-?!\VGC2M^/<"=I.M:V+)IB^L$9CNAZ8'A5%#0YG
M>L)N5H-M?(LUO@TX9EOXWH37+OA^RI&KK@&*R/B.?)Q-?&^ (0*!T9<PB=[-
M%@&8Q^V@1C7>!^?H;7-H;D'FRE3]GIE;D-7M&/4HM&;4;MBL<V1PVS$K*L+7
M%V*1I. T":?XKY]Z!Z,PL*2O>HN_ZFI83[1.1/<5VJ,5YO4+]>WC+$A4R[U=
M+6\@P<\.'^"$ST.XO1QB`*X%/.U]6!7B52]W^ 3)!;$+$>2,Q0=0GH1^MHKG
MH?>P9D6_T#J.N8'"8!ILDQ724C:(J<,U+;#;?D0;/)CPL/_D`W,)`2ODTG,K
MP(%#4C 9&RMU59Q]1G0-Q).RI@R_AHY _I_4K89AH[XD#\H1_4ZM^?&D:(:#
M=24NDD'3X(#>BY-U"NKV+1I/!)[%.$87/\VDF>W#K*S6T'-SK\T+GH_O7.9_
MM_[R/#8/-S,Q7W<';:=8C61.R0NHCU=2,/KK?<?O^UK[0[#77ZGR<1HHW#>#
M?-W/!&-?/8T,HF+6S09E1'VF+4EDE6J+\WEJ& L3@KD<7FY"3JW3Q9:R[!CK
M<A[365.6>-152.6$WV.'P^Z^%:[U9M;JB)%L2R@Z-ZOI:$7U$U=EF@LA@H=5
MOUF=0!U'C_H[9K(^^]A\9RS)X^)>ATDL+ARG)OX$2,,T.71Y/@?S<@8M3K]M
M%@9B<WB(T')/)(%.&6?1/D\O!$PPY,<I+[+FJE!_DAB].N@.K I1;\&,T#M'
MRC7]#39)2RHO@<.;DLH'IV%P1M3;(G8(#?TMI0C6)EYH<37NYV+2XN#2!?![
M(6-@J\5E;BQ30A- 9>\'R;*Q[*#]>0L^[?WCW] SL^;>G2C.IF6H$TCEA'ZV
MI2L\SBQ3B1R!@UQY_R9YVYGWNGA>FE60+':RGTNR#A.7`VOS(K7>VM+L1(LE
M49LDTN<;260=?+"@-?IW0EQ9[Y)WGZU9GI?$2]5'A:&__/KZ3)'+IO@*MK@#
M+7XR^HSPJH.6)+:5,A,IP=V$T'[:S3PE0W!?IZ'ZABYO:\ L.Y3V5Z#1G/97
M7'NF9:E<%"P16'1N.JR/4FHU7AK+=LY7?T:7'#6KX61M5]-UUC958&>M8=9B
M:M2CPT&DCL6*#Q;.3%L/E1^HOQ^*%1](6\\+J+-P+>380.&AZ_1I:RE^(ZTG
MP:VTZ[15)XG:54 B$QB)PZ<5^2N)[%0Y$OD1/$L[)#5G+>%69?=0"P33K-ZN
MG^X:*3,YH;$,MZOZ[V2[_0"NP=G?S6HH*H+!!7J7'GKB(MW;[9-4=1DP><C[
M>^1%(X1?\ U_@2?Q9C7"`7\6P;L37\?$=IOAO3M@D1M!N%/EC<";D/)PJH^T
M?KG23464M=F1A:W!D;Z2] )U_K7.YC1HAEWM\/@Q8M5N:&4FPE3>-5QB*H?A
```

```
MO41=@(\'&!T>WT0MG;3U*00VA@GK&<=0*VYENG[)7 538NZ(M'7DDE5.1J9-
M# BH#T+(.HX>%$KC@:\Q,(^!E?' )@9.9F!=// !!A8Q\.YXX,\9.)V!C\0#
MKV-@@(';XX&+&%C*P/WQP)D,G,? CGC@6 9>PD#O3"?P- 9>X;;L/Q0Y9.-]
M&U&1UHKK9>,%Y:RLQ#\[!VZEYDZ=,6-ZB7\97:E.+?8;4XN+<\X[9_)T.*4R
MIBY=.J4\&'?HB._9\+VVH+:\2YA.`\?*M? ^39?((8AT(KSDZ.'TU&J'Q-,N
M75Y=NY@NK+67N"/#"U$L7)7993KA)<$:N.Y"C,1-K65%]/N,ZN#BBNNL;VLX
M!7O-#L0&\1677Y?M9TQ"9V!N0?*Z[Q+3UCU*YN.^4#\Y+CR-I:'U-PBAW1ZA
M6SCC"-85C#FQ01PY(ARZ4KC5\F=N;!"'B1F!&!E%R?I&!R\Q$,@1$<U=XK%?
M1SBO1^8%'?@`G#TT[$K[^ZTLL<\+VHJCM;\C&0?=7&# 86KM[Q9R01^JRZ'"
MZFK1]]\'/88^W=V'MXI-(BBJAM5"4WN3"(BJH7BW\_>QAE=1#<80^:C;=^!0
ML 1?(&#1?.HP2O)G;2F:!1HZ-1P_V423SZ\A0<4#! ?!<4LW/!NI1X ZH/..
MPM<8YLW>4FKG?5CRWB)YB99-9=P%UZ,/T''!%JX]VH7!\2-P\/@3KCXY+R%9
M9R.F_MVK#>,!UDR"MOX<0;_"J?\!J?9$#)''/+H)ID"GL&E(`/&?@2_X5/#C
M/&/+0_C31*?%:M!9E&D9$S$FP]-5Y>+3SADSSS!L3_05M?S68>&S5] _26U
M?7LBCN67K@%&AV O1.6>A,_!D+)7\QDVY-=XNPUN<=2)_/PG:.CJ">8H@(R%
MZG>1QVC:3HW")AR-U9/0M4!#<\SR7^5L&=K.OWGXAD.,'_1/^,Q+VO?VWE>U
MK_O_$Y]^@8OB/OTVX/T1/'WA;GKITNIEDQ<OJ*J^"OX)NP9X@1J=$\+EG@[
M,*(3NTR<HOBX'>$E&$D%P:J<R70H2_=U?-Q.[A*[.)2E+^@^I5PX9HJ;>TG9
M'\]N%-F[NF)V^8)%,Y=57=>_NH).WJ^M61PL#]1@C0CVJZXH6KRHW$[0M[IB
M1K5VKS=Y<0UREE167\N"4ADQ9T'5XD7PZCZ@NH(^`Z\5KVG:XV1&=85_1;!\
M&9>SR8LK*LKI;3*MNB*P(%A9#!^-_A7P;XCOPL55Y<XW"B^H*0= C0O*$,=]
M^=?B#\J846VC-;L\&*I9)D&EY;5!`M$94:$9U3/*@]=6UUP]*10,5B^3&DRO
M7G8575+7IJ/"58O$;Z%N<N )/W' 3C!<"+>+RZZN34YUM5VMEXVV,;%?*8OQ
M+UH<C#O<Y)^LTGPCN:*6$;TK8+1RZ975DZI7R'@\A*CLLJ[C\41\!_#+SC_:
M>%07:]^H_S?C\6; Z#X>\Q;8OJ7)_: _<<HH\Q?.).5WG/6;9_UB?8=G4C:&
M,X;=G[>C@IQP?9T1W,O.#O>I73TU>HW>EG=!# PV6D_N').,OEU:V<(AQL>=
M+MGP,1W[U*I&%S>5?%*,9"0)EHNG2WIFY]/5MV0?G6#JLD7E*W;_-$_\8>Z_
M(NX7DD\O3"P,S>J:Z^B1TVJKF.J6JK?1>^HR;*\+JC!-TMGM2,3'/4?[&"G6
MD+*:.L;'#2;52"I='*R"Z_2-B?U+N8/K9G7-8NJ%WCX'L[AB43YF%V=#OXI%
MI34A\:/)SUX5B_R8< N#M>D5BPH7KRA?%%@<7%C)* 94URPL)V29<7TJ%LVH
M+ERPL!RS-I7O,_W%C*Q-XT?)XJ6AJ@6"L22DYT([H70//B3A')1672,9@9>]
M1@"1N=?5+K[VNJN0>_KBI>A3``"V)0L75/$,)2L,ZK%\>=5U>K9NW)@\X(AZ
MUR:RPMW;9'+Y-8L7ZFE(6>F'YN8;/H*N*2]?AI(#..6@;Y,K%DVJ#E9NW.CK
M6UHX64KR7X.ER$CP)9? 6VIY34KIS"N7`'\C<>ZR1=ZBN3,F.WO)$_.ZSMV'
M\,V9\4-S]Q#FV/_MW+T/,+K/W:%7TD=PO/J8A_&/`!#C/.SMS,-DXQ%X$>*
M;EO8=:AZ#2\SLKUZ&J1)1K)N64Z;[GYF]=3K4[Q83I?L3:;J:22G(-6"%7:J
MFU$8=O<8'[>S69\S(PXB14^SN!=2+)-N<V0>X75JZC)P$08)><VCLO!A>9!(
M?XHND'_Y]3>DLZ6ZPM_HN"XQO)/6:$K4A&I+%%+H9J0WIU+H_KRS^Z'@4&[=
M^.5R\!U80<$?OT_=.-8`W4S]`3_\A''&&*CZD'9)MY/2U/\&1D= 5$LG3\#F
M2W]\M8O'W:L:FG"%F3@."Q]Z`,R'=V%IPX>,.2!W4"7MB0\*KX#6>AIX*_H$
M]BAH`+"BNLV10[/X0FI%E>CF`X/C1CN<G&E8_.,$=A-LVND!#2<)\F=,<9J3
M8DYLEUB)LRY!V8CHGFD8,D5:YV !BAYT$LZ6A&UJ+HHEE4[=O92WIA%,!;,K
M'?$[+-HXO"IU!E2:_!EK5_C^`/)N*!T2?_1S6POTQ3[OD6WWIR6NMJ,="IQ1
M5];@O/F?2MJU)IE&/C^6SZ*6PE'LE>;"Z;;,P*,`T*6!(8_Q.PLH_5R]AHQF
MX3#U(G\MH8P_+W6$,I8@J4/7UY[:RLC_K(8%^:T)J@1B/R1G_^*G]*HQ3T4H
M`0:27_2,AG3SY;7O@[5EI#W0]U7O9*.V3V.1I^X"(YB8%_75?;LRE @9C+PZ
MN"S;G4=I#'IYF_/<CDORC6C.#V;.J/OVG%!2XW)/M'?=MY>$DB2/`-H!(*):
M:<GB?TD'!V*AN_/PI.P\^)BSWL^!=RE+A@HJ+OY8IKDWZBEH&(A63QI;%@NU
MFZ\,AU6S6]7EZ,B&1)I0]!20%,E[,.6,M*21R%@=?UE\F/D"VN\(_:U1X$<"
M2 6!S2$&B-#A8-O\9!&IO*2HM7*6D^2S#L5IRGG#@Z*4TQ<21EM&H03U4T;!
M!>"82X)GD[XT']_0]%X-*T(==2L\8VE%""\)EP3[013%A#_0LDY5)YF<TBPB
MGX/56[1O:&$5EX(\!<4!Q!9N*.K7F)^1UBLP@Z-1R[0/@FU_MG ZJ6F;]UO&
MU^[7ACW8+J_@=!"G`:)X$/?&-/H?A)PM205JW4+P*&'BXR^2CB8^6OP/,D;?
M_/R/2+81:AUF2KU_LWR-JO<_(\:2T)F]6OS;>4N(IN"%RL*F?SN'Y.0%J//>
M^DNWFF7;PR_ EG+.2VH(RA(`D]5'NHF+MYO^K:J2$HH,'Z->0WB]7Z00\\:I
MY^5K-XTEY67^E@M<BW\O"L.RL64WK8^!EK^W[KN3KDT)?[@F[8'YV;5)9N]>
MQ7OS("@V;D#H@"V@UVMM"#)S/B"YMAPFB;[6YF1!GA\G!>4IKB> !(^$0P[[
M_^43ZU!$<P+"U6=@\X)>[&^3%1V2@$T0A0'M5)K /8;1%JIC/F8.VD)=@C7)
M5F2O]S_46/R@Y6X"Y.F EK4%^>$7>LA)4YX%DY1;U:FTS=E8?+_N+BPX2 \+
MJ?P.;YVLMF,EB)Y,XY6-`5@/W:KN`G;SA?6-3^EACJ[#_G]Z*</;N;8HF\,Z
MVIOO5V3C#AL[[-_K$3N8X:)L#VRAX^6*[.^9N>R9^L H9P3^#4,")="E@>Y$
M==/E[*C-(CP_')T6:>6Z%84W82O+F\C2Z+]?O;Z8D9L9"1.^[181T<P;YOCB
MT51X4D$'<U_:&_[.L_IDX:X-!B%!>,2O3(6'YW$X?ZB?2%#(,ZUQ"@R4O&+[
MACZ 6>'VZXQMCW;5MB2\B*$14:UH&<>7K?@-H*79\91I#&56K%V5GN -#:D(
```

```
MKQI@A/IO"G)SH?:<5CQ),XLSQ",&9'L6@"_8;3^X9Y%K/_@EXFU7B6_ .0#V
M`_A0!-X5]85GV^L_,G19_WGDH/]#"Q#7_I>NC*_]CU[EK/W+D,1:^V&@_3R*
M9EM&V4?%2D8X,J?"U^ V3"KZ$J/2@Q)*5'T%U;&V<BW[M8C3(F8*Z:VU$KT(
MT;1J%X.)-V-.92 ><R%C]#P<IKY"K;B8/(V#G\M\,SNSU&72:RLK8YOT*@%W
M6<VY2GK(X5F#7K<.&G10S>?M3F0C>X%Z-!Z_??D;6 )QM&'J-I0'?\%7DFO6
M`,DB[_I+#H/VNZ,(Z0;E;'UN*+[@T^/;-$Q\:-\\4')V;;(YN%=IUJ"\<+-W
M7'KH`W!5T5*^M=.S!O%(#J"PQX3<QTJ9)S046,O)Y*R3YZ&G8/@&P:/-@G'X
MN2 7KZM\:Q=E#8I!"-*9Q).SDLS1'"?U)_ OR%^>+9W;.=1(3P_HH0;;'O62
MB!8\@L? .,9X#,53.&!+L^!/>)CZ_2;PLD$7W+Z28[?;G(#I(+$9MKUQ[M"G
MN-*I?UPF/L(Q/MY!J\"X%][8/@USY;4)UK<:3@@NRC?6KDG'MF^L3JQ[Q5.W
M)@.;=-TK"75K!LF+MV[-8'FA:Q1D.P'98*LF;@0AO'UGY7Y 46<L`BV:Y[[*
M0_P<PL\J?,9I@9IRJ(9=)K1 31D4.J)1;M$"?X,%$I)82%#QP$Y2[;>/8#$+
M07!:5'75Y97BA3[^70BR\>SRY56X^QFX^(#BLC 0K(G3ZBK"XPD%([]B$U\"
MZGR MGCH>^EGJ&D%1H2:#&\B%5AZ?;3[Y.^L]ZF:"H[(O8NNJH?T(8+B[!N=
M[3YFZ^MD,P?8&2_%;:[GC+MA77P/\VYEWC?@]J1+D0W%>U3V44O=J8T3-QUD
MWCN<O([^>*R$/RJ?3>O?'5ZUVP,ESC*X&Z_O'?5CA,1"N]6=$^'0%GLD4^([
M%MII9^NMLZ%$9/"9Q;O-LIWJ-ZA)`(E4,O/!NSGP0N?WB);O:Z#U/:R-:K0:
MR]ZN+]NYX=*WF_U[[/H1Y% V3C'K!PI.M\;1@,81T-\TH(-H5UT%?F1PUOLA
M(M-!"?B(V@VZ*8]!6*"HA 51&.?0LXJ3IGAW3\6PC)4L8U;/9;P#,]_;V_>-
M@SU"%N9G8>IOD.:TBIK5K2C0;;L4I=5,[/,K74O#RS4.KI0=PRK]-7PZ\5@1
M"W6JWXQ'L]I'4N&T#U G\:"#D[0[["=<'.TP4.+A1AYN$E]%1S;M9TUN@IU4
M71-Q) 2$=54:Z5!^!YK=Q*%DAUG\JME+G0M8C,T4/]PXAJX5#WL=#,M&;[-F
MG;IFY(K.TVG9X&6L(T:EW98EN%L-4 \`'EQ#A0]X+)0EM)&A=W0/O9:AMW8/
M7<#0NURA<98]#ERQM.>V0L:8ZV.\4>QX^A@\(IY#29(TC>A XRQI1=?A//VV
MFHA-'16)C=!MA7KB0':6#C0AT)L-+JYN`*MK?X+3M;M!SL#W/*<=7 Q=N\ K
M6. WRB[P=; ICBCP*1W(`K\"9[A+@<TXP+D+_#N^>R@0[::.QUC2]35I.4UZ
M((X-1%7$4VK3$\3H*F(TQS-;W9F+`4>EK]RVU;X-0U/R<MO6=#1[?V*-'B*X
M1[T/B2]G",U5O9FGRXB92<&F'D=,,O$]<L2X>=^[X4\)DM!-0[X!8J]_TF7@
M`KZ>V5L@NV45]@%/T+JPC*Z%_1(Q4IBOQ^')==J6)FI:Q-*NT*5QP972BCMG
MQ<#RIO1,1*VQB_2I:BG2QZ129+M3Y.E6D0#!G/8Z[8CQ.,UO%?L,BVW]V%W)
MCL;B#A3+:F P/ *!,QD,Q$+MN=%:97PJ*H[<B8-3;6N,_);CQ]4,M^*[AV;H
MBM-.:+!!;I X97P+G,HT3@=\,,\UQS<[=HTW=K[&B*Y;(!9A6LARK3VD;H3H
MIR#6KF8+8NW,+(@=<A#K)8CAVT+L&XPC(H9""+!LYQ'3QM5!5Q"KYS^R.ZC"
M+,N8#?)*+ 0;ZJ*;T1F(]]5-TD[25Q&*+_;85S^SBN^YK]*=OK)GRB/$8+S&
MP!F0Q3(@6>9=$&FPQ[^4V=.03+;*[-87[N&//:6I@T6]>= N"I6,A6 '3=>3
MV\TUD-BTQS]%$GL>_XCIH3!G_^E2N\G?H<C+>RPR7L>KXL5>?=1B3^FY6%N_
MTB*N+(F%X8'>:\+J1]/=,9R[Y)3A*X,.O5[!_C6KQ)WFETZ:@Z64O=-+FTK"
MK=$1FL$(MJR."HZ8-,7MZC=(X9:LB2=B.I!1VM6H+DGHT"T>KQ*O0"2)(ETC
M40+I,EAH[V%N)\%.)&A'>][']DS[T)Y%>NZ\"_&](^;.[Z]UYLY@2I7V.'=>
M@VBC>^X\B^\>YH[[V*7Q:"<>-WW0%8\Y/>'Q^34.'C^G5\@>\:"_2#<>HW\L
M'M,[@4?L_:YXO$YIJ^YXG!]OC^2CXO$L!//<>/P9WS\*CP>)Q[7=\"CL"8_O
MX^VQ6GP!]83'Z&YXG/9C\>@D'E\<Z(K'<Q"X.@*//\7Q.$S1X1[Q^#-[U(7'
MK_#]@WCPC/@J3N XTS==\E_@LE#C8F]^6!+UFFF=$?T[(+3Z*H^*N 08:MO%
M.K6UY\/<LJ FZZSL^?%U=H"%"M*ZUUGW[K,7E)6F!XG%.^\Y%P2]_\'"*7,9
MJA;#H@O<+>@TG'U<X)Q-0U:T'837V W>)38\[*:7=H=8V06B:U'&'69OTR'"
M&]\-7JJ#WSXP6]^Y=*<;WA# >P<$1_LZT^4\:&]L0[\'V(_?U4?"7>IIN!3L
M=B1\6_U>!_(4<)&Z$<2Q+AO^HQPUK@5X$[[CA\*N9RO=---99HU3YI2>RCS/
M+O,B-:][B1.[E7ANEQ*[;N!2X'(6Z$&![K;";MJ=E^LXJW>W7;[T; ]]H5=
MA_L)\B_OV'4("[!N=5BF`UF'#-W9\3I<SYYSU>%J7>#1Z["=!8Y'@5WZWUT'
MR.]TJ<.0GNO@NI_<B]Q%^FQ^Y.5E]?^+O7\!CZJZXH?A,\DD&<) `@0($"1J
M5#"@(*A(0',A(2B7@23<!!2!&! A)3.*<AL<T$R.:?%:V]H6JK96;8O5E@!6
M`X,)*%6\%$%0L5*[XZ!&I1 !F>_W6_N<F0EJZ_?\O_?]GN=]7O1DSME[[?O>
M:Z^]]KI0EJPMH5VTM584Z_+LH?9U\<-7C)Z+N,MH7Y,?8S"_:ZWLT2?%O<AR
M)#98V$FW"0"=Y7&8I6M_6MQC%@L6Z*IV5)QU4)Q&;YC?2?:GL?CO/RB"V""[
MP:7(PZ35( :NV>E$WWJ$-)UJSG)##;=A+>NXE7X^(LW%>PVHST+M96]N,TPJ
M/[07K4]\9_(4=3&\).+>L[Y>0EZ?I.Z#C:/IB<U@""<'EL%]S;GU%82[TT$X
MUXA9[WC3P%F9-$5MD)2N\%-6KTJ>5 #_'!;<T+/2SG15S3&/Z]PA]!1DKW&;
M(QD8M$)DP*Y4LZ=#MJO@:P#V7X8_-^"V0'6%2J2J8,2#7YV)J _ U%$3'L"?
MOT#3667@AH\\.\T]P_W\LO;W\\_@FPR-QD/M9;UJX377OI\?O4+?SWO@>O:[
M[N>]7^8;!IZ&X_I^WO/%M^_G&^'8<1S"1^/9\!\\R.L%/.5GX!$;SU$\>_ <
M/@88/)FG4!_ >E&V`;^D^P&;`;^C7CS+$'Z4^9S(-XZ=A-P`!&<.X=F ].M/
MYQL[\;B^PC=^'T?ZY/*QM\ZY>?[Z%.NE]?8"X\'W\HV^A@MR-47>I8MJNAM5
MT%@'[RZR`0V)O]QW&4D%BQ;<O)A29E#HCCRRLIUL@-'!<!7XO"+G01 (=D:>
M/ LDU4@N@OS$_*44_9L"`#XV`,F%CI#S63KGYB+?TIHE2Y]!12B[@R$[$Y^+
```

```
MVW 1:/R2>5(0NCR2U1:K*W\A4Z0E;><1`K:'(D]^W1ZBL]'9`\DPB!A0X 3B
M'@UM!08,)$4:V]?9GV:D>!;,A<C8_&%3"@TP-R.>N,+XI!L=/$NJ?=7CYR_V
ML;CY@+D7Q<W#8\-T,5QV0039`I"]9W5.5R,%XK7S(6U#"%A#CB@,:WR=NQDI
M4Q;4+$"S,A9A4#E&9TD\9%#BH6C1@KFW$ *6GR)\XB&Z&ZD3%X^^:9$`K?A'
M/D-AQZ,]4 \!0A^/7KJD.AU < @;X1,/U-,&HA2@`>,ID/.,\(D'RC0Z3%Q<
MO'@>X4YC/*L0SR<>II?1<>+B\4M\-?-'+[E]\<RWL78`P2<>JG<4:OR2V^8S
M+RS\")]XJ#XL3Z JJG>BXI@[G#_M8+*8$X2BEWI9J_8V')9>&V_#P0DICLJ-
M^5@YE1V+1E9"]Q[71ALP4=0?X?.;%AUH4BLXV]T,WQ@8SJT+\(ETC9#SL-\?
MI M/V]3#]<C^+%,/M$N">Z6QB-&V'IBE6LS\K:NE=[=$KY:Z`<JR9PNA`NUI
MPEP&K\E;1:5A-%*)]9IF->AEFIRP]9+%EKHV;C;(%/,TM*62KIZ#75=M5:6>
MRF?P)$"/`I;.UJ_@?=B_#5.55H LOU&3%K70$*-_&^6V#>]4707U#MP?:#EJ
M*Z )`6;9\-R];YR$\,R;QF0K_&$)'_:M\%4,WS5MAOH]M.WA@E.'^L_.=JJ
MB<[,/ !JMZWF`](-USKA&^TRU%D;@:\5HW?F7@5<1L0_8CVK[.U4*[\(S]7A
M9/9*G\NMSNS0B/5L,>'X"SC>(6N=)A@^%4\:WA*K.KO@W0_JZ%=:GV_H3UCS
MEL^G\&E7_*_RKETWB!%LJ;A,'UA*UJ-W=XF,WD!T_1* PR#DBFPK^>WR/7Q%
M>N7&1U?%9F/8^CZQM_)\'1)SI&?[H@X,>E[VS)'J8GA]4'^#UHL:S+=<6%)0
MGV"9P0<7MLM-.'&K?I26OIL@_X)YZ.:DO;@F/WQ?`=OOZ%0.^;@EBQ85SH'0
MXUP88\"R@G,9^]^-J]OOI^/PG8W?>=7?+SN=W4W+3N?@>?R1`J,+1)Q%\CM:
M$F1&OQV8CZQ7(-MD(PD2B;="7FT_,&9OU(=//$XUC.3Q<Y;>O&"Q0B]AH47X
MV !X!WKM@,8LG7\K=@**HX'ZB;0^6F X?RFMD4P@/CV90LR,ASF/2!;BVXM/
MNSR6?@0Q=U^ \(D'<1JN\J5SYMX"Y0F"P!]6)!TEQ"/WI"ARC]$H#6MB?7HO
MWC?@R08PS5C%]^F*7C$:9?BOVM,HY3#.=3:-L@N.@$FC/(ZX[Z)1]J)N-HUR
M[V]0[O?0*.N'%!B;\.RZ%#*-@,W'<S:-LNC"@BB-4@4XTBCEF<@3Z;,&%QB/
MX!DX$ .*WUK4?5P&ZI:.7_AL\^);X7<]'O]Y!<:C>!KP/ ]S\2MR0+O ,<RR
M2PJ,O4/1+ZA'(GHQP]'=L0EU=CZ&?L"384U;=#VT7:RI!#HPY3LC'O2CUT !
M=K2F5H+,:UC$B2SZ]=FRO9U*ERR],SHI"9<)N&5GP:4:G:;,7^J-PB6F0_9R
MZ:V%2Y9"?C0F#<X]8?!=(-%NJIFP9/%\UTTU9:C8HOFI?+ES/FD9A&D!3?=-
M->5+EBS2RCN=-( 5`#E7=_G9>?,/\V:<3D25H)CXZS.(<]V.<I?>.F=1Q]MK
M(*()@=L[Y\_C^YQE^CTQ5>H=RY5X43%EI942$NSC1X\MJEJP:%X'>25\Q\H:
M%';'Q,7E2ZJI5Z#K-G:N)9',3 8&"@SW30O*[JCQSK^51%3J30OL*O#5JD'R
M30LH& SY^E@>-0XF7I_8H=Q>@9(K9376(B*U&N+Y-:!9Y\_KP%>1($^/OB&-
M*#)$`]B1(A1=O43+`FMJE?46D6#*'L>Z[0A*2*Y>PN%"`ER"5R]9RBK,6>3F
M)^#+EY0LH#Z%PUT.:G7.HLGS:U *:^<'L;MZO:MC>=&B)37SOT>JV)%<,)<9
MNC64_G"EZZ])OOE+OT\<V>$JF@,R$% IA9@7\^=@7MAX9.?=,9QR>EV!\2*^
M=Z%-G/G./V$]X2%.&;TMAE.RG] XQ?6DQBG&T^UQRJ.(S_FMQBG3$!>/4UYX
M!JZP\3L,:]'&*6W(Y[_AE&5/_7><TKA=XY2UR)LX929^V_!\%TYY>Y/&*>F;
M4?>M!<;I!K0?;?L^G%*.O&V<<N0UU*,1<2_B';_YJ-=,/ 9@LO!D0Z(^P[C(
MN-)8@QG1Q='3T<^!30F[2!>CJR/3."^AO]$EH0PBP#TW.38E;>JT*7U3YTW=
M-_7:U'?3N9NZ;AJPJ7P':A8"%L5O*7ZG[2PP[L5S%$_VRZ@QGB-XG$W I'B\
M>([@R6B&9#<>YRZ(/N.Y%T_&;OPB+AN_@_&D_Q4MQ_,@GN?Q[$'8R+^C!7CF
MX7D>3Y(LZA3]0^^"W'*&6\AOB*!";#B1)]%AM7^.;HG^CD8GSL;;1#\1B*T:
M2Z$_X#*>C<'A-([MLF/<8B4.&@"H_#@H+J1.-I0@%]D@`348B-3-SHZ>V%+E
M?"F(M!7T_UJ<PY['$U\QG-:*YHA4.'?K#3@_.S$OWOY]#"+=<./L@V53.G_!
MS56RZ<\$V'Y,VWBP+D9'#39UP3RH```*Y%)D%R;G43QVG;I:FE6'/A?%G,@N
M'/EF6M4!1O=W0_R214N6?M\Y%><UZYQ*B7LJM'B80]S!L;N6N">BO12=TH#,
MX]H+)V@=HEC9%KK?CQ/_D;BF0"I?MS5^*XOOM+.WLH&G,5$`YP',^CBXGH:3
MX\C&@#J,\(FO2Z:1>MW\.SQ+H0$P__:,"K08`*W/M2^KE^$DBM\["6=I1#]_
M5G1OH[-&800:B_V C:K^2X&Q%H_U3P#[&)T\4$]95..A#L[<JOC#>7R&67&'
M<VX)@]F)R"N^XF!_V-L'<3H811$^-@@'ZAPC-;8#L />1AZ'X_(A4#\C6>*%
MZ?!=7(#L&!<@GER(K^_9Y(+-"QB,:1Q/49X;)1=M%:6&LX;=:23)W.7N?C%*
MV@L4$-_J\XR.<<0`!P32A)%=9PW(^4:JAF('DJD`5?,(GWB@'+("!"$@IWC>
M1#S0!5'>Q$C@&718A$\\Q(4:`MM6-2!@["XB3QS$18;;@I#MCT5!_#/")QZL
MO^$"F"CUQ?-!XD$&Q/-!" 23>1$^\4 7DYL`"@(H3LJ"N%Z$3SQ,+JLT>OX<
MJ_7Q+)5XL('?QU*)!QH4SU)A@8^@,#[Q0)<8R1,74\_R27!*X*0IPB<>X%+6
M&BN1W)0C@(%%FPB?>)C!+$FOUIH:9@06:81//- 0C@> *JKC63?Q$)=]+^LF
M'FKH][)NXJ&&Q;%N9 ZAW7SB82YGC3QSL'YD7+DSG05Q!8<>=!8H.8+ 9RW<
MJK8'N9(=R'4H-%$I-)?GX8G_-P/?%'C\;WJ_]^[]/]?5>O#UF*Z6UJWD$J>"
M'[6.4WA `1&*LXK]2LUK:OWB2"H[M$$&%[;9GP!AXXG_=PF^#_^/-F3M_S]O
MPS/[SFX#:?IX_5 @)_F%0PW#74Y]K 5S13%P?4J[3^J0MV^<N0LV6Q,@.[T]
MM-Z6ZH4LNPL.`M2;5R5H<7UU]4A+YE>Y\&;;V#-GN?+Z/H^[#>\59>JQX6(C
M<&"9>D"_G=? T[^:B.W [-X(J&!Z<)KS,;Y1S>OR*R$)"ZP"M2+:CX[:#Y%;
M7+,[LZ5 E4Y9<>PQ!L#@!3\I=GW/^GBORY[H%V2Y'\2PJ%]=1C-1AZY "R0'
M:GY80MF]6G*OA,D`!JNK6,7JJ\"2>0E_HC+[/T9^N+"6TG U)(6'6HX-IZD4
MR%=8ER648H2EJX'F^_27KAY"BZ@80!_L^"Q'V>;0K>P$\"AO!&D!RV-O6W:N
```

```
MXOKN6LLC5[8WOTS-TGF@/\?KMX$+CY:I3Y'5DRY?%Q@Q0 K#US/8ER_AM,"H
M%R0@.=B7+W']:?<7X?##6'3-7K1+!> (PJ.V7RY&$9C<F[R1OZ&-A!([=WTW
M"3Q]R+PYV:.FHBYY$H9+/6W;%8H#E= Y@-.[7GFS7+[DH6\V%3@=Y@ZK>-A5
M:%,K4 1,.T 8V@GW29ZJ]6!SJ20IO0A1=0B?/L/VIZ&T#0<W=F)M??Q\,:6D
M0S^Y6EBM4URP`O\4;&"C8T; L-)A'3NL\+O2=&6HE>8VG2:9:<#4;;+\701&
M[63[T]:!3L(=_F":9/&?<M9<2EDL[, CI]?D:),N<U%KF&MI? `M. &XQY@P
M;7/(H\8B1N>3O3*U.8DOQ#!64-J]L'YG5.U!NHT,\*CQ3%V+"HKH.*Q9\-UV
M(U)U* :80\![1>@\%IC&P/4,-!Z,!IZ\%($/,C C%O@O!CZ*UZK^L<"]#-S
MP.&QP&T,?(3)Q\4"?RO)&7AC+/ ^2<Y ;RQP!0,?YW3L;H4<O02^+*,]<7VH
MJ'S<T-&6)1;2\A!LOQG*S;C2@!T*?E<L7FJ'R'>9[Z:YB^;4U."#V*Y=V.A%
M-Q=C7Y,PO)<LA8ZY;%=6&/[(>0! \BT'&BMMK+QVH7*^D$3:E +++/0NML3N
MA\[CMS6>*WK:P\:1L=I[>I"V):+OP*U)!4.^CT)JU$[GFE(6Z<XQTK9C8T"W
MQP%='!C%<3"\YP9&L>\-;R8T93K;13(NG!SISBA+QV5((^38,[1 8?"?9H$S
MT@6W'M-$-6=]H#$I=Z^YP[+%_-*3-# $EVZ+%N97D0LK?R"8]CJ&RVS=^#BU
M.)+KIS@;=J$R6_3]>Z[#V)KY$%082I+$1DRP)+E^=FI3H@(<[:HQJ,AAI@2+
MDH+]`B&8P,UM&G4:2O K#@8O9XYFBMG/+$L*]H2:4; LR:QP!\LZB'4[%U=D
M9[,[JQ7T)#W&W]#Z<D^%=X'%=V._6[(#T@6/'4+%ZHOW>S:VLM]UMZCSL "U
MG@DX^ZE;&YO@WKSBD+<?OKIH$ VN!@U-P$HDUI^$S2'FGVZAM107&EL??1@F
MNG<+/+R_4@=+"Q2J+6)O_W29>A!)(<6G90*M?[RW8%P)D41KF;J8B 3VT- Y
MMJVVUKJ^Z3_%K<*))KAZI#8*WN#S@5HH>'-H-12\)<A;.M[2Y2U[85<51':5
MZQI74G=%C,Y992+/<<AS8;JZ.0;A6-A%38M].FE.W,@6O9=HVC@]4?&445'U
M)O*Q;;$U',6'6H$M4MRR#4%+[L%9+6__R@NU''5W?%$%&2(I=1GGJ&3Y;)NA
MOIDH2-9R]4055&LW/8 ,H_(K_[Z,:G"_'T*U36V*4!0W;7VU"ZW^#"=8_I5\
M)X"P0UO).%'-. ]C6!/,KT0GU[(]'5+P64?783EP)&GM-QUAOGC+I7&&)AO!
M5%2WH%3+1U][^^3O#XK:)Z=U\J$H)WB[LZ[853LFL[)YC,ME-(W)<E@&RK\&
M\+<,E-L^.9NV\NI$]=4UO=@\4S<UBW8X:0EX:CIM4LN;&V\%H.(JX<@4ETHN
MR^#GM9^<H>\ORV:D=L'H'5Y75#30L31Y8*(W!RX<J#3;9GK<B64#87%?Z]"*
M/!]76.%IY(2@LF$.SS&(WGQ7/C#;U#Z?P3#O;^7S*<7AXO,9'LM'Z#-Q$M(&
ME]+^!G"0@*%NI3H)B"M:E)4(57";[4!D!!V(4/<W$[K%T,]D- 2.6GVX&Z-G
M\.GAC%CHNPR%9YW(='@6V0U!U40('!:WI6W.[YT(Z;TV]7?,GZC>'-NUS0`&
MJX22A"\)K]ET76-I%#OADX V-9\'9EZW'PH;;()MAU/;T2QV^9>=,GQ0_L'+
M27A8%J.93>HQU@"*E=WA:,^C;D8&HBV=.^W8B8/ABRUHW[D6-.I,:&\7@;XJ
M#EKF=E1ZMW;\R=J*4^@HUE$J^!CL=7I4-Z2 CYVU6JEDM73B:?27PY==4;FU
M.T@W56)K;$NR]1"^2<2<#S,^0R@^E=,.XF(+0O<4!E_NFD-J*:#RBM+3'A4C
MV0A/>ZD0[@Y3TN[Y*\8QDK/NEE^ Z,7S2SQ_P-.$YP,\G^%)Q(5<9SQIF^%/
MO,R-;06VQV5S3]M<YDJ$-B[\<L@W;57Q7I_:-Q8@F$:QB#"-">S5*>B/&CF\
M5)@LAF5YFKD^Y%_>U_!>& WLHQ.S!70[`.W ,II*)H?_^I!U3P]Z^WA^5H(7
M.XQ;;)J911EY>U<YS;WAY'5OPK/3F_[EF(+.H<?#SDI84C>+W'"I-1[0$IZ>
MN\/<"UVN(OA;AY/@<&=S5^XK^(+I_'/QK7-/]_95<Z$)``R7$6B % "-B9E^
MOE!_''X9STQE#J\^R''MF0N*N<CM[<[#`'P(,N99B1DST#:!OMY\)5B:OFXW
MG&.\&?2D<^S@[@E[H%GJ;%HCJZLI_QR'^-:"3J2SSL\PN,:J]601> &!M>^]
MPW"V+-BK,3@F8^AQ_VI,(&FI?W66X>T+[\MTO:N64,%E27JN"B[)6/>I..48
MDT'-4]R64N\SB<9BM09J`-J2JSJ88Z@@VBFL779TLO.Y"/GD(Z +W(=2_91*
MI.+3+,F3MKD)!F&=:N<#8D$;W4!DUZS*,>RP%2^$=TP6I!(<[:C.\,NP7 ES
MO*\!90L.G0ZE@Z#XY4 G1D.+)!1\/3CV97_8YCKF(JOVYCKHWZ/"*L#R[W'G
MA?B4Q&H)7RWQCS!*ML0_,I @9D_VVAHQETQS#Y:O9TIY? '#K8PE_X(VH"L`
M] `S-2>GJZ<I_:<%*D+J5XS::VX3KR1CTM6/*7*WRPP(L,=]XEUTX(G]JN>!
M,Q',XS/PR^6RG++<,!MN&.'K2CT'BQ<0M[#]C8EOV+Z<&[#6H'W?S*':AF0)
M^]^T&@Z8$0^P;[R#:N47W4U3S_";$PGW1E_K= ]A%/DA*6OQ(;Y=Q3>)5K\U
M_5)/>8_Y//$WP-0;#TWT-$#MOQ]AJ&F0&K:]Y6B^9$.<>84F/Z%I1EGGIF[!
M&@+"O/!91[POE,M9%R*(*!QU_L,S8Q!#STXG4-] <2F:3N#"" GG",Z+0KWS
M+:B7&6+3)[>APM&J@CAQXP8E_)GV$0,'?%V.%V8Y?!V!`[#1Q&159-W)GG]Z
MW?&TM;1N0H/+(L&C>YA;UX 4QQB7[F/Y'.-TC'%#,SA3C#-/AA=VJ$-G(H"T
MP1(Z98<YG& *_F8$QS@)6#_5!<C^[2&+;4AD+J!N\TKXL.MJ^4_"KKY/]-W"
ML VB,LNX[%UY+Z^\'%^I^,K]#!_$P-] 3"4QA;EHSSG SP@QI[@3I[J NYO4
MHYQ<MSMUWM:T1=[KF/=H@!N2MQO978&O+Y%8\J8OC'\Q[S%.UNTY20D_@G;F
MW!B:U#7(Q48*MI\^[;;UC'<E1*D<<-LJ#2(>U,7S+3J#(U#9B<[@+_'AWR9H
MTY=O/DT`_\IS#&\&;&P7IWO4['-%>_]E]4LVZ6FF:1=_M1V_4M:352Q<0EK%
M:B>9,4/>6F4+MF(CUNM#,"DN+8FME28_EZJ#J^)S"$Q$5X4:OS)N_AU'5!08
M\^]>H"8Z=SNM[J8A"YF'@3OAS]1MS=YKH&\34K<NQU\[7+K@(@GW,5PDD5OI
MGL1"M:?.H]B=D" .VK-&[B(@A=_G<?\XB@1VVEKNZ5SCM:#2=;U;<*FLZRTT
M..'7`UV!0KJJ_B$6P$5E*"_RJ%_';]@X:BH^YA2/7<:65$V#/[@8-/A(6(94
M_[X@CL_6BLQ9W 86=R;4<C\BI>7^E:<HS/=C5#J&U"VQZSA9P@NE4;8LX>.8
M`94;,W%33CDM";I\HLR0D!J'EZUT*HWW>7P7KW^PO6X#-.,R55[N!,Z6ER^P
```

```
MQH1D&0VO01NRD&UM`+L#7' #/Q@)30%<^4CC]I_"OK3D">V "K=Z$%=T-9<X
ME^&FR'9/]3*=<R(6'$3MGFH>C&(+GXJF8P)TZ]84( IQF&]I]M486/Z*"C7>
M?>[90HTX<AA/DX,MYR5U*P"B&VDM9+3P<X#.CG DUK[_]K"]^W3>)R"89][-
MNJ@JF/8T[V:EU2QY%<?;D_EJ;8Y_I7+7W3,93#N@UCYY%.-MVS\_(%9+X+(6
M^_Q.&% W0SAF.+U#PI..X]3DNR[PDCCV]A7FK7+Z1N&(]'PYC"C2QBBJ-TB2
M=0!?.WQ>WF8"^N@5OED=AS/,O,TTOV$%_ T!YCTDN$"#=9#R8 ?&%3TOV7KI
MXL<8MD*&OEE1=?QWG+V7S0N>1PL`<-()K3C..+Y"/=M^A5$6`V<"\=,RY2:9
MTX$&#@J6!!RP$"S00"!XB*1Q<#%/,R_=6V@/(8XK>7<Q@?=2V63XZK$C:?O;
MK(8'&_7Q#33B\7:68)HF]0$^XW((2@ZL`S1.R+MD3BPUK]5[!YR]PNX3(_\A
M:IJGS5I&Z:!]ZR0(=7)ZSX\F@W,;OK+)'G4#"V495@\`UO5M6/:)1PVU8:TN
MTGE [C)5FX#Z@(-L@\>"W?24"KM$W9T0/JGUS(.MX1SM=9=_"-$;56\?DH6:
M1]'!-Q@M!KX#U^VAEG68TY:3:9O/HL_81+;#<<H1)D95`PK#G/+C$D;]%NC?
MW+7U1@F"!9*>955K\5Y6]2C^/NO8NDQ'9$:ZV39R,*>,=K?</ OA7RI^RV&J
M55_K"T]"CO?J`;AJ#0;89?%V^$,BZRJ#>G%&>W\CB'N:+LH8USD6)Q$+X15L
MZS%42LV\F21FC _"LU!L/[1VF(-<BOKU"(S^T_8_P+"(+J/_&IK?5^)0XB*\
M>M2MO2V'8'#9"G/*%6JF'? G"3!O&8?=[H-9XG]81[VLCN(SGM:TK$6Q@&!0
M\$FA?QOQ7R)<*X?4SW!B@)>,*O#(B4U?NX<%]^]'%POX?$D^?W2.W&3 Z8HM
M.!NEK^F)8)@X([;8";X^YGIN<8$[T^G46[:UP#*\P]4P?"K:Z9:"]X:J9-4)
M*AZ(DQ^8(Q;C:42 .=$KMNWHN#+0\',YKZ5C">TUUSR*C\A]N/0%(8>X/\?'
M/2]QN,]$7'3\3MS-=OR^K[3C)IMK.$4M0<L6TB7E/@$H`8 GL$V0G3[/TY5O
M2#5(;'_&3E$/]4%/%PW/+7$GEM %]+#<$E=BLJ@(3U'G($,:P.$(_Q6IXOVW
M3P5JT]Q(+I&1(#;XFXG#O_:4#O\1=#V!L,/G:U?I/)>68J.F?1MQV3H&_B.T
M\P^YH_F6;WEGCG;1>D,O0<WIMDOY9M47Q85+\3)O7B0R`*>;P-\C^/JYE$16
MST#;%?U<!ED%=RO.6Y3C!'FR#UFKE8@).\'<><=R38^Q/%X$]\G=@@\0OVPP
M(("16C2OMFB>S![:ZA>&I=B%BL$2Z6P8V![V/AN63%G"!H2 \?;@T<=O\B,!
M!B$?X\LWDN(G6"/H77\#+N8,AR]+_&OWV#(XCF>8,0GTRI4@RF+KO"@;N/B"
MO/>]YX+?F()LLG!TE.$Z<2UHV>79AH3^?$'<V,5(1O*,]/(]D$T:T]K+.M%E
MKT1@/Z/72^WZ)>:W.CG0>#*@$M/NNIS+025ZNP?4"/B=X%?C=EC'3 N\K$F;
M?P&=\BSV5U*W>IVFK?N]?-#G-K8S3G[<+LB]UUJX=C4"5[O3UH%_QEG)^:BU
MU??TQ#1MFXHL3P+3X)8'""+&,%=_0#0/N.])Y'V<TVS6;Q<2*S/53HE8AHB%
M*>I<8I?6A2Z5R9>VA4Z5QA<P'M])W%'J,6\9:+Z<"&?1^Q+?S-WA25P^>,S4
MQ/\$FA*FJ&)6`RX0IU31W1'R7<1\<06"^D]1UR"VA6ZWS1+T+)=3,BM5&H,)
MEKA;:,',/^H9W>+?DH2Z.B5MW8-XH;9&VCJZ?!Z*HP,G0@(0D/:]*SYUX1L.
MJ%*=N(N>3> E*4#1<-[QYNWWIJC#$@P#^==-5>/0H/"XNJ*L\Y)._[' J.MN
M0,ASQ%[?X+H`+L"-TH$)->G^;:08$[PIJ&Z@-#-!1PUT>)T#$S!M)- A_3@;
M\T>6B%@%)SZ)X0"L<" MV4"]!:30BU&2=;* [3]<GJ]Y09 8K;;%62*[`K@T
M:HEL]Y5HUI[>PL@_[I?EX4V5`[)Z$6<.[2VV79EJ1);0Q7C;\"GT0KC]DR@D
MQY]^;H0S(&L)CFX`U!'.%W55=\2JVOJMJNZ4JD(J*+ZJ9L^XJI[#JIZ+JMHN
M;+7=.N%>YV/8K3<,OGZCFQ3A`OO'D9BQ/V 7#_O<@!ZD;&!JLRU8"'U-VU^J
M;3D!J0,J`]=OJMHWN0)[O=@1;(/ZI<,W%B_-^6YNT.%1TOR=O,\8.H,*-!44
M"Y"C/WVL:IZV1RUA:9**71!.J5 %DJ/(#I!N;@45VZ0>AYJF>3=KB\[,KN)X
MF]>YS>7.W-<GF=>YS&ZYKTR:.GFA`W==F5'_B9-J@9CWPVC:"#F4>'O@59]/
M.*L%"^V:&XGPM@-712,>)B[ ?<2.VKO;;9EOAA/$`<0NU.%XB21L4C]!PMF:
M=]QHKXOS`]M80\/;6PSF#: %N8#TL!J.9:CZ#!5\2@F.B)X(";XK`PTZS27Z
MW'$IYX1L%WUEN]"AG1!JHV''&.P/'YO-EDX5F/5V7GEV7I?I5!^=8^>EW93K
MT.T(M?-*@J>>%<ET4R[^M,!7]?/(PU^>=S1?R]\@>!'F,)=Y<&WI]W6W0GP,
MH8!IE/187Y=?#.ZK3;M1Q5A\4 ;D]/0+Z.5A3X@C.[AGX$@VXE>LCO=6_RF'
MKZO_12YY9"Z=?A"=&.WT-^? Y=S=A*V5%/Y3"5[GR 1?+_^+ND+T:G<!,)-0
MDIMP+1!-FHOQ8O8Z5_JDLWUL0J["_S?=@?,#?],=.!/=M8Y$"F9;"K=J#\Z-
M$7,=CUH,4FNI`M8&8C "+H5'790!7G9KVD.AJ5.J<+-HF.OTL!=T3\!I$+O7
MRVJ?`'JZP0J*13L&UU.F`MRS#N8.\-'K_T1>-1@[#[ 4;^^@_.IHZ&M?VT.H
M66S)UAPB76(YDKM1C^Q7X%&;:ORZ3U=,+(X)>;R!T+Q-<FH<9H?]C6'[O3E
MJ/&W@8UQ._N?Q]*_17>',6:\[WDS8'<&*NK?C./[<Q)P')7C4?T/W<'U!X>/
MQVU96YWLG74MQARK@-#^9<,PJGJQ.'S)H@<X#4TJAS8\-V3((5J0NL=IY'8#
MC/%ZU*ZNZ-XV&%*+Q7(3"TBD`WU/VAX?,NP?XJXF?(U5#/RSA6!K2Z9AKKAK
MG2")]F <PKWQ^8Z.2Y.XRR1N$^+\VW"#R3DOW(T9..K@YW7:6-5TF3Z^8C*[
M[,-I'"T,ZX_PH^D]!]V3%#B3LZ([^73>#H%M<ESV)@>?XXM,@A'K.=F]76KE
MEW<HX)\.O4$$R.SC-=P>6^L$K?LW\AZQW]L;MPUW,UJ$'VPFB838?CC):_P1
M22BN:+'&FI]AEN&L4:Y=SJ_?RJ5KXXZDK3B ^2$)8:>=@<LPBR*"'SZ<6^1N
MS..[:"MQ``(F%7$FKEFN<0(YKD^3T<?#TQ42I?-Y.+X.N!@;IPY-UQ70\7?2
MXM8#%MOI`HO%'L4+I :\E]3*KZSE\_POT@D9K.K!QF<()CZ/47 !'7/;G1R[
M4LP4"R].$I8+Z>V?XB <6 VZLT_@)?)X#%_7J'7.DJPUE;B(._T27'>3, 8[
M)MWK7C,!!/7K1@N)O[I[;.JD<W,).LGP-Y?PFLU?]VMN)77W<*+#?J?_)3VQ
MT[#+8$8Y!R;".K4S!_[W:+:S+2GM'JX.7")N@@[(+CP?X_D<3P9T0>QWJ6:Z
```

```
M7<T4J0=*ZML*F/!B^6PTPO/E9:=5-8LZ\C279.C:9?(GG ]JCT=W/_XT@LIS
M0CW8P65HF1U.U_'Y1B>>3!&_X1@*.2\$0ZOH"HA^HMK.TR3*D) @&]JL>$2P
M.TKL%B<=#SF\F<=#(-ND8@G&\9#3>H<%[GLX>".!>G5KLL,90-GI^@.&A)LD
M'DD<5A(7WEU\=_%88Q>2TES2?RL$5\37D? ZP!@0NH]ZQ5K(8>&_,&>MX_@H
M^PQ^#B*Z8VCCSN#7+N-<>3P-. "^F6+AETGXO0C79"^\KQIU`98/8J#3F5UI
M:V%!U6CA93"N`IT&+KVP#N&9Z3E!U>((6RW \1UAXC<3YWNX#B>N.F7]O@Y%
M;!P?M#@-[L"R/ T#H0\$CL_0*<"MS^ \%12:`>X*H3.DYAX$NSA0C8"%IVUB
MPM$90H,!4FNFQ$#JQH[*9)MZ+>P6,PV*,J]GF:H#HJ;/0.=1/6[<V.()P ,&
MY$,.\;I,^CAMW<8HQ?]3O%F+I#]YB19I`7_%^7&;1/<B;!+#T\#7+AS'?DB@
MBW/;X*O++.35I]LLY UINEF8@9\,LS 3/YEFH1,_668A#>1F0_01!%,V=DZ[
M3(LT59%.;.LNSF,YHJ;CZCFDID_#0,M)]7.8H]6\$GV>3?=>(/U^,R0L/%6X
MK_A6CG] CC!?'5*;D F&3WHNQJ>R:;@Q@:N3?'W;GYJZ,E/EZ8@JE;C#E\1'
MZOXGS0-Y!WAWUC VH^+ K)B<$^]NGN,AR5N.&3,8!^4>I$\.`;WN]W6D?S_D
M`,Y CRV7Q/7TTP7HZ=<Z879(6GM_8CL:2' (XXA\V.@]D>8Y8W_H;?XTAW.E
M2;TR23:[#O"/'+Q'PG[*S$@K63'"19X*/!Z];X(,U:]8%N^B2,X=A&M@X98?
MLPNSST#TO#ST8"2)0K"!%^7ZWY>9YSN-G0<F8.]F26$7]RV^Z3T+#%3/.'D-
M5MN\X)$0=.FR\XS-^A]IOH9UL2(DYZGC^5=GIZV#0UQCPR9HPR%]:N'5^%M;
M>#59V0\A3+.RK<0SL0V78_I>K*9Z>1"58(H2S(1D[B8T==C;TM>IJANZM@4V
MDW7%@M4SZ1\9:2JW&IM49QOJ4YQ26KB7!5YD]U&J^*_2CW?S;U[QZ;2U'_,8
M<[D.4!_R<KQ-?W"WD9?*K7U8]):WK$P?8:8?$0.A!W6Z<STR'%O"5Y@K3T/.
M"SY0L_,DRO=54(I&!FN1>>76WIO4$CNG"<SI9\S)KH_O)1ZZEF7C!'XN[#-0
MO5(]GBRLJU06UZRN_B>JN!H`O@\HL08#_RFX]$+K)^$@9MX-"3]NW-V0E[<S
M'>ENO1C1:A@BHSSI1]'M]GB<V'N>/2*AEH]3P9[^ER8Y9\-8+ACTVK-N*%M?
M$7-^K1>&P9O>3I;(B,]IOBNB;;#Q"AK$HS)2A<!["!]FJ[K;15(;WC=8EP&L
M*G@J^7'\9- -M7K&VI47V+I7M^:RYG<"%HOBRL"++-?PG2-D128<*(/[+7=#
M;W.JD)*<"-)$C@LXO[)'< ]F^9K&&K978%9@FV3D[38%%7*R0L("45U0D'TR
M[(5*O@%+22+.&5)--*>T3SUGYZ</JAJ!N=+6\=Y-L%9@67_P8SZ,0\6!!LTZ
M74L"P9**[Z]=L-H4;W<;UB+MTM9N(/<&=J?1SAR+]^KMHVDN_YWM:'*+P.XN
M.4SN;]XO,#1)[KI?[0?]$DZ^7QW%KX1=9Z<#OUO8-C[RN_^.4RY=<2L7O*YO
M/YR>V#H%^U 2`MZJ%D_9&, I"Q,D9+N$]$$(-R:,'W@A=TK]+%XS+&^"]P$Y
M<\V'AL.26!S\^"&.QLLE[C?Q<7# @3@H[NBXI^+CGI$XJ.Q$S[G*`087B/E4
MS4Z9BMEIX37+6*2<BM654*XDFGD>2K?1&S,MWV2?$]UA(CNB1_(SHBMD&U)8
MTA:2TZ<3>8G=#!>F824,&WV>.\9YH'#+]K)Z#/:IN(<&5H L]7:I0P1W5%?D
M/AA+H03=R^IY@(BOW157CA%RA!<=63F^$3 9[T3\8<:WYD%@!E:PD)YR%Y(Z
M=7\$X!-];Q+:S:B78;]=,\1IHRN*^^$>P#K29,+QCT>]DD3V/C8I[FF?8IL(
M#RXG;;.8D?]*)!\2GT^*(+ PZZ]W)AB$." 0M^ KL#,_9@M&EI&>0F/LE\ME
MGEX:V[6%A=0ZABPDMDO;?]'20]A[U27(5(N&,J)5FUU9KV48L69OD)*[Z(J[
M1:*D_TQN;Z'FE(O8DY8\"CS6MKN/^HB.2V0#U_*APB+S-Y"DQ.K[@"DEZ+B?
MAP"'7I VE*:FUM)T"YVGB]CH/@@I>=0PU%:XW-'<$GVS0/H,AK63,G4:5LJJ
M2/0N3"E3GT<_DLK4/_%!,*"&,O4/_9$M'[OT!_7KRM0V*T9R^R,^PI;4JJYF
M`GRA.ZQT;R(V/LXI<;J OR).Q$'CUP`[B;_K!470;Q/G%_=DLE@JM#\:3F8+
M/UIT>#L"^XU%[(1<S@,+#UU@HZTL(=LV"0#'E$(K<M'>!3[N9<*E@_NCYX[0
M::L@U0'DJ[/I!EO&3BO!S,=Y\P67.DST#H@\4F&UPJ_8C5UOLM/<KLH!8[5/
M2WF+C/<^Z+A;KHCU?;SWYJ''TS87)H^*@-3WI50&[H1L^H"A!Q'F/%Z8C)/B
M<PZ/60@O4!/9G:\"O=PC=?#25CXUGWK3LES)<+7Z7$H-6_S:/\)C:-@]]$W]
MM0%?44SQ'JI NW0A.,4)M3P!`S?B3)G]:A_5DT74LI-4)NVA'<H%F8ZXN<M6
M_Q+4I*RC_E@C`>58FN+M7.K-"/>R)#+"Z?J%QR]Y23 #%J<Z240U1;+(NHY,
MUV?S)V"171"#N@X2%?'WNA_AFY*Y>KG('@P:J\PM,^,<F^7=W=J[X(A$IA"W
M'N^%9HT+Y-WOP8]+VSS!A4%LZ,E=VGV.;)8IS47"%Y9\85MIS8>M&(@U7W,*
M0[BODVR !?U]'75/;H54!^2M9K?KCQ)7J3>%[M'&AF\G_P?W+QYEP$(@CS5-
M`:AOX-[K7,0,DQAGNYA$=A!?Y-)!U@#JXM_&(,,[&&=[B04?XK3P(4#_XU["
MHQJ1BTYH7U;::6T:A7PS"?._J!'?2/IO0>*\(A=4R%!Q,M8&PDPNJ)5L&QV"
M`'9Z;>X%_(?9*)T98T)@JTC%R<JC#N,0'H),Z+7.P->./KM/'-!DECJ-]17K
M&Y'A&41+O/$5U/+P0QNAV3#8EA9W59H>%[RWA=0KH": 2J-^L!@#0]U<NXBQ
MY. GP10N?"R)N+6+#IO@-\GI\%V($Z'JCDN2<*+6H<2Q\I!P<UKQ<9WIYT>X
M3X6UD$'?1J9S6ZXPBZ8I"#Q$IA\7]CWN."'"0':-'O>;L&&'W>9>_56*+RX8
MSETH$\LZIWTM.;608T"^O;0?FB,38=0/BB K5E1BI50&5 =OQT#C$;PXEPX+
MWPQ-D4LL@.M!(::K;/V5]LOMY@-R= JIW\,]&!A#]E#;]U_#%M*^.K(\>1&\
MJ@9.]L=-PNYP`OK0DWV_\K9/)+)Q]AFQW9V2K"'2&?H*RHG[UR%QQ\('A])_
M,-9$5"(-W/6*JDMI7,.6I&,6:>N^X"F1%U#"/DM;"VNG(HHZ_95X3U_H(5<<
MX8*+IO.@G1=%7'\!WU@U6,4UD/GDU$R#V-66;X0].U5H@%""Q:=SJX>]<0:6
MUO9%Z5@59AR=:N0N&_Y&Y(XK`^\88>O:(A,B#V<GTS)98%C&I4E$&@A=)L"O
M701_Y;[-DB3*QS4M+XO%;]8#EA!?DU\N%F)535O'>T_YUN3K%=RM3ZO<2O(.
MSO\.WL&/OG$8"Q,)DT(8=0#?X8GX3ONKGUD`#[AA+9)U4/_"A/6HS8#0-0(I
```

```
MC'[L6"BWQTF$"!&BBDPM]?Q)`5,/7J)E=JJ&?4?I7YW&\8XTPW<7Z)4"2U!@
M"SVJ<7"OV'/6X.J(Z. 6GXH;W/W GNH@AMLZ/'MX?DS5]YG38 8X;HP[,6PT
M! I:?JY[4,].E[=?%1E'L5MPPAT":>E1=:A\> FU2DZK5TALMJK5:#2.<E 4
M.:TV"]""4]2/@E0+0IY B)JVDV0I,-$%WY%Q0-(,0<9EZCVD#..@Q_!;)'P4
MPJ/;ZA58$%$IRE.AEG%@E80_TQLK^=#Z@NHD?,>@>')!0NI<[*%"!ZN;3T1M
M]+5'V5=%3VFXOHN>T#3_J._W#N- 5)7$IF0E]Y31LY^W4W-@-*<B<L"U)&I!
M.X<XK*^VR>/N&@,F>)/!6TX,I^*O$2:?V5$9V :G.'+,V8.](["6QYP':!)$
M#FNC[-.BSZV'^R&PB<,7(0Z<610$1^I&.!.?B;Z.<NEQAP*>%OZ2KHSFJ5L$
M>X(OER4C]I*/;.F:7EJZ!KPW!,E]`2I^'@1J/K&J5Q=?/=CX0_5@6H-\9F'J
M@@Z8_QZV)XR'5& :/O"S)M<:!W^#G+A]%XD<2K(?GOC.8I+=?0FPX>]/8B0?
M!VUJR6?).)RK&063(+CH47._A@ZX[%-"^W&A!& #02\4*O!5N ([+#]:/\5$
M$9\#&>(@3]RF1F=5'5*16.N!911J:8,A8/BMTQP.V\L$_*O9DKB/'L<]0502
M]\6OP=$"?UAO(O=BQ&UOH/O!60L69>-SSQ)\[I9/VOR4SZWRF0\!DX4G:/T3
M7564K1:!88;?IOSNX,=^A3WJ@@C5OIQ+^S45O^MH*OZ 2Z8HVU,U3*H<@I15
M[G^P8KI$`T6V"D%V.9.EG,$+9TQ1%R X6#0,QW@UK@UEVB*WW="@>)';J+\V
MY4",]D^7KP8@([-DI#I7?K-5+_G-45WD=[#JP%_(_;$C+'G:3]H@/:V%:'_W
M']DAX20W<AP4,:IP@K]T\VC\Z8R,,7F$^?"$QG5<Y,DKFN;M&BR:!E=N"\&V
MP%0K6A0IJS*+QN45E3.F'#$W63'S(F4W:CTCY)?Q1YV?Y#,2]['LTI&!93AG
M9%H+_4:8Y+26\XTJ'P*TL3OD*@-F*%&]?:A>L+ATVU',_Q<S@9L#ISY?T2EP
MZMAJESF*G/$PMZIDSU3U#"#!D7@+IV_J4Q?!!UW@5,3W>IRL/W:[&T8#^PV
M<E2@[=@J)R1).T"%TZ/>.8;$0WEI)_=FG^'G_74'?>_8U9C(S*>6YNWP)D]6
M3P'8DHF(&J=G2O6/3Y&N;#3,3E0[@\M<P:+15MDB&[\!9V!M;N(AOEJN04^\
M92\5>\)>]*6LD6!A#H6 &_NK9)!=J,/7K"/#!]:O@W%/, 7R51AAI2"@[H7\
MBI$/07@=%80G`WI'4%?*?6S:VC"J5P^?O%77P+J91OB(#JY['!5I6O<D_AKU
M]?S8ZGH;,WK=,WA5LR%\[:G"4O*KRS_G3I*V#N<PV0FW1&O=7-Q&(A#:MAZ4
MC63"JZC*1S;B!-@A*7T3Z]>QT?4/$60+4R@3S3*E*U@9BO"8^3D42 .9C,I1
MP+EP("EC=D)\PLE(&$4:C:B)%'3O9SSB[< $#W\>*#[JA%GUM'7'+76!_!RN
MY3\[U/V-9V*<UC-(J^NE?H,E%FI9R]2?6L8V>)\CY@MGPG0UK4K;)DOG>V=:
MKS-A2.>F)7.6SLL>-^>.)3YOS4SXRH.M@$7RE>V%."_F=KYZ_&E[;>7+VAJZ
M.W RXLTR2T>#-=L!Y^BDO$E.WW_6[?8EF:6E(.?'NF@>Q:*K,6.S`LMG0G??
MO#X[W F[9ME,M0X5QN3")#V"=?V17M?V00#8?+[A_8I7Q'*ZQ:VIZ(6.XF+#
MH49O6:] E%;K[5L>6[8QN(H*1VHGW/%!F@[3*Y!G>,-FHGAJ_8C#K$9\*;X$
M5&$O48)^S4Q4GR.K\,O4K!9!0DL&$9>BLUP0\W9[RC8^@ZP]JOL7F,-M$*'I
M;M<%HIJZ-FOI](UB.+-VN"F+.$F"_0WD=1B^,8%1S,'P]5:7LVH+C8;\?\ ^
MV\)$=1\0]&.,#(S:)"!]('R!*=B**2B-P=KY';S\/<;8&2$K(V]'JTIW(3GL
ME<1EX.V$&T6^8?9B4B&2'Z(3L[.MV2D7VPO%QR+G>JGJCQQ$J!(AVBX`C(P,
M;<2?&#P/](B.)1NKOD W`L92$%8;>-V_'Z=3.@^GI/C4*6H70!@";^//VK=(
M\=9UV#6"6TYCGL>VQC6?QV^-CWUYAIY191MZ%1@J6%1M?[[ SP!\A/+BM2B?
M?VYL+AH)4L;?7%2.P3>:BZ9=QOO9HID[<4'<5#0/STI'4]&JJ!J*@E$-*)K4
M+*M*A^4ART3"!1QG,OTK;Z.8Y[+@-%=SOC,]C!$1;+$.,NT1VY["!K@/M$*L
M'_5-JQWTYYFJ$JKM9/77>QPZ3%5!D,:*OD0MT=%TH:W#\CUJ"\:MOFA1_4/\
MUE@C"QNC?Y0?)6J)V48TJZGH*K1E!,@C:P_^"3#_V7LPWL<7C)TPMFCB!(9C
M/_X1]P?LQTTE*^%>?!7WV\\@+&#OMW=^`>7*JD<.4O)??4-)_!(NRHO\JU;#
MT(;-R8.,C,7)\Z@J-!= 'C4']<9N+KY])_X-+3V^C==&'"%U*?1 K&W\,,9-
MVY/9N9^Z]JNA''D^&EE6-?(0AF3E"S22D5.^L9:'&:N7%R%KK-9+M6$++V*J
MYN&/^BL0-,[@H/T&:MKO4=)^=;CQ4G] `!;/VTCY1AL.B'MYZZ]>CO\\RYX%
MJ /U$U(@>\&M?>5!J8"Z$,0X*#",A\H#*[6I:+5C*Z4-2&F=H;Q*40[OW$$Z
MJ=^A,G8'96*0^L1+&A#@:@!HVDM=R;X"/6IQ63L#+40YMPY\V/E@-5>E2V@8
M6""PL[_6J</XO<236=[L_C[J)9?TSYL]4+\--%/RIHW#+(%\%FY4^>6QOSS\
MFFE_S82UD?S!D"?[XV_/1/)FY^OT^6:*^%VR=?/$+X<+RM'H3F>9JD/E]*50
M7F&V+X_VEE8BZ$F7M[^FAI;UQP5C1]PFMD[A-3:LBF@BJ1H%_>UQV%*'NVAW
M,)-VA2S#)D+?X#AA$5;9\"P16.XU?#7H*4H2P!;2N'>IRXP>,(NJ285YI^+H
M362D3B*0(A9']><7^$1=4H"YZ+41X&:U:T+@C+'B@I@D!'5 /6 )%%6K9M3(
MH[Y&"P`4\1V,%'EY_<2[[EAUKHE,\ 96H497F"75YC37=8%3QHKSVDE6P"5N
MM;I3,GL&F0$BXGN?85\^=L:^C\2!MVO@D]Z^COYE5QE8(S^A^@V4\G^XC&X^
M9LY[\/+Y;9G<QC(Z;8X#NXE@UNV"N@](0:9[F7H;X6>!?H @BV"W]E+>X(O[
M=]QPW?MA[(8+]CZ"'OH$-_U<U>P*;(>7B=T*.VR?JD&30<S"'!D-[.#@U\DF
M6EH<J A$3-_0CLQ5"RF<66TFI,A'=<4,6WU#VMJ_$7VU9:P>E+:6,I$!E9*V
M%EY]*,B?MA:G#[PDI:T%#C5*T]92)JWE;ER,!%3WM+54L4;@0E!]`96<MA8.
MY/'2)VTM;\!;;@#8*'*45P]+6TM!B:37J&6/_.]RXVM0,^0XT]8.QYZ+/*;C
M1_+DJ;V%%VJ#>B-IVMHJB4 -?J$!GY;O+FEK_X&7EE,4.!5QY@O(G1Y$YK2W
MPR#B<&\:A S1YG.15\N[`G=:S>3'W_%1H;ZF1&'+=ATADC9I:Y\C-:-P?FWY
M/8NQC60]*A^T+$6E!'Q$NO.C9:V=&(-Z,085F-A=H0Y)QJQWA7I0WF?J6C;#
M4# #5TO@&*M*\_F+T2]TMPP3^@,8B$VW,QZ"C"O4=9*FFV1Z#=]UJS4%(7?^
```

```
M*T42''<DY%BJIX$J)2LC+JN/X9.UY77-C%1?0V-=(!QQ$#L)\0>!T)D-(>AL
M\<R)"4<Q45[JJPV@,"SE1(952'G36V M'>^_MOS;!QH89T!+6G)7FS?)/4SP
M+I$V1;ZWH0HM\'%LF+XV\S82?]8J;%L3HBL>7/VU35'+4">K@R =:M<L;6TR
M=1]RL>.V@-LD+9C6?]W!M+7 ]/85%R[P]1G_;<C8>-0C<,C*8=[#0%D1PAH2
MAG<EKJ%Y^*%N54PHO@5N[./F!WP)B4\-M1;Y,8!<']I9D>ROLK*_50?>*($7
M6X%<6TU)HN:AKH9'5-'6&R4@?P*(-!VH"'XCQSJW<FTB^MI^(-34>D3KE%"
MB%:,K&)+@4$SE<$H@V=&2VT![U!;(-QAW=?4R=!PK\?!B?_F^\AD:A%?&=8L
MF(WZ\0"'BSI#W0>?I7*\@O3/`T+\J:LQD&P3\8]'M0(ZO$)J#E_3;96\Y</@
M;L3-5'B^-5J^[KJ!D6IG!">VTVH;9G)XS%F!9QAXF4[B\'61*2=7[C+ZX4P-
M+E.(P=18& J5S>E1KFKWEL__9?&,3JNUP'WJ'MA&M:PXF?G+U(/PR<++:/NH
M_A0:%^4[H.7S\(UX&B(X0&U&AIU!V%:J`I($60XG16"GO2DW)YW)3*."3^2!
MO?BK[T=U1GTD(^\$^7B!.=A$S%7(`=FGXN90,WNKQ^&N$@<U=2F$7#QJ(WW$
M!K:]&RN!-S.1!^#@*JK3J6U/>7,]ZGQX3I7+SGYY-=G>WE/45@1PB4Y13^FW
MY"FJ'%G:? W,#>[3O"4&)6CI<^@K?5;U*N:W"[Y>8%L!71>FP%G9(C4:[TC)
M"YPXW5')(0.@NS^A`![3Y^JB0+YA8WKEW_$R<2=YL672X0S%-3OAQ-(*QZ@:
M@]FV"S1,37\`C-"<W@3?$+,[^REPIX=FD.3=G.SQ;]5,V6Y3M6Z*1[V+JL=R
MLWA#GX@UI97.-1%6?L68-1$NG-77J+5P(HJ1AI 7:&B*6:;E"??8EZ)^1T5A
M8 <W-VT\SB0B(W"-/D-]`9E 62K+1B/+."ER([X;4>F>EDS#?2P-.W$*&$P4
MEHW!TRH'JD29)_Z'GN\"JSN2<=I::I$]YX#<25)7[S(R>2L#+Y++;WB[FGL@
M@N$P[WZ4D^%A2O;+=Y.Z0YB]OO'D-/O&6(&;:%JAT3?<^L09@Y\#K,_%^K,W
M"H?6SI,H7+_U@$-3,+1+5J!],'RA=2 Q5VGC"? \"&W#!AJ]I^3X^WKKN9A?
M#RU!RC]@-\$^@MX-#P(CG!ADV\_/1+2UU0\QJVF_"[<Q[J '!I LB.Z $-+4
MHG_;Y3Q+<H;LA.2\D#E?J].9RUP4P1DY1I0[=5:5R,I,SZMPX6ZCPIWG<?IZ
MR6VE6LFR;:@C/P-A["R9Z-,\!&T3=%05SWM>F##D2U2_#+B2[-10Q ,/HQ2G
MS"13J\?'T>N=UVBP(@1][JDX%%N8J$?+_ \%H6*+3%=_@(BA.HT_@57](3EA
M&XQ[^'V9)&[S%,CW3E O":[J']-MLVUT\#@#Z;B*JD8IDI1A0Q6-R/Y:7P9J
M*6&T]K3_SA$02P7CZF<O:_7;49JCY5^VPO!^'N5D-2.?:,Y@9&W[)R]D1!8*
M*+$96R;6HHTGU.7O4>8);*6+Z0%*7<S/G>8^2/6Y"E0M.M7GW.0(IU$_QH+T
M[1O:&(<L-*Y0W0[+XNDB\[Z?<N+3HQY%8:H(*M5;G_DW6@3U4%Y<%*O!#/)^
M`#L,2Y$IYEX14"(\.V%X>JINB!1K`P%J248>H 7D\'GJ=#=A(\!GM,:4JB/@
M(!N%X!DJ%^\(ZU"\;.Y\\0Y@V6ZD35_-E56+X(04]N.POW5^DES18QSF7LH>
MYK3-0 902R>66X?*Q]GLK<H&%#W)!I$0FQ2DM0`0:KD)4R#\;W1UO%?PF&U#
MH+J*JM]$"UB83GD5W+UH`PK*BZW,@VML<L]V8HAHH[ !T.K7F$BT.%?&O0X-
MGJZ&H-^BE?D]8*+V#'LB8:CE`*B <-C:!VT=_DN$/S&5*M8PG"5FYZB-A-NB
M%REJ#S4/O2U0R_H=\VX2`Y&'-W#9[?>O`(7N+0NL&@P*$;A/$&@*?):)()LS
M!W:VFB$B-EAM.H(VE*D%Z Z+5-T?SB)K`ZQ:"ZRJ'^E/\C/&8 #0&KF0$OMC
M-.&KH$ "JS&PXT.F*/>^$67SO$.A*5@T#U.EK_GJGQT;GP1Q%/'DD[-THUE&
M:8Y+TW&#ULDLNE%=@%.*\*JL\W5@)U$,[3BW!BN.ZD%X^9/8%11&[V[M_Q0+
MJ1'Z*;*]NBBJ"M;H<>7[!@BF+:]FH/>ZP/*!\$:"XW<'/#WRE@_T879#$C6#
M+2H:J.J@FA6L&?A]8-TLL+D`\R^?!TDJ?)&;DU=THR!;V-N$%]"C:$[V)\+X
MKJ]H5<^"?6=6Z-,R9$U 51:?X W?GV7,NM2//T&:@4[#].V[?^4)'GX/PVA'
M=(KL07OKBX_J*7(,$G6AEK\"%\D4T7;YN!?KF_]>']M*]/UP[L1AWM)E_ \4
M/M(VOS-TMWH,9B-PR#SR;;L,5%Y:!]Y&.Z[,D^A=',WX^A\X1B4SE+NA!.RG
MI]2M?3?Q#E1KV\5TVZ& K9[!BO*>5R_OBU!OM/NI&*'TC#3:\GVF]^8#W)VQ
M"0]%8-7;8/).95FJ$G4P6RN#OJI*Z,[]M+&V>'[MK$K_ROED][VLQF-]V#8`
M_,O!'4^'9<$JG.C5S:A@4]'\F+VUHV8+J1;LK#BGN\0&#=]A" M.^51Z!UQC
M8!5A*OD2P*&KQ<6NS*=D_RJ4Q<M?M,@(S\NKR?<-MC,Y#MLS<9F\ZD)70)24
M3WW1:)PII-M\E]85#:?R$Z^8D\SET\#07TZ)SY\@1ZK;%@T/UN1#/(CWPI^+
M@;N,Z/V6K;9#.Y=U16":+NWH(P^-)O;":>4J\"XZB/A^(0*T45*A.VM(Y0S"
MC.P-HH!WS%QBMXTFX9H/#[):XIMA-TG8,-34LE<76(X[`1H;?5Z0%3C(347#
MX>>=/1)2#Z!^]OJLY?K<'1Q?&QQ_Q/RR?F7;$T_H9?HK.%G1RY1)N61P[.%I
M#UFGK04;"&\WX@TD`N;MX_HV:Q\/2C7Y0=_S]16/:B&"*K/XT6!Q@UF\(5C\
M@EF$:Y;A@<9D1_$+>F9WPQUZL+@1%Y#!XIWU%?<"0J4E8R!]]]:OW&59P,-2
M9$K)#;_5V>@7-Q6M=0EA=_UX)6X*GPA2?>)H+JZ=S&*5"[M3]?#ZK2:@@^O'
M/TH7Y,@^(X7K&Y4"@8%*':JOJ&7P`*Z]XMKZBB/J-MS+UA<_3R6!P8(W\E5N
M%SF&/5C\D7_E1R#EL1A>D<70@X#UXS]".C- X=C(`]3BJ2O^"'."L&EK>38,
MK#R"-VI4@0XM?AR'ST:I\46H<54Z6-$,!*^M^(A2P X@\&^T+'P-.(^D6-)^
MGEM?0+,:T*;'/>K.`V"9%C^3'"C>E"!MV\5JNM%U;%O1:+:MJ%1B]C+FRR0K
M9IS$>,R*G9PZ-:GT_'NDON)QE@A7B=2M$3P$":ZRF90/H14]8DC>0D:QVA.8
M'O7%M2H1&+\>E3X%XB34\MX!S&AE(;; H$/B"_%\=<Z'<'GXX8^Q)G/X-G<Y
M_OP1K'K5MP\V'06+$UPGCF3X'H3E[9C'KI@?K;/_#6Z%NR+\9H)L^6_^#M.*
MQRZ^;<ZB!?/&+)U37;5@[O?EY_^!^66>E=_$ZOE+M7<%^(*CSS8XK6GGL^U1
M9)Q<65.X9-$\N&X;ZT7:N?#25D$'8G"&-U\\MBU=<,O\B3[Z+DON&,NCQL'$
MT7P]"^"L5O+E3G(,41TJJRU7:JF5U5/F+%U WT8IE=4E,&(T;_WZI Z2;@*L
```

```
MHO>#3S2^PZCYTIKY5!?!/,4COMSFPSVK764>O3U?%!@IU35E2]#,Y.J:T7-J
MJI+PL\3;07_@S1U]P_^ +8+7LZ6=JFO&+JZ!JQ0QQ(YZNY@W'0=+UE"?-9Z1
MK&\M7 3OC/B=6K7 .S^I^M8)2ZKEKS>Y^M:B)=5W=) /OG6JAH^ZI3?/1T8(
M<>-K3LTM^L..PBL"K"C]@:PE*E7RD5?DS'B=,]]0X+0E2UWRC1>.'_SE+?75
M5,5Z@Q;59GZ)*L/K'WL#O])2N 2$"Z<%=Z)'X8COIAKZ$,+%WZ*.-]64P&G@
MS?1*A_="^YWIEBZIJ4$8@^0]-K<'PAE5_+\L?%/Q]H?Z\A1?(@F%1EJY-2EK
MM%.GE+,#W,B8GCPA@&5'8 I$ZT&G6/'_'L<W56R9[/OJ<=@)OR96/5Q)A5(/
MNC>#X^7UXN=LL?=!)&<34V*EIAC#,1&.I!0:1_%(5UO>8M#GUAREDR_Z![T7
MN<9#."PG7W3$]'QRH?$"GOCX!-O_UD 6@<C39P$D&DXN"2Z@YU'Z"^UK`$6$
M)%EIS#\?<3/QV$B"3Y+AI./"PTB^`E&U9S4`#NFT7[58OSK_T[Y?3Q^#+O3_
MZ-=R5ZQ?5^"=_>KD<J(O37DYBES8K7!V:G>KTV"G*8"WXHEO%.X#I-.X_MBI
M,SO$XD4]&7["L$ZY\A<ARAL7S3_P$1/U>?8HXAZ/B^<O/(%JQVW1-K>=U>96
M?'-._[<VNU-C;1Z&=[8Y62])^E"7E\/(AZU.B+4Z05K]"!)LP&-7"_M'M-5<
MPIZ.\%B&)[Y9F$IGCU7#\?;UWH1O>M3Y;VMQF#M6;Z[%>^%N9!F>1[L4PJL0
M?$/>-J<&/H7TRR/(D&NPW;"QMS C(H^GG[T:DJ35"OV>C7@^=GRVL0>P+B))
M#AT7+]WEWGM6%@G:HQWG( ?^D;.B$XU$F531<3K1OOU'\/U#<='>"Q".]@_$
M;SK<=J^XL-#(Q&\VGOYX1O:'ER+\#L<S&N_K+RHTCN#)QW<I'@^>:7A<-MKB
M7(]^/(*:?!MYM5RYFRAL?<NEUN]%UF\_Z[>G]9MF_:98OQ$0:?P]8?U^KG^C
M\P#UB/_W#+[_5S^L0)N>P;,BMQ!&<0K1#LN5O6Z']4&'YM]N1[O"XOYE?@U?
MGX1]J^B_]G_G\O'SO7,J%RR:/_;6.3?/C^;7B/3Q_Y['-W$Z>_/[\JL>J.<S
MQW,#W@?C<0]"NS">&_#[))[3E\ IWZ6%1L-EP 9#\0W'.QS/='S?B/!'\3OR
MRD)C$YX.T;JA'V(?5:B*GFYQ'?%]_W+@LIOTV?_JAV& ZUP^EGYDL>_JOFCI
MUMQN;,_^YT<:>@#+QN]_RWOX"/1#>>$"[ZUSJG7.L3S[0^ F_E\VOFE)_;_U
M\]NC8OWLOAIA^)YYC>[GD07H6SSIA7@O1KK20N,1/+OPV.MFVFA@ZK&%1FD1
MTN#W0<"G6/4#OM$O]'7^K5[^_KZX%_7F//]??6%<6VBDEM,_9?OY1F>6[<8-
MW]SK_EL_5"$ONQ\>P7LFGF-XV \#KT,[\=R(A_ACS_A"8S^>>/Q1.PZ_"$N?
M4&CDX$F2>@G]P1?*0OW@>5:+^OZ0>99>#J]W2WQ+Y\X?/V<Q.H#T8_"-X(XA
MC97;&Y,N2R@<ZSLN9_])O%D8NV[W"G=!7>:(WKX.A?EC??^AH#C%P84_8 N'
MS0-JJ@R6NO"=IGZ-CYB\D]CV)]LP;3.<6#4KN"* @4]SMA-2BGW +LZLS+O%
M[3LFJF7OU!>EJ[6:N?M/,(B'I6V&.;G&=+47EY=B"W**,YA.80>GV3/H@<^1
M*C<3UL/O0+/Z'>YX@[.=D2)HH%H,#*W'A5+RP9<O=<H5X^50DX(N.V1NFYHI
M&.6$38<.9B*LJT _:0?N!-[%+7.W(%@Y4R!C3J,Y"U%ZS+;W)+)!R>E?[J95
MR2;AC9@J>(L[[QL:>Q =8]%BA=&DB&4CDHH),]QYKWI[1 J<P6NE()1@8RV
M'"P8, >RZ8?-10YX8'F&L;*C1_5#-<D(<9E7P/?:8<VSVKB?]UM:T"-3FPYC
MB/KQ&AQ0WX B/SAMX8U[1<3'*7* &]^V/F@/SK(;RU/"W$5RIA&;K;P!F;MH
M_)RE2[0<8 QF#+T*QGU/7 2GOO+-<]?<11/FW':'AM=Y>'Q+JQ>)#ZH83/G\
M.?"$%?O&G&Z7IFS!(KBSM--P`LV%)VPZKHJE&;?@5CI,C::9/G_1(NUC*093
MN,AGP? R=>ZB$M_<JIH%<]K!%/S(AX!8>^0\)]\==5ULOZH2QG6%?-%--R]=
MXELLOK08SH,A\M(>CK4[80FGO<.YB\8N%F>?T9CX\NDE-;X=,5]1MCU?.TR.
MI%8X[?GJM+3JJ\-TW32L#HW/PRK;BF X?2_:==;>E'4X<6>LSG9,NS35U5.7
M++VEK'K.7*M_=5^5XLRR2 P,Q_HD&B8EQ\8"'LE*)'E<>H255<UA\V-MY-R(
MM3&:-JX=W;^KC[_53J2)52^NOX:.'GV+5:@%K\L8.GJ<!HVKR]C%E4MB=='C
MQ;#"6]K/.SIXI]S RHY0[2#GZR/8,]7WU5LO1L"+#9!<S$OV=<;%<#-0F7H#
ME%O8%6AR7>OCU3#54BQ^]"=FVXM,LNT%) $R253S<8M#14OXI"H[':Q@NI!K
M@N^CH8T6KJL,+$NF;BD-*!2 M^A$F-W>@@EE8V\H*BV87%9,DT+1<1I=7%)0
M,:X\&F7W6]GT\843Q\52V&,UOJ"H'2SG3%GIV)+R:\>6?5?^I043QA17Q#*R
MY^6U$TL+"N,2V.6.*;QLZ)#+VI?;#>%%I6,G%)<5%XX=<_FW\AHSN;CXNK/R
M8MGE%9.O&UM6^JVVE1873BZ>VKX,AA=,+B@<&VM>-+RP8%SYV>',?W)%6=G8
M@@GM\F=?EY<6?*NO@8^-XH*R\N**R1,]Q=_NUXG%XZ.!>KXPQ8NN!)C"V5W7
M.6][;,[\$B+)UIPY\NTYPV3;W$@F<Z88MWH48]F$>^&Z^%GSH35K8N+=O]FN
MQ8^WWHL)MW$/MY(B2+9 81RFU##E_1L;:'2G!&(<XJAF*^#;.ZJ!#/,?K$S@
M'$-GL0)96.+%:Q 7U6_1/L;(7E%;X#$2V_WEYAES(O9#G6X/A6K$T=AD%&".
MR<@KRH ]E&9%-KY<WL+@C&530AU<:;L;HTV)?'=]=;IY<@N[]:LGL&\FP&P$
M/,-V9\;WJQ%T+K$^SY,.-TN@&K@)QV0U]7U?(ZXX<8NP"LP7Z^9^MCNPW 5Q
MZ%^Q,D498/?34]@N_MG#/WN/%_6"]<#FXK=?8+52\$*;)PA-@&G VF(8?>[E
ME+<#>'/)V[MU1;UKBP]"YK.^K(_ZZ<N4>&BL+SZLJB -TU3\/IY#>-X3N3%D
M!G]G]'GF"KNA*I8`K<+B#QP0PH#:6'WQ3OC$A"0P283K8;[)XG.O0P.0O>H#
M,:]0RS<@8BS5-RU3RBO=MU_D<)NGK=ZB_>RWU>MR!S20UC;0FS!)J.51WI91
MXUW/P]0&\N+.B1\;-70[6_&0!7('=O1YMI^Z`=)D,L^L]/ZKZ5N Z28A':Z\
M.N*B(AN%JW\`DM_F/B3KCP^!*HKE+K)7&9Z%I0B&]BANC2;#0O")_3'9`40!
M8(H:@7!S+]P2(;VF=="..D\O,9W(.ZV]8LQ'VRI1NW WP&LP>(:R0EZC,\N=
M@VEK%>GR,^WV<V93XNEAQ-?.A*D7?FP48*O]`M_[;/A*#9\J'S^*AX^MO_-@
M'TC6WR-8O$*WJ1 DP+#^FDK2G=:B*P90NT6'-7>5E9!K3I*YX/S.6G.=$'?6
MFB/O315#3DDNQ:TU)^FF(5V=K#D(W-IK:_6=W[6V]-56W-IB!O>K]U'A]G-&
```

```
M[,?(0+Z(@8C.F=WXL*S R'BTFM-DA?D&PEI#45;:9F?QD^@&"ID7T12=$^.J
M'B<Z@JVZ<M4*%4_.]2+T7+KD,8+KN3:VGF4<LNPZV.,`^WX<![=\%,?70>IL
MC;/4&;JR/:2JN)1BO3G6(86+M+AZQ_Q_H3ME[!HX=B2S50J4L3%VUKC5`^#L
M<:-0I3UNDL2#)-:X52 NWB]#TU8R#]6/L2HP;%W-"1PT2?08$MG6"=Y:)B+M
MWSE.> KA8T3+2YC=F?9^=0D2?]]X_=4:+XAPP&IT$B0^W'I%0H$DO@\@&F,/
MWGRS)A,'F S(^//Z2(PY3!Y'"TGAR\7SF@MC:^[U?T*W*AW"Z6*7,=P;X&3K
MA;O@A==#T&J"*1 Q3HA1_R/$`C@#RM4^&&"T1UVL]GWG&)^A*%,(B]D-<Y8N
MVEQ"?5GS)I48JWF<T\S?$]78+C,-:)C0SP\WIL/<@UJ#M[N#J\0/3K="46*6
M]4-!9T2EZZA'=)2,T<=4/414AHYJ0%3SF&QR/#<,!K.U%CZJWM$GM=(:7/AJ
M7YRWH@[M?'%:KD*H%S1=UZ_5/N#]S ME0]I &T=3"R5NM0@BN69)NIHGOQEJ
M)G\MK:$GDZ-:N@Z-B:V]KC5.8FVE.[#R-&YXY09<!BT=_CQS4^C&<8P[%[ZO
MBEOKNJ_M7,BMZ&*4&ABU"Q/=\/5%H\FD44_ S\=C#(.,#7_4LCSHU/.-N67G
M%1^#*ZV*8SJ$.MK1N*R\XE;&M4;C^NL<S@/K6A>J-M/7* 2=TF)!CTN02ZT'
MQA'#"E]!<$.,E3\#>_&0SJIBC\.#'S1K)/XM*][$O3HU.T6_2 K:8J><!YN%
M%,HB^.-VX"QD5]>]5K?]$I2J,[9RB2M@J5U D3L7?M,Q2W,3\1=O^*$1K+'(
M"2(/?+T0KV8;7"Y@8O*[#26SSB4I_XQF':M@YO_*^7,DGRIO?[>;P(_?\$.&
MDS-*N_KE0N,Y)TYFD0M^I4NS+=+KNKO3T%3LFUC!==W3^8'&74[=@[+LR7""
MF#O5B1]7;D_\Q1M^((PV&6]3W+E3^.,RDW/WXM<)\]!T(#^)U=!,$:UU3Z1$
M<H/UL.T3686/TX53GHEK_U>0^X=''^82CN7"U:'36A)Y==V7Z70_1CKX;= I
M;H;S"%E);',[_Q5V:8TZU311%J `+SQ<ZK1CD3969\M',L\:S.0+RO$`SUT8
MS>BTS@C&6PV8-*'1H,&1*=A([0Q"<H&L;>!*??-QE8$$](]43CT_2!'0/O)3
MT+'1G7;O7T1&)@G";]!%A]8G,B%.C<NC5N=!ES#,XRDKC\IH'J4ZCV0J8$4S
M01Z"FX'SQ7"\['WI<>]B0T'>]=C4==^K"X+384/WSA_@7099L5]%+!"R-R-S
M('NCW:RH>30R!N$\6Y[;&J,L7"DA&TB VR/T$/*Q<!WS$AEBJT=':F#J' $4
MSE7U7(%<$7SX>4LW/()XF+$L<M65N4;L]5ZY\05JUDY1OT&6&QOY+B4\P,^=
MT<^U^(PEK2UR2>$\X]E[F?0M8&&3]!KT'8989$UEXZ,./,8C6)3)'@T699$G
MY_3/=9U!E;KXKW,Y@C7.^C)*1_U+NB!F-[*U;K;KQ%OG9>5L\.)R;43(>Q--
M*9^O5V=&8!6XDCVVG!]G)>-&Z-:K`(RXB\5FVLA#)6FQN2?>H9(@"+\GK$*5
M#G36T.FVF&.F7R?$I<YVU<YV6:--V;=EET3Y`H.!?#6OX,)H6/_(I!S+UG>1
M&QK$1*GLKHKGQ,<LYH?J#UTG';@0@5K>&ZS:`LKL2? `@4U/^VL^^*;.XCU
M7#KBDAA\AOH[:NQ1UPELAGJ)7WIUPWD10P;PN"@>L#/4?,2J37!/H$'>!LC"
M!'E]':_8_@%30)A[`7-BKX;Z(Z%@;0.OOQ<H+6=XO,B5X.V&H?HF;C;<9@'H
M>*?$G](32>*GM(N'/2O$GXB;7%?$XBE<VD Y'/6[%@S<*_!GI=O,<,K[J)\P
M_,\2WM ``ZW>Q[0*K6_(XON;^KTOWYOD?<MY<6JS94Q[&]):<F][A)JO7WD,
M:^X`/2$B%=21@L40PE,OR-N1^N(]GH50A#D-;QO/BKYW)E6#T3>RP\&TP1H!
M; W#$90*H2DP[Q!8>13V`-1J5($'X*\RH@=@*Q'DT^ -5R<,K&PE,%QAQB2K
M3B(%85@C#'*HI1;RI>%/">J=Q\I L@UZV,B $O+<Z(YXU&?\;+7VU;<1ME<V
M/X+:Y>IOP#K1%G#S4Z'QA8R>1TI:](9"&.)^RWP8_-&?^(*0=^6%MOEXXC7W
M5D9>\;HK`Y\D>I/QUPGC>;OH7<9XZS TZ[6/:Z6M>O%0K_6^J%F0PCVN%5:M
MH1]EYG=6?R9*: V<24C[,7VMFDVEVP\G!!I=Z!44I_X-U2F*A>^&IY@>[,(A
M\X+GFK/@2QM"EI#,#<,X:V6P)J&R&5?8:CJ:A*&3FN?)^U&FW!E-N1!BB.CV
M(C:F+7 &AC<#D?05%]=C#BYTB=$-S%5$BNI$?7D`&V\N7!XQ^!H$AR^AX9\!
M)6(D*M!X<9VK=MP#SKK2"'Z2ZDK/X">Y:?0#*49AH-$YP7<X2H>ZJEY%'9B/
MU.T_J%NH93/$A^'QGA-HWA\M.7AK\$\0&M*.D&^_"L[ 0RTF83_%&$99#GK^
M-@CET2;&J.LK&@([G%MX3ZP]VE$)N;BA,K!RIP/2R'M!: =6[H=OT$JSN$E=
M)69(]N-]/WJ\,E@,RX_%QVG.I.8U]OD1]EQ;9JS/CTPQ3]7[&K:0C_O5$[/3
M-H\_7E_67SO5H[RBBS@=6F,))CR 5QP/[.@_`"J\G@S<#[F@&[(R,8A/T)D9
MDKWBJGA;LI=5`2G.\?!JRVJK^]'5>OP]RBOO]G(:+$YZ89(VEA"::\,-;S\.
MGM8BQEA]^@<F.BSO?\-[F%K?Q8>9\OYH2KT,.!X+H3S'-T"_#FNY5'9+X `/
M9Y%_`^$4'9>?(75@Y6$Q#F 6']9I5J.$4$L+)$3#X"#;)G !J<<;C4C"<H+]
M6T*$HQ '"<$N4:H"-C]#+;]C_*?1^ CBK8YD]PX1F !A6J(T:.S\$5MG6%:I
MZGJ>JJ 7`AU>3H=0^U5U'P14>2+Q'3.;]#IZ#!+<0R,55:%>[)XKYP4O,E^K
M#$['NG(8B>97[:9]Y[K,VIGW.>NF@0%P7U+=M#/XP;2_3Z9](J:]3.G[GFX_
MI5]!SM:4KH3+K5!+`QS Q$]I:<O>=O-Y+^<SEV+<?-Z+^;R?\]F S@9F[[MJ
M"4:HWIFOI_#*XV8S;SG_"-_3G,30X7FY#]LDVMVSC@`E!F'1[FV0&YCY/ ._
M7@_/\]%9_%3\+/; AWMI:MJ?W@CLZ+?N35A4V-%O^\FD[?],@./FY+0_[0U6
M'#*+#ZE"*4MF]$8I*SJC#PG]VD,U8EK9,_HW\F[/Z-ET6(R$:Z()9:I:TQI6
MU>*F=0_I4CVM/X:-9Z:[(9HN?CX#IP,F`3#M)W,KB(+HB%0BZ;<F\Y^1)M22
M!;95W&2N!61T,@^7Z7[R#^TF\Y.$8&\H54M;LRWO,CXVF?<@7D_F=/;R/('Y
M*V%BD]G&::*;KT]3$-46QHNH>O4,K&SK3WM#W,BHMWM:6#7'Z'CZ7,2YOQU'
MPTGA)/4/T#9:$P<GID!COW6-&,O&?MO;DK LHKCT2-D43#WS79(!'=5JZ>PC
M"]W*)V]TY_5&E;:"Y$2OIFV>W/G$)^J/W+]@!WZAZ,@64N]:]K5WA>.!S?LY
M=&ALBU^"FG!.=C\G.B>1(>9Y?_.U[1\F)+X!_1B,1@6W=^S]U.K5O7X%#'AC
MR096'F,V_9D-1G]XW^BLV4W)<RRN"Q 5A(,JJ^.O`82LQPN00:BE"/H:X<^E
```

```
M$1D.&J$Z70D&8&5P&C=DNV%OH5W[9!VT:U=S/CU6\!#;G"_<)6WYB=IVL!W#
M$[C8(X1(^=')J+FT`35?\;OXFB\&F<N:_R=:\V<=5LUO090LO6CE3]N5KT(>
MH9:[:9$]IE.7A3YD">CDQV765C+^4WN#E#&]5^;2,=N;V['MA\&!H>TM50]I
M((Q+1=7>;-;D<F[4\X*P3<S+@U9S//N&2 =3P0MWB=@J,146RMLAE'A(QN/M
MP,JWV:I'P._EL!Z+#NM"=.C;L)CY6[&!`A43?.S!1V7:GW T@ZVZ3)^KLKD8
M[A.@,K6K$K13Y5N'@<(^CC;OE#3O;3;O910;:KD':C<@`%^E)@>PP/ACE"<I
MA!<]<V_BFZ8/0B'E^X"9?!_G[8-3@?WABVB@HV?>ERMZ@T*,`PE6' ZGY%4<
M7@6O`Y!"V4ZP!%Y_)3:BY?7.'=30P/_Y+E6%"S*@7 [8)NDFO>6^`!NXZ,/$
M8GB$KP0K47=5&1;'"V:IRYRUE^Y%3Q/SU8^'-L<NGJVQ(=47WRN$-*Y8#CQ!
M=2^H.N 3FAFOX-.<]4C:GV8]""KD4?91\:83MSX#E/'\B4^H&%+<F!C2I)UZ
M"_<[<EE4454?J]3*/:9O3^)74X'ZD/]$9 A2EC9 D'T!L^=+MKP@OB?CI]85
M_]53![T-('$\^VU+/",X:+('"!;&^#: NQL=F =1*+%[\1[UZ*^)QS[#YAF'
MZS8SGGV$_MBK[A"05PGR213D'<D"4ZQ539?XIR6+J,XB-N6]@<:,<'+ET-3
MCH2\O2N.6_;&0%:#:_)N^<),CWH09O^;$RFSID_13MK,QY8&.GY@X+,$;UK@
ML\[>KFL^HX,%;]?PA97-13 [&#Z'OT[X`N*ORPAWKD2ZKI4G%N6DPTMZ9X3"
MW $/Y%"ZM8[FW)2*<O@GO=($2$"ED^Y7Z;YD9I))SD+:YC(BQ%\"'9^X!=7(
M".S,C.K_[0?'`=6NK]@/,D]=#F2!K?MC'","GV AZ$; .J-]AA!JI3\WZJ/!
M9+M3;#Q->D>4S&A4FD2C\ B$_%%3,:ZD;(@TKI)WN7]\[#Q[GD =$*<WD/3
M3$V/"8DB[P_C'4JBHH$.@X,P#RG!W1 ,?9^'BF/#_Q3RPFYC;9O<;P"W'' V
MNU'UP/P)M>P'E1/>5U?,G<?>X*+ZKYI?W&;ZW!#-2E+#Z"&C.!T*1,>HG03?
M\YH,2:PX!D[Z:V!3@ST:3#:3$U%=*'-C9KJ$*DCWF)UYHH).&U)8);F%!X/+
MZB2%>4L=3BGW&91;.U[L$-070YE8#"RHW^,BMK[X&7Q2`$']7#Y?`/\G$[,+
MMI8U8CL'0GD68H.:$4@S]-HN=2[*A KM>"A)HLOWJ"[6.( 4(NVE:6[@2^9P
M(B>VX[6I--R@RG)N54YYE1W@:]QK:P)'?2:O("B.>,"JH%X7"SPMQ@@/>1:F
MF^,/,VB/:D&0& <[!SD$&GLD$B^U`FF!?+1I![ 0G4"VT)W"7RJ!5>S;(M8E
M=)0)DK6ISN.LK7BFSN.JK?@#;7P#47LZ5P8K_HAL[3R?;RYNZ,&38<4S6]A;
M6@,=-XI8ZPXL]PIB93M34$/81.R/(^9X7!@32\)BM6W>$%T"5CYH+U4&,ET0
MPB%5*J_H7Z5&R2O(QB/J,KS"_B'HIC PGY7!!1@5] 'XDW#](0CN&KR$6F81
M[&.+KH[=K:5NU-<?<N4Q!WC'NE(;@?#V\@=-L'CR73(P,=\0@659!KP-:@M+
MTZA>3]E.=25RQ;4:L+JXF!;33DB;00]Q<,;=%7XPP3W0X>#79<+5=YQ-)I#]
MLAZQJ,!6S=$\"[P-]E2H-9B)TV$&/0/BH-9^XXSJ5G.<1\_Q4BP-:#W8%'PG
M^,J0QL _$]]H>:/EJ]_Y4H)O?/5;GR.?G%3[_A9[$HPR8 TVJ?OPDM<FRIAW
M,VP7O2L4.<6F'WAHEAOQF*U02X==>Z/,0*JUOT1G,J?E>('K1BM%;3&-%+"=
MR 6^KJQ7.**T0V%%S ZUBT&BE@UH!R=UVMJ'\0;FU1$OF%=_1.9RI*JH6@F!
M5_N<`7S!/AYL@]TC8*)*?V,<&,YZ`B8SKDW]!VL5147GTLT`Y1I<@-2AECY0
M1P\#=5J1:R6R38V3R#.8+^'6*&:S;;C3UIOY2L- U &ZM[>B(RT3JOOC:@%4
MQ5J,C&;]@61]6GT!*QNAEL<D:_'_8.6)JQWT;33;'K%L+X7P[UG91HU!5%V!
M2&;[<\EV7"Q;L4,]TOK-M^2ZR,>__=9*D2'B^_RX]P5SET3?;[JUFO>(78 D
MM;U?I[H*!=A7A.L^^<:^(GP?/=5>CD/=P-4,)4RGZH(TM!EFEA%W\)+ OG>^
MYGJY=[;NE+3!`C17KDB:5%_D\&='Q(-C,,\WVDL)CR3:?.-.:!NP8\;BU^H8
M%/8(BP4(R(.WR(-',^),HE_&IO#.#5#J#LP[M0M_;,?*MLRO#]X[4#Y]$K"F
MH:U47U#7(HW8TF S% P11,*8V1H17*+C.HI4[B!&:=>I=TZW;<4!OZ1&\8M;
M7Y2(K<P&L94I#M9P`&P`?:EM;H"<A #7^(;ZBBW6Y\:1B:/%B(MX76VM?XA)
MS63U-9R"U:_C!])KJQF38:$"=T EZ>&;84(Z6?I05M+"B^-G$; /NA243K2#
MNG!I8^I/@E$8-0WH3?V.F!,=>PU"$(..C76_=/%Y;"[$CM/6\5XR3K]_S4Y8
MM]4;<'E./O* !>#QK"N_=CY[C5J!Y8[ZNG,*>,NN-Q?8\'/*PEVSDU:S8C8+
M+>1;G879,04B;?ALT@/S+/)$YT]@T/M14WMY14Y@'OU5S;N?/H'E,"D!,U%D
MO&$,XQ U\!!.$+![3VBQ_?40AAWW=Q8]%X^KJ_:SX7QY'GU9H6ZP,'4C%&#:
M86HMHQ>/JS&K2ITPK]O!W"ZWVY@*(E=T5C@D'71X)-_)NP!:1HE<YV3U87)&
M)+R380'_9W+SH3^NX$=(?#"+C(*]!R9ST.P]\$,<TIM*,L0/FEY*>D,<`*"S
M94SZ6@EY6T0["?::OP]2"M::_P3='K_FT<7PT+R5&B[J'%0$?5O$JQ[*SN@X
MTY,>+$NOR\^H+<H(=P,"IZ*/:L)<!:7=!",M!(>>.HTOAE2E=N,LB.*R*5&;
MB]HF@C8H`I7_=,-+QR\0<<62&/HI[50M=$P!&?EOZ-A[U!N/H&,4/O?+YZ_X
MZ<P!KFFMAWB*)>9RP^S(N!PWGG3+3%6Z6$IK5H])HKE(Q 8L=%0@["<2=@?"
MHM8.`LO2#7AU"4$>Z5%=)S&N`:.SAGE].BR29QJ^7!DXV$PNR@Y?4;YPGD<U
M_-1AW#(ZIWR>!P<2&/(L2O>HK0_AQ-*S:CA4MFV_OSIB(R(".^<)KN1^S$V!
MWA9PQ4:,`"8S#%M"T' M#;,%EF5 Y/!9O,GU!]JB)J$PBRVA7<;IM."+Z GT
MGX=)4H%A0+ZI^L5]T:WW"'2>HKSG2G 1$G&4.48K;,%".3$V4C2"%SPZ/Y3U
M+\D+5DY6\(67_.E@J43WJC!RQ*X,OF)@![!YFRI&::&6GV+&B2D;9C,-9(:%
M1]KW*=#3=_5IEM6G\U B^M0C?3J.@@\>50E7<M_N4T2,1X3T:=37T37,G?/M
M-Y@8@L_Y09^+X3Z8\=/FPQHH?H?A=WHN[0.%%"UZR73=#*:(UL60"\[1XEY0
MS_ CL")$RS%T8-X?X7$^C"$RI<EVS9)ECA?&E]V79;M-S'9^B6<R%G8M"M-6
M;&0^/&)9;4;^<'*-;>"1+50TP&P]@#OU-2L;LXO'EX")_!;=.>!@L0T&/+BI
MSH8D5475H<%Q>T)]L4ZK:/3('+\KT#(/H8$=\Y#9O<A,L^A >P<Q(\VVX'(7
```

```
MG$LFJ3N0,\[&T+*#K8;<XDU!W/X6OY!;_#Q7-G&./?H?H3 3/!)LPN-1BU#+
MKX$JHD;.+7J3]Y067YS#0I]S]17O;^%AQ-H+UZQ\_YV_-_W<U[F^^'WU`NZ8
M*_.*OT0+OX##R\"M;62-JG_\6//]:Z25"5#.BQ&'X'PB(W8YS_@51RN#GDRP
MVL&DQA&_^"AL?&P&1U(F3=I+Q2KMI8HCN3L\JC=\%$(XKUWD)XC\F)'?W,?(
M].;BU\C$)R4#6Q=!G#WQY]WZXM=HD%A6"I;&`LP]]-XJW7MYJ#7P7\Q\3@=4
M5DY%Q]1%:$6HY0X@R6@OM;/Q)*MT5;1Q=3=D\+@*_Z:4_BIN@\4G50O;@6CN
MU@<!I5[%.H/OZC$9G.GP,XJ95'M#;'6N`TS4ME,>Q@;RO]BFV]EVXH2]A 2D
MX!I@X*Y^8!R89WJ+,LQ)R@/BT9:+>%3<N=G+]WVQKXSENPS+=XBH4_F2@M79
MX4(LW\GJ"72O+%RLX6GS<"I_"L+0(K1-3F6X;W3]2M]/4:8=S>,MEG+4?V>T
MP%MU@53\RLZK3H<W7N3%)5L$KPCILI;.@!L1OX]%TPZ)I<W*JW9+6ERHZ[14
MP JI'7%ISV[KE[BH^8ZV9EEMW8+9@K:6LJW8`Z:H%^&/7!H##\&1;[?UUW8T
MC#!#&%&W%4(TCV*;AKS+C5B:],_X"%YR<<,\;U5?H!;!`G*;0,;EUD>YM\JQ
MW$6(] #]PZ2N69'37Q"$10HA\Y@_"2(S>LVA310T*+R0EC-7S;-16P=B"=BI
M28>E/%J)!K-)78]1"99 W!+;03H6A+RX*=/*M9:?61DLR92P+#AHEQ=X:@?Q
MGJ[2Z*VL"2A#.?0=AH4G08@$5F&>+=8.N2V4:;$C8*/EAC.P^NM$E'\5YJ&F
MPN%3DJ+(?&WD<MQ-E3OA3T!D3=4C22Y$<N)S$[[)%G%.J/O(MA-FW]-H$1]T
MAW=A=&,]BF'1E*&:#P.OUF'M^.6Q79/X$@=[352H%SB,P&M 0$VJ!K6(KKQO
MD,:RHCP4.85:: R5#'[QNRAU.!2;H6EK>].L9O'[8&41+ZK73=D9FXL%,8)O
MF4DSZN2Z'SW:(>P$L_THWF$M3?/A`>!&F,(O^*#%GQ"/>F$##.]?@@<?YACJ
M4_4@:#/;;8% !00':'\)31D4:_K"8+3IG<X"CW4`DIS\,9Q"%;>M3%+E\/\3
MQ>GPJSZ;-L>L;IF)CVBW9" _JUNR4$JH93&L],7QGX<Q7B0]U+U84J&6"1+?
M;C]Y5&;RPLXJ@0BC#3@WM>%<RLS<#S=0F UC>'U5`[M24]6OZF7RUA<_ZEDX
MCS[ 53KJ;.UEF,+%C;G%#9C4E<TEV.R$:"4BV/)IE!\I-OBT^!JDSM)!.?:J
M;$[H3$E!7AY1DA.Y7L%R4D1&4'B]EMBN,6YXU/*&_!N)[WS\TH3"]^GFNJ[Z
M;EL,:Q'>R5*)UH88H!_</B 'V=/\0YQE!LC+;<O'23/<&0LA4=T^AG:+.$IP
MNN$R5G]BV5(GB&TY_4((E?-;70M@TS.,#I]!]>4M=6-SHRJ@6$]_]RSYZ07U
MR!1L<DN"^C<09@K>/LP2;'X0D>T%F\7WT#JFX;D$]L&$&-+'DLYTDJV/)66
MB-)A<*GCO<8L&XX*I4R&= 3\4L'H%JUH+X1K3\IB;6)0C5-<4PR#$\PIZGT3
M(59[*M&>F'U9FHA#6I]Z`!L\S<61X'6K3\D7AL82TP$52O R-["A&Q9HKT7^
MP:+A(I-1--R.34=LQD('X@=+_,@I*A$O&@H^TE&9W[W#<Y"NQM3BJ"Y%[$QX
MCGTF[(ZEI38`90B?K2MMG>'#UGMQTU>%&LN3.(E>-VLI. Q4?P1.NUBB6^XZ
M8KB.<@GF%]8UXBRWN9(2]SP]G#9\F-!I:X=BHU\725N;*W*STJ^V))(/>0H[
MO*)JQT@;%?A7PL)_5RU'AD9?(S#'PITASRG22_K;NC2]Z@"I5!)*D,1*17TI
MV(3LED>S0^O+*<6W^76<Q:;60^Z+?N1A6.S/(VG##)],^H4T5:00?P/A.!UX
M!$4Q:3Z2PI2:'?PG!(<SJFZ"@:BI]&BMQ<#F(E1+N%/X5*KZ<%"D$BA)@*K^
M&#-&V"K1JHE//&W-'#D?AD2PM TWXKA#&6Q+T2'\2E:$+ZEXL<-19C\)Q\N7
M* D-'6@UX0-87-4IS[6:L!)>V-2N:/!1P(LLG*[^88@D1QNR`Z[8](4-`#<#
M,(H^?X2:2^B_`1)JZ8+5$[MT#E_08G!;$6$(9+,2*>7.IPG ZBK JEK\B6:V
M6S(#X,^E/,AFP*,71B'4L@5&F<.\]8A>VL3NMVRN'\1WD)D0SFVTDDGG%+]&
M1IBKRZ3[EJ*3HJ(]O/527]XEU]J\<?'"D(1]X])J'51Y2O4`7"R^HS)EJL+J
M"'7XGO8&5I<CN?"*6]5?D&FH)84UAL#.Z2@_R\9;S\*Z?!1KW?MO.>>MH#+#
MZ;OEG'<[SWGEG ,:E>T&_-FHC+ALB\Y'>"P#" X5C /,PD)J%_PCRFM9!= 8
M'M*&"2 FOE5T*)Y%&AP8"Q'6&X9^QZ2K=TAZ(M>W^#N&-%BX5\R[(O\;NEM8
M0A?3&^<^O'P-VW<6M=0TVD8V<?(IUEELI9M>E$+J+E#X4ZDR5T?QD]>L_;D1
MQ5E40%^8](BR#50WD;Z3D\HIV/S0$;R0YM6CY<$#.[_<[/T4'16=?YDM] @@
M)Z:RNS'EFH#85'=,R3B(V0(!<=4AA'B<$%_ACR4!PXFFH (@/HWE-)E*E010
M8T"5]OE9[C> [_1Q<SR0&BXHTK4OT%^_07[/[Y WK2J 1U>4'ECF-GPC%E[(
M:+]$'U[G,([OS(;U\*)T_[(+'+# 3# @/5A<)>&GLBK.T.=Q]-;CA+D<TNIM
M^9IOWQE['TH^'U63Z=]4?!PZ*,32YW&C$F$5R+"B$K9T*3[?0*$`=%!TL049
M:=%%L<9*(YVD#W4)ZD^HI&5ZWQR3B0?*D.SSD(*C+JTB4N+.A>H'2)/<9%$"
M@1,[L;&_E\UK1DGAD10S&IL]">DF9DTR)V;CR<23@1"$0;-LBC/WE4DFK'$D
MY^Z:!"4.JYX_0>KH.FM%??PKCW,WL'">!NH/H%#+_1C+\&';XYG([IO3TK'+
M.5;U,LLR)IMEF9/KRG(FF]>E0U%478_;4,ISN]3&@+;!"QU6^Q*_J>@""GOG
MZ^%*EM& I%!HD\,ZZX&.SC!\EZ 7*.XN$M<DA]1TGD+ KLD(SN[?7))S(ZX=
M@[,'-Y<,S,>DQJ37M(A,E3OEY*!0N.;+W,\;6SGNB$]KT@?0#<1O73X$Y76:
MJ_7Q$X&Q?-Z5JS=O2@/EBN"&0"[,LDKI<IIVB8>^.5V%@>VI2)(@;1*].RUN
MFF+N4)U19?$-P,Y":R_4;.)^\+KYT\D@R6HH-_ SO'GJKTL7"4"U&KNLOGNQ
MYC^34E69QJWMR[6+!;^*UYCM,,ICX5>A*7K"I&=%VV3<A<MH[.5LZ7B8=16?
M*"@K[EIA*VRB,_CD&JQ.!]R>*@_^R#T-68 8,F!SC!DX>2:<K[CAIUEE^=P8
M0@?TE8LN2("^,H;3ON/U\TA]B=08A^T+ZHHNL'2<T]!W15GJ%I*21>GACOQH
M^H=\V&L=<F_4Q-D/K\T)/MP+V$>!>S#3;5X3K^$SIZCSX'Q#"Z6#-73,01?Q
M*X\[[#4,L3M%B=8FM8N:AAKO#81Y(AOON50?B#L&0?8C(C4N@N+I1SW?F6<,
M'5(2#?6A)Y,X9/<C3#6*_*G1:RBO@.LME0ST'P<Q42 HO4^(APAQ!']D>G;[
M,.Z4$G=7M]JC&9O7XW=&[EX@])#ZRI[3[V-0H^=@N:<3O1Q[TTOQ1X]^*;#9
```

```
M%*6"R"+!WV60@"1?483JLN0ELZXX4QS*X'HF0T)<=<5TGUQ;> $D4B0$\T&+
MXD$6)SJ+O)B-G$7/0X]%;<.44JEL&=@%G]#E!6=3NCJ(5ZTNEJ7]4'T7G_4U
M808H(AAIX\D/VO%3XU6^U,/8FC%-SOF.#13\($R7%B[_^HK/ME ?""3!_(EG
M(I5K5GY6.!X,R5(L6WLU'8(;7JNKTDNB7;4O\ G%$=4^Z+7#TG^+R";"3%&S
MRD)&>A;0H$=<1]R"920^>)"A^C.*5P[T1I2'JN](&D3D!HI%Y3GI-HNC?Z3"
M$$X0VD1.$+Y=< :1[O;-`%C&%NUQ5,#2-H_.Z4W]6;YD@E%2"< L:,;R]YSH
MC(6^K LJOAT2*%9UCGH#S85T,AJUPYVX@TK7X1H6T-]W,PK(WB+B6[H`P/<7
M#>W1.>3#,-N!5O:7?"M[NJR 1V 1WKI$W8)2D#3?;(+<E(GK1%PF6*4EJ7U[
M! GAKF \N@\VX"DGYJD;G9/N*</?7M +1(DP<RST6W]1JB^5BYP8?L#5$H[N
M>:O<<->C4?QZ"'KAT 9^,W'#5)6\"EMB&K[ ?Z%M.341>P'TL>@^NR1="ZB#
M[.I(,BP#/%9[W&'*[/\K-'!:C&O?)9H`T35^"Q: K/&K5V*-/TND:G!M<"I?
M"L:*C2>%797GR81IJ-*,29/K/-@Y2\GUS'??K\ZA`"I3?&/[PM;P(SPY&MXL
MS9P4!_\96B'P?V\/G^?)\$+!TX.=N5W^+]KPO[3AGW7 T1 H,>%;JEI<:GP)
M'*[N`);D'O[U=1!VP(3 4..B-BF U\YB>CR=UA6LY:NN&0=FGT!,QFV="]W/
M9:?VPL]I)92V787C13QP-(PF%&7G%F5!@A\?79&%2R_0)G4:!9G+:5+L;K[M
M@CXJ0C_&.X3X+/H<5N<K*$T6I^^*4T5"`M,_2';1;/ U04J5@ :&PT#SN@RS
M#"%NM:U5^Z""7&]%U?NP4&<--_B@.,5UH*MUBK1%1[-WRR_AF)QK'K*8BY=C
M/#\D>AL,M&IKO4;/\3BR[UAA'=G;\U+ZKH@[D[2!G #.J:4_S"I,2_M,THA[
M$NM,<CG@O^M,<H'.1\XD#Q'<.HO\#+8NK+/(E\N_^RPB[C<O0'$@9(;%SB+7
M,1?D-H:_^BP"RQUR^IA'M5>>/I:CPM;IHW2X/GW$Z7_VAQD\WC?CL([91#O[
M4?5I:BN_C3[3RJ B.O%]])[@<N$91>DSB#C?@^X,4?Z=O[AKA$D"34%-TQ34
M)%!0%6">8/O0#II<ZFY\$@TE0"*4]@@ZA;,W[J*%&YHKZ+TP.6WS.%C1IZ%]
M`,\')0*<-&$7ZB[BJFYT=_1L)717*Z:2IKSH?D0*3U)]D<#>-I[ U+;0QQQ8
M_;/F4Y,:@/F9E\2B?>?6%Q^W11R;8!VLON*XKB_/%JAON!O/>.0![04C'($'
M]L4AE)XMO3&F#)Z!HM0<S$>U24]*T&=GZ6#9LF!V[5)BM<N$/<)H[7)+-4V1
M@E_2%,C]V+5R?ZC2$815I[>Y)G4Y/N,K? &^<<G<AOY-6)JDNC;36#MH4,H!
MM-\'YW)R(\5C,,6EGL+455]S_A+I] =GQJ[YV72++(R)2&/5VQ^K=XQNB5K#
M03FG8&R.Y>2QG$*6<Q_+0<BM\ 1.`F0!?X4`L82)R-78C7K0)J]4Z*?@YV'@
M&_J1V$S 7+;?CX.#([2[)C<^LHX0TWA-\7&)])1(')5$>9%H3\.S3+H-26.R
MPCKL=[$PWDGM>H[>*++NL)QX7:356*>H/\,#(WU2E4]1-^A79]W,''$#7WPG
MA4D".X=;_-J%I6+!";Q\U1OVA$[L?VP]3/_X1VVZAAXX1JB'V$14?:#?-^C%
M0[!%^=)/$6_)5D03=U#OP02[E;BV[\/XRU6;=M>BNY9FW[4D4!:8$K@I,*$,
M%5B\3-0(9I2IVMO@*)GI&?P'-"*N+C^.9;<P14-2!7=ADEK!=ZK;+NRDJOG.
M-JO+4$W;*UL&LGJ,*Z=RRT >=F@!4RWX0R3R&&T]54+<U0XL9R"-U,0'7L-
M6D*Q/1<G8,T]1E:M'? %3+X]1JL;6]H<A<;6_K#JW"!VJFMSST2V](<!\:TS
M\:>!)L&5%V$63N \Y93T>>PI&1@T&&+ZCIHYZN]^<.+77P*FWUM\*\S&:'?J
M@[=IN")6S;CO5?=?#RN^TR;AP%J,FWRL&37O8@"DP%(A:I8%"[QJ*FO6'UDB
MH'41CKLE#!B(@.@9?04*#[4D8]*'J:XFLG'M+B7B_NT$[ _Q(9!:3-N#Q4N7
MPNH\;/OSHW#I_#FW1&W[[T5&R;?>1$MX*;?>)'&I^)VS5%[7.SJ4EU4M6>HM
M\GDIF@C9*EW^,VCL7CSQ_YKP?2-^3]_V_7:+Y\W2=R;C;M+VF]?/@TW6O^<;
MB_ \B.?TJ_G&!OPN>RW?V(6X_)MAFQ7?M7@VX7D23S;R&(CP]<AC3V6AX<%#
M$D,WZ+2V7RV_P_%+(\"+?6/AP5WL`>M7CE75[3!E;"0QJ,8M_0#'29$'D>E9
MYLBE)ZQL(X^WCX=1ZQ3+DN%Z0(#.CNPY*P<GS<S/GWL+W"0``D>*R!$T+!XB
MR4BQ?"L08@`@RN>V-WJ>;*04+Z;'A7F[`#$($ UQ$/R38J2.@:7+ZK%P]K#L
M]"VP3@P@/O% +J-CZ?Q%U?1;#^N(5@]%^,0WJ8/A+%T`H_J(SD74>G1U?":I
M1H?)<^8M6,)^=*(?\P&3V;Y%_HZ&RYXVS&8@0'+B0/CK-E*F+*A9@#9E+,HW
MI@&"3WPFG8R4B8N+X,/B%KT.LLM17SSQ_R[#-W+_KW/.6:7GW/X]^IYN&+Z_
M;\Y-0]PRO)\]YS:@$[SXG4GX6PJ-<8#3<XXU9D_RB)4D$PRV@/FSITS/,1BL
MESGFD 7#.60GLQN*.<;.Q#5A=+UG5+1OIPO?G,W,]/^N=F8#36W @V4S9\%B
MMD';U+8^GK>&`TX,K/9QJ#GE#"2*GS&)1H<"GW>)^,:@[XNT<L^2:E]U`6Q\
M+KYU_F+M(H1K=QI:F5P]9]S\2CCZF#.9=CU=U7.*`$*CQW9?#)O2OF_ZXWOD
M_^B;QB7_YWTS#WF</0<RJFF;6IHC'902][&78X8.2K$ZR"GMXUK@<W8'V9W!
M3N0"YQ._7IRZ$R5WKF\G2G;C:8](XM<WU]5W8 &XC<"ZDGQBMC"XGZBY4"92
M+^+B6,[D(NG$37'45'M3A%13P^6D=A9 1H)T&&V+1?>OT8##[J=FXBX[U'(U
M\@G3E(/L8_'Y/1;-[[FN+XW&[OWB8>S8R#MM<XI*8\Y@OD .'-D$FIR!YH0S
MK]+^I:T9995R'/E#_^E'L5)$KAM.U")EYKN0IS@#0NX-`(%IU%A7? 8ZT=4.
M8_MA<O>OT,Y1'Z+M,=Q/_VP)_,3_+8(/P]?'_S>&TC%G2 -L(:SZ"+6)R39H
M-H&0Y"R)K4J:$94%FX6 NE"@;=#*BP*-;22GJ^!TV[L\H#IK5Z"!QE,!U2%-
MG-VV]*1[J[:"E7T"C6\!-NTNR&4:I0&5FG879,"-%OK_#32^%%"]T^ZB_SY)
MC$CZ1PLTG@RHS+2[Z".NA=*HN,"#Y="WS(R'2(@I&@1NH1]AA)O=CS)H,H.@
M%:^#%(.N81#]CR+('\*EO&1P(Z-R& 5&AX[J9$4-9%0'#O "J\# )X,#.P:K
M'S&L(AI6$-A1H&8QK" :=B/AQC)LD/226@)>MIHF8H_'* *7A8Y4^PD`MUOP
M.EQ\1IU'HY*\BIR(>?%--2SK%$>RZ5K7[)X%"DI5`AI!^3HHFT%E"(*\X)GC
M._TZ-(>AHQ"*CXHV-90%\%S]1V07G5QNE%U??$R+X3V/F%#+;4OB_.>);#G7
```

```
M4@D>>TZ+BT7,@/71&3 45D)Q#]VL7L;TQ$$B&?X.>6[ '.+QZQTU%C>N$!/J
M21NQ:H,&:M) ^P`4K<]/I3ZG50>I2A@6J2V+H%'9)-X3T@:J5CT^K5(D.6[M
MKX]6)C+T./*PNFJ,=>51N>8U(SO\;T1L?1"@ZM*X\/SPZY) .K)'NXB_2H3T
M)=PE1B/\X5_RPMX[L'*;B_<36'K[>+6J+RBOQSQ':U/,,Y4=3X5=195K3DU)
M\.'ZV6KE7:A 5/CQ:O1WJ,5@4\,FO;B*4+_=[[/QE&TD':WZ7H1#VGXHDC_K
MT &[+D1 *':W0CU[+2 _&JX4Z;:6Q_%S($2B^ZHN?Q!X0B,*([>#(PZ_V:[(
M99&*ML!.)ZX)(XF\T*,ZE7H/5'Q>XNH==<4GXFQ(B-T9Z.&=E M6T0"EO,3!
MH<?I#Q*C^ELDPUT79"N@?H([\X?YW=I4_ E\CZ,133!GV50<CN3-:ET%)GPK
M94(!@3I!7RK/=W15%]'4.Z86VZ%AZ$*-* [?GH'U!=7Q-DRCKE2"J"W^)'Q.
M77$8Z1!S5&YTCZD3M&C%J,1(<2L+Z:D+Z:>S&U$<N>UCQAUE6=VLLA)BD?_R
MK_S$\'5%RK2?>,CQ\!U-^PDG3XPO$=-WZ 'OVU%]AZL6G8&^PT!'4\D`A\+-
M!F3;2@9;.@^7`_!LG8<!5F*S9#0EA. `LA^LQ9&/.SJP"FS(`9+K+;P^+LD!
M[W4!K>2)W2P1E8)=17 P5,^;A<<X&._K&E?_VRP9J9P(JH2S4@CD>=/2-H,%
MH^?)AAS,$XO!]O8M47N+]U7%["UR57-8Q^2@RP[1;J,XRNQ#N_V\>M]GCAFI
MWH9FJH(\2V0Z3/?3$9U>DQ5J&\.L>4*9:OH\W$-6IGC!KJ@JOC$JH ,/HFEK
MN?"YKLJRU?.PMX_%LP!%KFM<Y<;K8C0<@CWAL1"^AZ/%0K-F-/U1!U:!_]0%
MG+BMI,-4#J2":8@KXCM=-1/9UU?L@8AAOO* R1OQ[>$RY_E-';L5?VZ9!QU5
M6#R'@0!GVEVP4V4T%^\E%0TSR"*+7Y2]M0J90 \.2/3!1ACX-)WK&K!3TRIU
M+C: 37S?77?=)1TSZN_%>T>H\Z-I=47]`?B(!3B@H_.A)ZWWB_&^`>_0MH7'
MS<&6SJYH[XH>+PTAJ.M1'"5,T'YP,=#^5+8?6$'L8\'*E&-A9*I:`\=T+;C&
MC%5S"1IE57/8NK4L$36Y!#599I7>'Z57Q=6JFE5N!=ZB5<J0.H6N06G]Z,7]
M'>3%^U_:K?8$7DN?PB)=*#(,RRVG50.CV0*/1'Q^<]P=^SCV.Y2%9\*U)I%V
M.7Y#+5=@>D?=%$;Q&.TAVN^@]+B7\%)S,K0V<E1(G!_:O#_+7[3I*6U8A!+
MDU-W0N)#R*HH765['?X\.K7H<[A)#>0U-.JRE\Q^BC%?([(.5HV/2XU/JZ=0
MQU#+O5@`-BV5YRFEO>U2Q5FC[\LAI\7^$OD%N%X$V_QG:#T^Z(C2HU95DIVU
M&A8>9(\1:5YH.XV+N^L>>C XZUCM^%.4^-!:+G.B',!F^%$E@J01H/*2H0?S
M9IU>V1\<O&9U*\(%*9VZ[4J0"@U7DP#E!2TQUDC<=H2S!:XX"E>3)@'#&%!Q
MJM8SJ&B"[T\Q11@4BCU>_07-A?X+D(0T6B,UBV<=6 Z?ZR605-Q*(EXUW23L
M]51U'U8.;!2$76J-?A/ 'K;U-Z&B*ZCDN(SH**3]=!?E1'5=*&&X<N&92%G5
MX^CZLJICJ L8R'ZP#+3U(3+4;;OT]@G:]A%!COH(SR7>U%K/)5 O9.?:^>(*
M?Y^JPGSS=JN7]_YH'&#T$&B^?@60K!HQJ[_W-O_*7,-;[%\YR/!>$U@YVO!>
M91:/UC(ITO\7EPR-X/X+85\@+$]YN_N7(45:G6?0B(I!OA3PMYY!'<=,\!VH
MG=7?]!$AG4MB#DN.RRRPBVND>##YT']"#\ VQER'Y7=7WUV,F#W 6U8[>P`,
MTSI'&PFPJ0.;Z2@+F+HCJBUZ<N/"0\Q5H[&;VEESU>JL2Y!ULRJ7K&<C:UNU
M;IPMNZ[+& 1U?<DA0W0N'N0$VVN^BM<%-/ ]>Y"^@#$](Z$CP#L+LY#ZH;:T
M]TC>"'P%ZXK4CARI_@6>G_;;$/3DV_U?ZQEHOZZGM_C2T5 H[(A2MJL+='$[
MI,TR2-S?AJEZ4<Q;"9?3>4VK$]'CF!/;N<.VPECD\M$R=?LR[:M2:[IQC<J%
M@4]IT7E<8WI3ZB7.9!A&V^F4"''C>AE;TB=RC^6B'4Z*^X:VDNNENM[(VQ]U
ML]:RC<V+B[W78HL>(?-A&,>>]B[,MHGK(BLN&*-+&"WV'_S++J9;9OE^`]]-
M^1<;)1-][]?.NAA=\;)TACW6%=KX*C<K;X\M5\2MDDNAXZ(F0U%"^CG-9N .
MAMU,BN)^/G[=IRLN0;?G5;E67FC^@P,PK_>9"!=XR:#;,G3(9(9XZ+68=N'J
M)@R26]M[*7[W&EX!\0@@@K-'!V>7-Y=XCH!1R 5+IS_J8D!%5TAT;FI+XO#D
M,Y(*#2%U&!,EKW5%D@KS?E'FP7N]1*%?WGUX)YDPFG\\P3'ET>Q?Q<5U-'L]
M?OYE`^#'&XHI,Z(:R3,CDZ:%I@1V1\SJD5A$'2@'R.QWF=MGQ_3C*&\%:(J'
M4$[&MJT//1CJI+1%@("NC.O:MZ$XI$X`90G"OQ P:!N*G6R NMH/:^)0#R^/
ME'ELW\]K=WL[1>O=C4[J9::Z<9'RECIH:6/7X"Y$DQI;9@DR),DT&62*98_=
M,QHR4:F!.\?!([I9."XD\SXV[5.0%76WT<C+D1%9-:I:9^2&CWC$=J;Z32_$
MR2PMUW'Z<O(KW>@1GESBOEQ[P5E\>YL(O0]G`_/KV@I>BI"E(?G01CZ%RK(Q
M`\Q$,W]<L,03G#W.?%WNM7X\AR<&,>R1IGZ&].WN9N4^:8H*,E^A3[/5LS-C
M<J(_0V*+=)P"D.@=4<3GCOB@T9PMUH0MFV/X5(]C#[;O;ZDU^ X;#H67_C%]
M%[DOVX^S`:6-_,O CX!8"K6C8?=F<-X.;ZX.=N!@(L%Y13E &A*6X.L=!<W/
MV^&CP_'@M&/(RQ&^#&WMP54AZ#V'Z)U4+!=+&H+57218T=W)`NT$8O] &UZP
M>3?<OV'5!<=,GC6/;:D&Z\OT9)LS2LT=]V'P6H@EBX_I310F=-TY0X\_ZQ I
M@H2AN],VORDV7N#'/)^3`9?$PPSO5WA+-*N'F4TS,->''@04;O]_PDG"^8+.
M\^!XC/,<XB#"<-NW(\[J,^@Q,W<8)W=-5E",Y/F'5EL<OIG^Y5AZDT58:F&4
MY!!I/UIR@X([%*3RD:XRK_"D%SXZ(C%!@>P6+^8BH3S'-OK)^'"N1)>E`(W2
MFT<$WK>MGK+ZB;;=H,&#0UC@3K1_(8E1Z@&=7)BN+I\%RAO^AI(KUQ2?-+(7
M=E'GMPO)/U[4,1M&C_CN9Y=4G'P6ZK['%#P%4)9%#MGN"B)[>)V'`OQ^_ZD$
M[SX1EG^H,5[W1NS_R%8!^ZHS+7M%KOI'#&+U8OAH.\6#Z_'P*B'J<.V;&_)0
MVQ_@C0"G;@VEG?9+M [_#</;*D\T)P#_;UT!#BB@.E(`9C\"<3;IO-6O`X]+
M4@0Z&+A6!WXH@5MK]==;\E62YSNVLD/>K+:TN[RQLR56(.V+YN,YGP2(IH_7
M[&3=J00S]&#3.KY#\ <=W+E"6S?QB+^ Z8%5_0VLB9+^R@T46/\0`=6_4!JF
M1O?G'/4E_778%G*<E9N[(4P.L-B@)T<]J$T9"1TXPC/,VZO6,\STY "WP1#3
M0J.J.^22)JL7T1."@P5MTC;+3,TE@9@RCJ@OS1!#PT@$%8)L<W*V^@,=;0#E
```

```
M``O\1GQN(*Z[69IMCBW-NS;;EZJC[I$HP<E:SHVZ<>.0)0^PT>)A?P?%$R=[
M!B.;1&!:]4NL8ML%P;?^M8$=3[^(W&"_CS\^<C5XXW@R_;@SU"SL<0MJO/&R
M![RUA\BS`UQPRUIK<D"5I:VE$_=!\%L"VC.@DKWC`\J5MA:SPFB!LK[PN\3I
M7=J]T&(PBC1E>5K]M"NE#> >*0%\(IHIL1=<RR\!-N8ZW_Z6Z>V37QN??!J2
M,_5A-+Q=ZAMTZ@,M\/8.)LLIXWA)<CJ7]"G(/5MYK<B+YI..?. WT%DW_I3*
M0%[HZ=ZF9[A>Z-=CH4<S3M89[QKZIHZ\&I$M),X@O"V+*UI1LG>B!?P)YJHT
MGJDXEE?H]JW6P8\PN.)8I3G9!=SV"J7<&F$:2.)61..P!:L_<D/N+EJIDSV@
M4]TQ>[]AW_&[^J-:,'4-2QC4?M95^]V=P+5N<Z_^JL=7%)L5C;DN;=U-I!.A
M#1<3.(?X#BP'3A4MZS@!C#MQ)0=FO,ZGTS(LI'3<=,=LC6@Z&9Y$.I=5.6_%
M=OLRJ T(8\@YIU>Z12]K6N5^M$I@J:&J\B_2PFDQ'M*;4^)X2.=2U*LD.U@]
MLSE_VC',.*F":*SF-)4,<L"W!J_.M8T,S5IZ%^F_Y=_J[U:F-OR/XFQJL QK
M_WX88%%[,5<87A<(L(+AD4G#(/.=#65@RI)G!SWXC4FH4K@$\I!009.LV8-T
M94!L/[#2=,*4((07`KM@*Q'V`<%8^"UTECW*A4G-[3XP:)B(%Z2JNVGR91)P
M',)&2MA5:@:TB55?4$0J![:]U:]/?A-1GY!STYUGRW*FZ(<4#;NHI;8;>LI#
M&Q\;CK2A]1OYHU+AJ0SGD4'YDM]E*I7Y'8!W2Y4.B5L5ZH0_R0PK9L[KF7,$
MYA94)=JC7AZ!Q#;NR%D:=]>&]PP\\'5C-!YJCTMJC8(H+LF_`OYH<=?F<<#_
M,N[:;L1]6?Q=VXIZY/EE/A0@\XUJ?'N^^/9=6W8=[M<0/AK/AO_@05XOX"D_
M@WLX/$?Q[,%S^!A@\&2>0GT`FX_'2"PP]@,VPUD`8K3 6(:PH\SG1+YQ["3P
M7"3?.(1G`]*O/YUO[,3C^@K?^+W7+#3N1=EOWUN(6[FNFSIO2M[T#.J[$\]^
M/.[R(E^-=\FMX^;<-'\1?2VW"QCY(WC&?0^YX?K;.Z_(NW11O+_E\IKV]Y;C
M\,V^9*K_I_=E<KGN,?A6EY=:S"/.K9Q83V4956_E&T7@BVU @]J++23)]>@+
MN/:$KYS("\@P/K[#6=>G\ D4:80#MOCKTU3#Q>O3L@5WSF]%,6O;\HWG\;07
M6K!%.2@RY$$FN[[.-X[@82PPB]]M.7DOA95_H(P('SL'[-U0%$D=O73.S46^
MI35+ECZ#8B"I%<'X1VO"/YT-%X'H2)V51>Z1K+B:\#<M*NXQ'.L,)ODCQ]HW
MV9]NN$N6S/75\*H7?D_ID7T<P#RH[$RKPGRZ:(_L+ ?S)'(44?'E=#4Z>N8L
M1:])JP@%U\6116=!=3-2-92=%7C-D2?/`LHP.FL@<*UNI_@(;^DIT>$YJY>[
M&QUBU^7(#&Y0(B[,XOC,>AB=F$W!W+GS%Q55S9&:T8'IO2AT7ESS>HJ8B11'
M$(5.RH[+BG\RC8[E2^<LKJF6RA$*'.Z(PO2-+[!75!B%$!#IBE2=E4]OPP57
MJO.F0EN;]^H;.$W/NE?O$Y57(01LK4;XQ$-D&:D3%X^^:9$`K?A'/D,C?.*!
M^@H09LCHI4NJTP$$5F>$3SS0.3;01#K@W9=O@)T2X1,/U,_H,'%Q\>)YA#N-
MV0B>($3QVL-D&QTG+AZ_Q%<S?_22VQ?/?!MH!!!\XJ'.C4*-7W+;?.8%\=,(
MGWBH\UB>0%54[T3%,?,Y^]O!G,^<RKQSEGI9JRAN?'M9##=NP'L3GH%(]\B!
M]OM,]@,QFM63TAXWEE]>T XW>H%&=KD*!#<^CKCOPHV+?AS#C?F#"KX7-ZX?
M4F!LPK/K4M@#^![<N.C"@BANK (<<6-Y)O)$^JS!!<8C> 8.+#!6X/=Y-Q9L
M1@%8`RB_&][OP_3%[VG\^L\K,![%TX#G^?,!GU-@/-@'N/>2`F/OT (C&_5P
MHA^2C<%&^J;>V*.Z_*WKIBJ$/(DG^\%"XQ!^G?B=B:>CM4$5SUO@Q7X5__GX
M[3@$`,$`-]I(6 OQP'!-Y/G+"MHMD0[P]S[GIC+ODNI$=[EVMESFO6/1?('A
M+4'F':A230TE"=TU-:5+EBZX$_ABSJ+4FIHI\Y=Z%\R=LPC1A4N\57%R3L_?
M&1OW1_#^6SPCD26K]GWC?O@1+<OS7>/>\#/(Z/R <9^)//[_.>[IJ.=,//]M
MW,M_#FKB.\8]P;@':B>9B!V'QQ[0\?-O71(WOOQ\%"/"A14WOB!'HGV?M:(]
M/9*!;_8]D_V_??_=?4_1/NEG_9*YO%"F\.6Q'A[XO61,:AP9,]AA1/:B#O'Q
M'>/)F+L*C$S ]/_)V5*3';6C;UE[WT>G=++H%*[E-QB/VA_%8R-AB+T6>>$Y
M^_OHF+0?0L>D_V\ZIDN4COD^`J5KC$#IB^:..ZNYW8Q.I0OFS2^;OV@^G(8O
M6;QK/\A49,/'AB/NR3!2QMZ*O6G>_''8,&!M)\*G/=E!B GPS/[VC_*YM42.
MM.]^?P\C:=R"Q?-KGD==,A!_8UQ=^*>GT6'\G&7CYB^^&1@,,/ D%'GD+)A,
M;,O%XT&485?^3JJ+?WI]B^IZ$U!M&)_XIO>.0G&DOH\VZ_-#:+.L'TJ;]3V+
M-H,N>R0+.U1\[<\Q7)/GSYDW<?&B.XCQX64NTGK61.YGI.H-`F+D-=]'NV7'
M:+=#F&%9V&X>C=MR> EZKN'"EC.1T_U_[TK?1]J=UXZT&XKJ\HF'`$DR=<YB
M[^3Y7M_2Q5+?88#@$]\HG%0(A=($Y#)$.X$DXC.ZH#V-""^I$3[Q/7RAX0*-
M6#5G\<TB]KSA.\C(B_XG&=G_AY"1`WX(&7GQ#R$C<^/(2%8);8[PB8<9R$H7
M4TZ7$"[$\HF'&&0D`V+9`N^3H#$5!^JL8BYA,=?-OX-TZ!' X$8KPB<>YE+6
M%S">I?-K:IA1&U?.64"#61<`551_']$[Y <1O9?](*)WZ \@>H>U(WIU!.C<
M0/O]=SV^@?._1?.NZ!7C!_S_@N;=E Q<_'_A_KL,R^*_[;\-Z?C%OKNK"Y1P
M\+L>SP^A>3N7%_J\WB6+K3/O^I2S`AZY2Y.S'=J3.U%ZI_^Z6'\[\7X.GFSV
M-]+]7]G?1TBIQ?5WZ2_ ]_F_L;];41[[>^"CFM[YH?V]".D@W \.6 I.&.5(
MW8!GV"_12_A-L3H?M)#]ZEJ+BF 2`P_&F#I$EKV "_BT9]HDPQ8:#OC?QXY)
M;:=90V*H$15J3S#9>C/?1\BX?P@AT^E_$S*=_R<ADZ8)F9RUF"_<-<]J;;K1
M$?G/631Y?HVEYO-=NWF7'[*;=_VANWFWLW;S[]J%,_[W+MS]?^_"/?[G+MRS
MG;;/AN_8]C*CV][W[6B]?LB.UON'[&A]?L".EO4_=[2^_VM'.^<'[&B@E?[W
MCI;]/W>T&(/FO^UHY_V@'>W\'["CY;1GXZS_LX,W[X%ETPS8+*4/3M]7N,C9
M$;U'@$D1^U7^'<4W9=QN!#'^W_07B7M7W(,9<S>Z&-R,]7B&!8$P?@K^T$/D
M+6.$\5Z*9\,Z\)_Q*#PC\?W,P\BG%OH^@%]6ASP`W]]$?GCZ(]VX>N!L/*X?
MYX.OS^-<F7?I@L4W4P\+?/VX@+6H+8\-8$7'[2QQ\L]0/XK>7?W^:=QL;JP%
MX[NR8\E("#^/W,J3%V+F+C@3V=I%O]^.]Z:[P:DV'$UW@P=J0.I-[K&Z(J]V
```

```
M]UA&/F[VXN0'6VZU[M6BLI\B8T7AAFIPW&/2GY0]NH\7#)4GF@RG=Y (#_3V
M;V-IXLGFM'_XA71G=]H/S5]?)PH)UR('U1/UM<!\213O=YEEXTQZA314#=PK
M^R&([.NF`Z#3SR;YU0Q<,Z9M;O+ Z]%IA5V/CH-@`QG#[K&2[D%2CWHR+TYD
M]G841P'4`< 9H9:.5\<$4)' EH_-QD.=ZL/H@.<LNR"EB("\<ZY91EL0Z@O<
M;:'S\?9K7)C1](J6O%HDKTVJ."#26(A?C7AZAY987-8%P.R%E+B[^(C<U^V&
M<X^Z`"X9,'CNXD,TMDE7TO=1`65G=LSF<"M]#&<EI-$P)OJ*XPA!;BZ-:.;4
M_T9;>?EH=<!UZ(#X(A6+7+,;#O%8QB#Z-7K3`H4+J0B5P@>#(6/6#/1O8Y4<
M6%M%PW)AT""Q5:RKX ]\,UTWF/,"DD0/,&E@9SIEI=8S@;=SK?SB`OI^'")P
M)SAB/:OJ[5@KOVH(Q1V.YX_,A_3(,!IL"*[';8,!L8+D^]5 2*^*',1Z3@7F
MQ=]87MIO!WJ7\NXC]GLOP?SM6KEQ'CCG)_96GJ_G/AQ_28B]%D160S(0VQ%<
M4R/6LT-8)_ZJ7Z(?1!;O`,UL6U*01V #W7_*X4O/V\P*^FAP[!Z^V38T+%_D
MDC,Z<QHRB=T]7P'Q&?P4Z< XO1U9-3/!`[:4OK<Q2\-['6<X)&2MI3)25I.J
MAN N;L,K805##>X@<@?GF<\Q!?O@-Y &:_1VT>T[AL#F,?!P%B=L/1?%<*Z/
MP@(/M?#^-J8>%X=+7KDR#I<,0,7]H]J&4^/?7;G1#7:#=&IJY<9TZWTK],59
M@618Q]_:2[_WQCO%:-6GCT$^D1EE0<^AZ6Z>+H!N*!J!'] H_ '?A<A'+:"&
MA<9!/T8=VN.@)R$LTX!GQ'HFYECQ5WV!(-J[&?$`L_9FU,HO^FH_!5AA'WN=
M5K''&(Q3,=?]03"+?G O.? ;#&\%P;EEW;_46?T9'=X1ZN"$SX&?;811BU4
MZ54B]H*\Z,29>?%73;?R:JW[U;G,H4E-U3GT$9$9F?]-ZFG)(@E9T-.:N!FQ
M[-'I.7R^3I,EVH(A3Q67!X*]DNRUX5)RK11@V<05$>-?T=J?]^):^:6ND)X%
ML/JH<X%C:09?(KG4ZEPX)ZNJP55!P[I+Q.N(L'R_T[\11 JJZ$6"=@(W,'ZB
MQ-NV*D2V`I8(MHP&WU*^7E^-B5GB[-3(Z?9FG8P!M!S>!GKQ;P/=#=3TT([
M/U<C[*C6@GB ]<7G,>NSG_X\;7URC/#I@FPV/]G-^$S'9[#$:<_';/\V\!;Q
MTM._32:6K_.:2GCH7!U9,\%%X2K.F^+18R&+(/);EAY#DY]G+G@FJ*@RT8"8
M^=8*M"FZ6.YGVVQ@+)=6S,CP9^+ZT_1SHGCTW$"Z-W[-/LJ]4CQ$UJV7.8!@
MZ@QR:VN0#O"*Y]K3:7_U\]-319T%0CTHB3^[0A*K\Q!JK4?!&[^EF'A <H3<
M_AIK+B/.OXW37_I -[UGY<9I]Q/+%0'+07Y9V[RY/J2#B0YUA PS^D9L,:T7
MWZTGP&DR]Y>7J0E@3)DEXU1V#?;),G4//]M@;&DX/B[#Q]0R58,?VN3HA0K;
MXW">_T4]#BG0O:,C@&VTZ+(P69UW.2QUA*&X<8&9E8.M8GC>?GKC1(P+,3#H
MNNX@/-2&$K>?2D@,H;WE.<,3*6Y[")(A@9W5@EDK`PT72DO316!Y#<6-(O>!
MJQ7#_XD!E>+-&,0CE0^>NM47$+G%UGQAN(^6[G?XNHK)YT_13KH-H1DE>HEJ
M4CWO%DH&2U>+[[?:31JPD$NR#3L!O+(BV9-.7P\LYL2JM_1Z>E]BAJ,5<+5F
MK0L[;6PV8A!@VXV(_PH,G:R4`P^VDTF:@,_C1:,2O-VPF</9)/[")A@B9EG;
MQ_K*-7<F&XF^+OX&F8@07@)V!WDN.C&ZW&W$HY@*QXNN=OAZH^:P-2GU^R,&
M"S5G?A=0&9(5>/Y^78%8F]&<W_U*L$8W:76"I%TJ:2$F+ML)"Q1Y<#@_`W+@
M-DDK1^\\2M AG#^82)C@3:6>*MFC$;E5(C,0Z:G:;H7]5L+(WL1 .":83;:_
M@34[G9!O]UBB33MIQS?=W.F94D6_-DRY2%(V<4KN`K72K*9>81B0R(2#PJC.
MA20FUK:K<*4DNH^)8 1GQ;6,LZO21^)\B$ML0CF"[Q#LE.#93-*LKH/%`PA5
M55&!F9'__@4C"Q 9LQDH^J_0*VK3^G6BB&N"\+<=<:;=2SUI2&;I6I7 9JGD
M<@H,7-KS7M$5FJ=;'D<*;.UJ#EH5'KO0F!@#7RK@>VSP&T ZZ$8@;HK$;4(<
M3C_%B?!XV0;UK*W,3?5 5F5ENF$`S170=<P&EGE_!'06;1EB.TGLS8B-84!D
M@OQ49ZCO`__!!),F%V*T,=5E.Z7J\Y1%SD3;B=[:\G/FV8TELO=O7FB,B44^
M*I''P;VG7?Z5O>.'QB]Q[TI<XIFIL<&Y62*V(V)C)A9V_-",DZC?(LK2J8'M
MW8PX>7<BBE4N_^IK#&]_:I -<T!;S[.P(T:YBR2]!4G]7SE ?KC8(<-!P6B=
M#&O/0QFMP$O6N,?\L @%=QUN%..UWM[%I1CQ>0GZCK;A76H>TN:U^C*IFXS/
M)^BW0RLG7P:GS-X""C@C4S$>YO^9M![]7=%@E/;8\IU4KCH+%I.X`#T4].D2,
M"NS>VA7T-A,LOSENYYJ,NG#<IF#$2.Y-P&^H93#2B!:@>)6PY=9MFF\?5 !%
M<4&T$EJ!0+<*_1%2@^&J;^MT_3X:[P)P.TP(-@4PL"#?`E@-A@/UXQE5?0&#
M+5!W>(ZB$\'9,&5EZ3;\#07$$W26WSWU!X3+V-S-%.I-)K?$(R? !Z(E'GD[
MH.+'(J1^1%N]);04\ "K`8W0X9@0)]X\?T=@EX2B\T@R9%D4! :7G_TU!1'3
M`X-@I.4/F<XMLB H"=M^L&]-YUNTF\^-H^IY7"_5%]&M% RP=A\D'GQ>W,4^
M290QFZHNN=2V16?14*CBFT.MWNJ%WK)H4-:*="-_U;G+03>:?C9<W++AS,1J
M,IZ_RL'X$>O9/H;Q5WUZ9Y1NE3.7;%K;@$\!DQR8X(;!W$"E^QO_-HX*_/W@
MXY2L!W70E,-4/ U7!]K^ZDX^MPV=V)2LZ4,-DSS(@17N[0R;$-X.@SICY7KS
MPH7<J'RD+^Y_F)N&;TA3@.00]"'4+H3 K_0E,$\M89PSBP3*FQ'NX-\F83A"
MLG#O2KV68G-P,L?>/G<\B^-"Y<;1X+?*$>,ZO>T^AE.5?<38C'<Y8M3]%$M)
M'QNF(HOVQP9>UEKC\2M8YA#][@>X7P;7C]94U9650E79>FCFR^IGR!!5'H$L
MDRM?A.(M-.6P,[ZLU$-LWS0,6. P]+G/Y#7CD."86L7#%J)W2_3YF!_:/1SW
M^.AY9+3.M#=I;E3$7,_M?#+6< K6L-HZEY6(&YLM<(:\)0=<;OE:@B^>VR4O
MY[I\S.(.,HL-H["BO'SB!+N-]_N@CR9@M0%2V*#_`J ?X"J-$N Q7T>5L%C:
MR8<A(1!\._"[C^]*BUCW7D(,>/])Y-7]>=1AQ%[8-0^IZ2!6Y(2I]5::2^1X
M:;OJ>QJSR5H!9^L$7PB.?1Q72#T)/"+G6#@6K4(I/"HA^.L'Y)6<D[C\81^2
MV9<C^RB*&X0,B=IJ@!="+170'(^>9&U=QU4P\[F5]P&J[B+MAC3O`ZAHZVX)
MN^,[21]&-+>*A(Z4=S2H\3^]0*4'/>[)]9[TR9%J5Z0Z(S)8G0>:E-I#4-E4
M4^!7*H2727"GO.[-5;VA;%_JGE0_+L<Y"0D(O59#P\CK])"Z".#A$Y'!<*6Y
```

```
MZ1T,_7+0LJ4^1TAU9CY4+H'A`7A-2D?O#'H6$-Z.I=[L4N\E+6-12QXF_6*G
M8@O%#II+LM:B+\(7,3Q?['? D1$:F,: 1AU@`?X1@#!K?E!^LI_&CW]5*7A&
M]/&"C=2/'UATG^RI+RF%#XWS,<G;X.DCC.!@\II5SN=0E;1UCW'KG^!<:$2N
M4)-0\_RTM;L1-&@-_M1 9XG[H@=Q0] 8Q/U!\C;?1KY20/W#])LW&0"'D7A&
M:=HZV/0'R9&WHV:<_X5D1O;V)N:'/U^8L-" ;S4`_INE>&_&VQO24[/"YZ$5
MK#XJ]6?VCW/A\7#"PO^H$[K.WCRIKW1=3R3;A&#T?GJ@+<&7@I:S'X8VS@XA
M*G(>7,N7R#@T0 /="+=87VH-$H4/UM>R1L'2#(PI?9\RJCG?Q99@C(.EZ<WY
MF5\ANV!I5K T.UB:4Y]?"M95G[_<59=:6.O*AV)CE^A;RIF_^U1I;7^HS3C7
MG&3-?:Z()PM;?.?0FI-2W1,-O)MM.9:-21@/1';VV4"O`XAWBZ@@%*1@-P.$
M&.W$&]5@9=;2B@(T68W&50X/F;^X2!G#7_QKO:8IZ6[*Y7L"1]T'1^:\EY2_
M`1)[EY?R;R?Y.TA"^GKP]Q<?'-ZN4@*'$TI_PT0'!^8`LTX+)QS8[1_%`&-5
MXOM?A[S/(+/,@W"MB0P!<W 1S*""-YC86#,7Y(W1^??\XTUY_VM8VIT6VJZR
M_ TYR-WP?@JPC LB,,_H_><H^3E(SJ*$!-H<WJ[[.PT#X('=]F]XV_Y.PZT0
M_1O^/5*X.Z(X[Z^CN?D>C&;C[:XSOHL&@A,;TP+4Y(-ZBOZZB]YK#^Q^;_^!
MQOV=1B)#:<7 G .[6^C!]+%%:*1_E)]-Q=%NU+RKT7-I=Y'3X75UA M.$JT;
MJQ'=D1JK;P:[\SVR-QP.C/)*HA]M9!;;I@%I;R&Q//3-$U_X=PRN[78=1O7+
M;?,0OI&0@YQ_`+K?&_AG6MW]C_X&4OC=KMNNG+Y/_:/6,!\?^%%5E0"N*L4?
M',%G`*N$,QK*1XXVMC)(.3 /U&JL]H9:ZF"\#[I/8M7;>%,I73$+I/K ]ZH+
M#05>SHJI'.Q$RH'OIB2)E>J>V-^G,=\<=2,"S,MG\F_?:?P[J!Q_=\.[QN A
MEPT==OD55PZ_JJ"P:'1Q"0Q8HV7![FQ)2S,YR0CX29)\TD7QY$)%7_(S:E-#
MD\5MWXPF9ZJ8A)X$;(T+A#7+9<GZ2M<=7W4AG#S N4#N*XEE&6-7]*M+*!S9
MV]ME9"=O\E,35G\6=ER;6Y81+'-/SWV-*!IO0-BY:&1<LO#?1[$7O.X&W%09
M:B,<:H9?5V/Q;A7D_6GXB-X/6['O3W&N^82K&QK$)Q-O[Z4V@ER&1[K9SLB4
M3""/)'4C,D!9#71^J,J8VQ=;F4WXQ:U<I>'-6XD@PYNTOZ@O<18ML[/LCBS3
M[N$I,%)&3;HDU0WIFXL$I09K7,U%.?L>!U(NRKH!/_[EI8;W9D'?==T#:$+@
MG]7;/TDP[W\(D8+<`Y\G>L\7K#[&VT<0_QAD)JC0+?L#OEBU=DB]"$@]"WPT
M(L@!P439VAI#*)IE!B*)42SZ+(#"!Z2=83=R$G2X%(%J5A:"FL0*)_YQ:V%M
M[&_['ZRR=&*U_1\F^K].N"WAV80616U'PK6\C[?8UN<'FP];0'?D&^*VO6:9
MM (>'I9E)"YSPW5BKL>=]\;J'@Z/._<5SR3SE:\>UQASZ/1IX7<=I>ZO'H>O
M^U&<Y#[8.?>H:N0_;<9T*R/O9L'JZO$^J/@^]4O\(-W?S5>V+L)Z"7R=O^K<
M0$N^9]*6?$+A^@B*R+=\$PDTT(0M[J,`_(]UN]-^<B,O*:9/"Z%IJ84MD_$%
MC>"ZWKFOKNKHF6R^H9Y&R(QIYJO7%[9<CM>MSW"IBRTIZKZW#($"G=VT<\Q2
M=UZI:V6'Q-*,VBZ1?'?(,UDWZ:(9T\+_U$WIBI:0\S=MAMV0W=*0EH/@Z:E]
M^#-C6FAR_:2(7)_ 1#7'0FU%VV>@CF&#QJ4GF2>AU;_)^/*/)]X8:YZ<D?N&
MV31).41GM\E\YX;9+2"H(K9L2BOW"_R#K?T-^]=-'79;D;%KPLVW;G^ZR-S5
MT)-S[I4(C)6]PA\#R-UI3?-)@:/]UYRB/<E52=OX<Z 1&\#01MK)=IEMVS]/
M@YF?U97 OVEKZ7[SP(?P(E8/'3)HZI'F^BKP&3Q2)JQ,>5&HEM3 F:ZKDEX$
MI@+-0.,=X#(:T$F$AX#:?F,V99NOYL)1@FM5PE=/]9\8P<$A8=.@IZ;!+L$Q
M_]6#O0GY$TH>;TJY9,S8K_!3_&PNM)J=SPXZL;]V(GQ?5P+Y5FK,.S4)G]8K
M#HOV:Z)S<.V8A/!MA[HO^JUL?+_B:C*6=E:DB@-MYZ?]Y#KT7SZJEMBDV(AI
M(!6C19N[$E_'YM^A(/&5O .K$\P#N(E<D3,8%<\]8+ZZRKDI6VH];3I)P::4
M06.^>AS@+E:8$SNPL_]TK$J@UO?VPS,GIZ#_Q4N>+,0\G/CB9?Q->O%*_ "S
MO%J;-N;BSK?9.=9U+OGJ\?!+B1/F+';FCEU<Z1R$/^3&[ H<36U*&7RHDQ?M
M.7#Z4/<55KN6=CAT`=^;4H9\,"Q'%#?'_*+.F5%WN%$Y_4?2*I,&#ZY\^MH[
MPH&6KBN2-PW^ZJEP1N+7_FLN7]%IXID4_S57K4I"ON&O`CM3;X#U]*/NH0=E
MX&78:>WJO,I!D6LJMZ:/KSP!-[D[3NSW=LC=K^@O(;P/] -UY\66O^\=N"(U
M?&^$/UG7N*+46SR*>L)I]=BM92?L5Y]Q_\&!%>M_7VB\OWN[2H)C=^Z/7K<.
M;WI*ASL1X/0?'%@\\VD&A$[LEWQ6%IZ=Q]?,X_"W\T"XT[LK+H^O0P<'W8T4
MH0.?V1($?M(0UINU6HP-"<0<_+<KR7X[Z;+>\A]U6V^>4)KUEG.LJW[S/_Q(
M#_V6_<*+O?1;_UL^R])O7R<\E"UO^9N+MIXO;^E/O*TNE+>+_[WVOHOYYC^6
M_?%?!O%MPY#?W_#18+XY7]K=Y\?#^/;R)2_\YMDK\99_VXA;.KX_`F\JZ#R_
MN>YJO-WTS,OA97\H@)C+G3TW7_C._M$0LGAF\67+[KZG%')04U.OZ5'U^^OR
MC8V?[GFMSXZW)N1O6)N1/V?2]+63\W<]T6O]EB>6/%&1/R(M^]A%/WGUM6GY
M:SL\V+;LJFO6S,S_5\<M5[R3\I.--^1_,.%FY]]W?[G[IOR'SUM3G+]BR>GY
M^;_Z2W7NDW]X^9<+\O_QV]<C8_LMV_%6_F,9OWBYQ]//?3ZJX/"]+?[=8[8^
M\&3!4ST_7IV[L<=?NQ;>4G'15?4GJ@^O*!R\>^1'D8<GU_V[\,?O?_W+4^%5
M3TTJNO?2A3-[G;[PS6U%MWVTY\L!EZY=<^'H-U/7'S0N>OS7ZT?W?*KMC^D?
MO;SSY.CICVYJ27FT[LMYQ6]_=2+\X;5W/O1Z\4V_>2CET/ZK&ZXJ:;ZO\V__
MN*'71X^5]'3[UMSMNVUWZ?@COWO@JKS+&_[\:=F_9HUZ>5:>^:O[9_RV=6-V
M8_D3]UXYQYQA[K]@5O#K@S>W?7712[_9->L]_^)?_#2[+F'RC3LO\+5._\?B
MF[I<_L=7EFL[;CP!KX14DFW6^XA0D '8[C8V9N,=]R"/Y> 7*K2DO/!#"A(_
MI)W4%_.^`1<IN)[X`&$K$-:4Q/TUH2EIK?Y9AY_$RN:D@:3>X PC:21+`(:%
MCU4<?)-4&U[4-J!Q(0RWWDM-M7/AD$+3CO+9%9_1X_5:A(1:SG"[IQUPX??R
M7V)*X9(EB^;/62R"./Q#::NDDCF+:N8[RY?Z:%O7D3(6(DLWSU\J" SH<C7"
```

```
MG(5W>+6>#O<(?%-*.6K.&VG&+5E\,R3 XM*D)FO1%\VS>+$630I<#>]K5:-!
M/(+ZO:T';P+6[>9U#FB9C6L!$'0$._&7@C^)C?6CMSO-<X*9P>3"P,EYOJ-F
MLID>[$'&3- (PINFS0M1OQ3#'E9&9H^@QP5R$$=^LULP/3C-&2QT!A,W.<3>
M@=-T!5.#DYQF=U8HF/X8?\3.T"3XD8-O(67.`H<FAR4!.CC%:>:!:VCN32QS
MY_7PT5 #[9 @*)@,]J*CQ!GN8?9(G.*$O91.B/RY1#+<_" O[-N!_>5E\4<"
M1AO8!\'D&19KR?+UTX9-^)1Y&?++:UVZR'PM\5JGJ1)O<>?]_?;9X#;W,0N=
M#A1?Z!P`!Q3T,#$:A9!&">>9J>929^)KX+ O=^>][DL:4.,.7VBF(H>@.R?W
MZR#0L]DU=R^):PJ'[!5CFZQ$V+W)$7:9??).^=:!HV'5R.*GKCE#44/LY_P)
MN]? WP$H;O@=AEI^C7.AHXK"-)0KF=Q=V*AY,(YUOOE6P[WH1P6[C2RC6Q5%
MO, V2,3=$L#0;J%7-8^.0AD*="D+6.B4_$#AIQL5*@+^HL[2U^_L@C7@E KU
M+H""B8$\(U;L?T!JG57L5D"QV&C;T-='@V#I8(SI;(:W'UB5=/:A,-R)+\,)
M2+K9E]F%)V'(:UQYG]U>8C8E%KGS$'-[7IXWQU7C#.*O'>B^C<YJW%:A4]08
M%(E9F-J<5"7+5[B&=32\],&:4\S8]SN>6.E*&%NGV_#VXB?N3%W!=)Y_*96#
M+T[7P,Z,J/TK&,^PZHW;TT_6_,O -5MB1LZ:'="Q,=;\DY]HADM\Y_3G]IW[
MLI6+>;DT9Z0)-OXJ=^*IO/!M">9[>2MR7+<Y0=BX\D[==@[[%<>ZW%.X&O9W
MTPVP:QE.-7'M*35_`7N^S1.5M;+?_ HCQ!I\+#48EF.&$ZW:H3^#,.-%+]T%
M=B6&1RN1E5.3B-ODO,]K$LQO4(6L*HKP2 62K KH'B1!&:U X[?6#21[_O8H
MHM8T<S=?\V^C$27/,L)#\Y:[5P_4UKMPATFQJZL-+RU5<"&51!?2U>01TC'Z
MY5@)[_EVBY#0"=RR$OQ<<X^LW(\`( 3.$P@`+DA6SXIEQ6"RO6RB<PM.D7!Y
M^)U52F )WJ2\&I?O/_PS%55,^S%L;!ED,IKOY&*)%KDPJ]1!EB\^DH8BRDWW
M2:C%+-:"4\;W+$,Y93A&Z@).+F<.QZJ%YP"=&_T<1;,9%I<-[3=)-FGK:*:A
M75;O\GI99Q4N-6]QY?W'-X(=>;F)=KV#Q#_2906&X_J-^#%?NE->[!ZE?]&?
MXZB$<X;.R9[&["-TD?DU)G']()(W'TG?#,M);,4$PFO>^S77FZ^;^W)I%.-G
M*$NWI8'=J6;1@,G,'"=\$_6+UAIVR5AG+!S+%UDZ_?CH5F>PQ3KM0ZP0,6\*
M:F/Y"J-7Q&N?M[TB5BTBW.MIE(>X2Q@^J3JHJ;/#T CF7MQ#ZNSNXMLNOBW#
M6U4;5@!PX5-(_-A.[G"C^-?P7MK S='LSB^P'L?==2Q_%+D[OJ,-SW#?R7<&
MX1X%;TU)\XDLHCOW)%3KK&KD(?-0RY#NV,S_M8'08B>JS#^*[V#_TF@W6S3X
M+W:+SLK@3"?<YT@YQD96"/?WR!*T"#\LG-?5QIV\(5N):+./A;0^UET0A*T3
MW06K^29=X,.;[-OT*HD=LSO?8>4)_68%^UIBMF:JKD0%SZK:#0#5;V6H9*CE
M.E#]X8,T@[N^+"^)'83;)FS#W?G*W;O4M>9K(JS5%V/#3=_>DB M(B:O/1;N
MBV^S+P."Y>8QTP@F!#U.[/KVRWJS.^L=3C>O=>5M7YJ2>*T;/SW,KFM.,MRG
M-.+AT(GH,>Y_7@FT..NS'(&3Z2O2FA/!I/6#7;!1+F8")YTKW.8K:W8#4?F#
MKF#'ZT.1I'&LY][ )]AZU_P3\W,U7AW=/6QA,SH"[0J<=*_H''@E`<NCT:E>
M(6>".:7&<DK<$<@^P[LDG0\B/F3$FJ_YUVMA1U):YKMK/F(9N2%SU] N)W:0
M-V/'L]>/.QQP"(=<W.925VY37K7+CA5_4[@UCR2^'Y-C`T,`-H<2R>GU>SM2
MX&1U8EOB?C/QR03(ZGX%O%)%89@2%T,#YY\1V]K6'M4F]NB:)$]L#K>XS)>!
MS\R]]>XK<]] DU<[S;;<,V93[LN!-O?*KD2ON66N1&*6#XB$TQ#R#II;CQNE
MUVAG;F#.ND^%6!EL_B.7KL;(&4*F7.M("&IL1TUJ?<:5N7O54XPAB?-[W--N
M<EB86=\CM9D?@$%GAA*;X)PT6.T"></9`WE7L.1D[IBCUQ_#1$V7C^#,]<>"
MUSN#?<(C,)^+G,%N(#]G.,,#D0Y"ERLZR2X!R4W2&STW<E8&^\K<C(/6^T)@
MU M<<:OR]8M[I5MW/>:0$<[=R##8]C&[-S*/A(W\X838(OO+8_S$#Z'T'D.!
MX=;ZD3E//&&>5ALT^G8!0<I"I U;($C7NH/299/-E+S], S$O :D.,8XS91$
M_/DJT9OCSFNJ<2G858K8P: RNP24<RLGE.I(IXI+G(B1&D!.5:JPR0&98'O_
MU43KV_5%3E4-!,#M$88N=ZJI42J7GA"GSQ"\KW?J_>:>>NR>D#.,3T#>6GP"
MRW_?F]M5PBC.[]M[: 1JEM]U#&:K7!8*_80K4^^[9NM+[/R_L8YFWTWXB^TU
M[<=KN39@BQDT]:KE'/[KG0A?W6;VA,?2O'Y>9[!?>*XU$V#97P7%$BHZ#_),
M*DO7*F5H8PM=N.;YC-6/#_#!FSR&T)7H$S?/A@R7XW+IHWWV8M:K/_"9TW$Y
M%WQX'.7&.)?+7.:.W"9,?."+MQ+WW:]N1#>'NYI?YO7#Q2[F#02\,$&SX6_B
M>W.+^;FDO!*%U02A^[JI7&Q$J'"J^&)O*0=N&GJ\HFKG-NX&5\P+7G@6RFU-
M`0\YE!+XZ'3@E'METC;J4*PYQ;Y(^PE-HINA=8T0ZFM,W-Z&V1GK?^\=L/NY
M/3'$:A8Z\_;"6&0\Y.6"AR/!%7<?PRGDJW7'$=.4N/U,@BE;8G#TYF/F94%?
MF^EK@_P&_PXVM\-VF=U<U-UJ<=CIZ"L(LP<VUQ:.95Y?#O#J:P?(K[V>.B7*
MI[5*](CTE1%YZ[]DNAT^=\2:Y0L8@W@_\J^BP\[JJNWHJE#+9ES*A?\%\9ZS
M96^(+QL?XYJV!Z.?^A7$6C 8/?1:)U^NN?@T?UKF<&!@_6[AWZ(.O]N7-A7V
MX<A/Q9GW>"C!EZ:SH)GO%AI6CG22O24D>!D+=D 2VW,\Y/ 6PYNJ(K.=6XOK
MQ [L7WZOE9SW5=K&7%/NCCR/JUWXK\@2P)E/K<>RU%L)#C<ALRUO%/O1-W"
M]*=#^GF-QF? @JN25#],:YEOZD?HG19Z)#'3C^](\&99N]Y)IXWO.A+?71EP
M.<(#S.; ,E!G'4E$TLUC%"<*3#>T(/%=Y:3A-LIVYH%RV\C8^%'Z$7KOK'[K
M@WX+M73!/(Z.4LR7+K!/H"DE\/'IP!E,]A2?%3:X*?.HT5X(^EP:_G-@,$?(S
M:7>)+_!W<O>!2,V3=ON&@XX=D"13RIGC2(J;?&GUO%>64"MZ@$2;)UHHB0/5
MCL0$\@/0)$=&CAJ,60&TYU[1QWP/.R[(Z%T)P42XZ@/"WX6X%ARZF9:.6C!0
MS:1HK3K<+#L%CIO.%66DU*UR\*:+ME=#IL#IL,3+XQ8&\W/(7#&+C0LX-SJV
M!GU Z2UT!:,J:-;]O<0/6.'QZ/<=(+%XEG'GY($"K^F,HR;8`F@?2@P/5)7T
M/<MJH UL4&?T7Q-\,JMZ#%MX1"+.@6@AB(/P)38E<:ZF)+1\,#>!CP5AP=(E
```

```
MBFV!(3G>-,)L[_=4TSYHV6M.!'5MW'<I5#1CN(]N;T@)?_/2]U#"QQ*PQ"@<
M\H%P#+Q)P5FGPU=0+HDG#/@<P;HR#7N%Y;6N3#";P-_H@A/0J_>I$5H0*(*Y
M'UP9FY+.QF]-R=I$3LE56+OMIN1ZT,FID>XO4/JGT>N @],6&%S'!J_#&R4<
MDB2;$EHF2[CI@BWPRX![,SW!79'N.P$P'2E[!04&SN; P6*$E3+,',FC1XIT
M3W"O+HHI_HT4*)_^#3J5HJ;(-G%&Y(W2.O\6U/Z.CNHZSS<1TT\:H,7USTCD
MU3V[=K_S^JZ_OW9P_RL'WCWTWOL?'/X0&7@F3U+G`M*Z8)L^8QIJ.Z2QY7'+
MYBD,J"+V)Y(/O]4I!SPM?"RQ,";;%'PGN.NJ$ZN[>2_=_G7"LHN_>B*X/?!A
MHMP!UGL[GZY?D7::$5V^L6*P@P2:$8\>##7 Q(71<@L<H4M>S4,:@_OJ$H;O
MNKUK/F )X+V9RK)K#:M9,R:#\FJE$_@@DG!U[9_EN"]T'29O:\ZX"N>0..I
M3G.&$Q_#`XVNP [7!-\_P\E8D8$=SMF!CQ.]5]2Y1J3Z!D_P=JLK=8RXUN&[
M8(+755>:,.):&$H>0E;C[.$'?.G#O_&YM[>D;P^GXRMA^#><JZA>[=^#N^ J
MJC*X*_@&V]3AJZ>#;["Q3]T@Y^%@DP>C7C.D<<C!E_;LV>.N.Z?$?RK;V_87
MPW]JD/=F_ZE<[SS_J1S^6>:]P7]JFG>&_]1@7S>!6^8=SY!2"+AEAYWX>YD_
M/-A_JL/M%U_5=ON%N 9Q-#KV`W+M0=_'9_[NA<.J%>G3AQP/7L:55!)VGMB_
MJO7Z`>^'/SOS,J#"+[Y$BRT"[_W0?VK.TD1_.%OG>%M'?[B+_U32[7O]H51D
MOGO[8:>=]3_"3Q//>M9\S9Z^+6D+?^IZ%U+L+K\V<ZSOJQD#]M8FH#_6[%R$
M$IJ=.0\"HAR>@$&"P+>X`S+Y#N5S.J#OC;2C*/X"$2^(ZS6NV4G0F._:M,U)
M#13]+&ZC7R2X\3"J#H7@@(U'(O4!T"=(^/%DU/\%H9I1WUQ\C/,0CAH\D*85
MS]Q5IQ$KEHC_C"31%?R"';H>H:&6)IR=PI]7;F2!E1<TPL@LG$@%_GE-9<<=
ME8\Q4"P,ETTL*9]:,+EX)JSI+)JS>-[,HMS<0M^"15!RGCFY?)Q1XJD8/Z?F
MEBES%OD@\FL8!S_ZQ8%!3$W99OS!%'C'K-X_9'==YP(]2]&70PYV>-.;9>8S
MV)5W[6E?^K5U(UV7C4SU__L#GW.L[\NBVOT\Q^8?#DWUF/F'U%-$1LW!'=.>
M-DL/#6F<A%4P]JNGI\M$"^[%5,-<"\(*L#EEIWG;8>"%%)6+W38(&_6^L%J+
MU)ROM@3G>NI$PE"Q>ATO,3E,T'FPFNWZLR,RZ33?TTWCJKV0LLX_C%[_C^6G
M&>$9INNJ-V#8?^QAL/7_LRFUA7;T&3?U`7/YVT"DG=(VITV".[;*+__D39UN
M7G\8-/>_;@A-<S0.V&7.''.:]37S=X5L^\G2)Y5F[\H.![T]X?/):*R!5*\A
MOB.F`7L?N#[RX?60^IO3*FMJR.XAD;K>9O5>V(CO7FE>'6A*J)N0//P`/SH[
M7IOH^T)7^;UP9EWO</@O1MW,SLF79:7Z/_K ]]E8Q)8D1'EZP=>''!RR6^?5
M#<F15]X4J'E4FN<XWL?4UCE]4)N".^^FY.@HRKE3UP,5-:OW('F&5"595R43
MB"YEHN]+G?[]&>$^=;T1$U9Q=?F4=4F>X=C+_"9/*EO[YHK$B.?8D#=QYDN?
M9_8.]@HN<#47.&]M@N1:@7M>,/7ZZ3-"+>"ED# 8"(5:!8?-$34)VZB(8K81
M=_/ER+30VC=7.R"SP"\%*83U_E'/4\7FMG3MD:[J]9.?=E;?P"0S_0U('!PO
M>#R3RRG15_4V8S] +!@ZTT+ELA#W,NQ5"7-."]GY=?!$:IPM\ ^.&6"'I7C*
M6N ?6^8$MJ!>9H'#?U6+U^V_*NQSI[W86% 03@QL3W)LCY;MN"V+FPY])$W2
MI;W!TF:AM.G8?N+@NJ"&C'^3\:,0/P/K!)3*B7PGN1UIZR@+L&;X:XB&RWNS
M-,.;IZK(0>SNX8;X9MK:GY+*?A/*?6NID@MBQ6V"!%ISU6LG/^^,2[C/:4!]
MA_#L2]V!4F<"5BMHS'EFGS)4$>!02_!4?=-<"//>KY]"!BMR^JNO2D%I4*G6
M"&[@7W.)R[S!V3S&.6 7I'9"2>(/(_)1RV3*AC<!V.2ATS"[!$6PPRQPM:Q&
M)1M$AZU]>^CU3[?'>X[Z%<^9W<=9+:%!;;;$E]I"_RMF?B;F(IBF<F;&#=/T
MI/H?=0B^;"9CT8X*?GY5F_=*H(^\B8=\/8%[S*F"?K#Y=<@O5(T@[+R9YNK#
M@([XW@XTN:[S-9$D:R$#F^)Z[3HU,R+]B=*RU-]XQ&*/9:#'AAR,ZREV'RZ1
M/%4#=[.[-IRD:T3V5VC,M_H+G34-4+S:4+]&;&2NLX5&W=5/`?OM[O*@)ZSN
MDOYBNZT^\_9#XYL+G9N0G73%0A=FF[J?F;[!)MGI9I173)V"NI8O3,&-%ULW
MN>63K_5^A#PI_]3O%5RZ=F<-=,FI05V30G?@1N<WUKAT@CL8]1)H2_4P!G%(
M(UC0\\STZ6;78)?XXM:K/27?SLBEUB'E#'->SL AC=BG7--FJ316]9^A(6]B
M9@KC'O6?%TR(O &I$V2$\*3](S#GF:E7[8*FF8&XD-DA\'7$Z[K*X?L/.*&"
MJ\UT[ 2]H*+%@JYM&[NB4_#:-A]LJ$*O"*PDX+!@*+C/["90<LU[%M1U@ J$
MG!-\!P5?`NY\0!2L[@W$4@C;ZAR_'=,FFZ6GE1,G!DA&)2+M/2RVVUE9&2R0
M^ "2-\QCU?="[M-V[QM797D"C1W4G_ )RFU&T'.Z.;^-7=GD3#= CFKZ"@T(
MOAYL4WO08\&O@\UTCA+<$6Q5-2@PN%^U<3GG:7P_.?A/+8(5HB!8:#VF?VJA
M^JM@JB&[495S)X](]?8$$>CM`O+/VW'$M8G>)!"*8?7_8>]?`*(L\[YQ_)X#
M,,+HH**BD4V)A:*&8F6"!0RC>$!'$-32S 1$PT,PXR%%QQW=9;ACUVW;W79K
M]['ML#ZMN^MN;IJYB6*@Y9::6YB65F[=.%:4+)"2\_]\O]=]SPP(:D_/^_[>
M]_T_`]=UW_=U^%[?ZWSZ'C(R,KQ'[QMRM*%"'==F.J9[WQM9_?6?7/J6H[-T
M^V;-:UA"7JRK(@WSYS'GO;2NMVRL964$C*F\NDW.;]-=O/LM9S]%3_K:&N6I
M;7)OW47E`+))6"H^8H@V>+_Q*01C/D'8" @IT<XY*29G#\=T!;P#*.H&NH,F
MN.]XWP+'2YMA?)M"])RT3/#6RY.Q9P=([T5.PI#;ICR$SUG>BYB?#?YIK<KM
M",M4F6\T0,V='X^)A']N?H[#^\[(:GG*$]&T?3"DMTUR?:U E(3?X:V5,Y^.
M\7Y-^QC4N>XMI0=@3G8UW#>+] OX)[4J)]!R<<(WJRK^"?\9]?R.-@1W'[%L
M_ EM69J=Q<#@87E\FSRS;<B1E7K=_AR<T6+)WD.^":OT69.P9)]JQ.B)C\D8
MACQUIDF\9"<-K\;[/!\;P$R/L%B&IT]R]L.Z?.PD9S1NFK"VW/ 1V8AXFZ[:
M-X@3\,4A*3SZW-?9*EZT"^0'UP^M&6B3#II#\:VOD7;]\Q\@K^ ^E$A-U#DX
M%TLL-/OY8KPS>'O+66BY!F]6*_4`/4@SY-[W>X_4Y + <'E6&RZR;IVT]H:[
MWR^_:<@[FPZM[7_WB?4]=312FI0T.AOL.?*8[U_>$]!?24[9&#SNWV]D.@71
```

```
MKA5(JP!,8) D3VJ;NG;HW6^5W[K)O^Z6(5_=_?8ZO??M(=_HOJXRCE5^2&I5
M>J/:<]J&7%1(M 'E#&CDTP`H@,F]<E@+1$[;M'+]2/_=[P' >_+#;=Y&W3G6
MJ37K[GJ77AXHAU?%W(X,#3FJVZ]K51(!&H#[>AO02@?B0^S3`3L-X$:J]2M/
M:YN)ICUIU0V5X>.''%T7@XX1[7T3GD<OO##O`:<9N3Q_W\AJGPD=]SYOZQ!>
M]*CM`^B-] -8EFP`V$&>5:TZUXW0#N'9W\WA/:-\@,OF61@"O ;O\K9:8Y+D
M2_ >44[RDIAC1'LO`M^[OUJK]WZEK('X?/1[B;S5?I]+6VOY/JJ/GG>?0*@3
MH/1_7)F.D/?7U-(E#\;40[F5DW2$3)4S,E)>&QF.2V2YKZY>>9Q6Q[6F:>N_
M4-=]HCA''JL,K\S7N5LCG?W=K69GHKNUN_,.=VL/YY3MM+YL6 &T/=_HO/7K
M(Y12NI[,\KZA>.GE7F^]IR9:Z8-]R[3U%WQ)>=Y_>NL-<T;HY2DCPN49(R*5
M7Z#>IZT_-]<7$_#S?JW,8M=&K@`>R!J6\FA$=0P66SI1(_U=K5ANDX*H;W$`
MXYN/Y332*;^55WUT5 E&<;,C=R9]*X]=P&!#?+K0OT:8)8O5(;B"A'\)^2L@
M1/T'5+E5(02YYD$5A.H_!?Y(&5"#]_9T=).K$"NRJHIJKM ,)<[J5#R)">HH
MG<80%_1!O/!50'DB:Y$!AD9'/CS*T"-X1Z=,^!KD>>RNC"+(K3XLPT".`1YW
M^ Z!KZSDX:T/>]*TSA[1Y%$7BN%V2\,'7Z#0MD<W_).>(X\5R=$M^XDXP37
M<]%4VF?#1:+J</4FWF;<U9@:_@:$^:/&H=3A[*X&NZ*2(L\84^D-CIRB#6,D
MG1.WJ7^$CP_J<C"?(_Q]LXH\8TUE/3'/FW -Z<V"#484<TW1AK%@.>^/(W%L
M`8,S(<'7@:*IAA,"77$!P'6KMFR:H<XWO#]N#'!/%VU(`9B4HCH[F$Y1%T+[
M#O2].I2!B,G4ZSUI\(!\`7K8&W$0:6_UXC+?WN:UF7VQ@4BYROEF-<9I,2>H
MNFNG@U>-3]RP2 %#F (MI@3O#=+4BN4"J4D!O(!<$M0I%C.Q%(@J%6(R*)B)
M*.>U.XWSN5#@622#YK8HI1X'I_;SRG8$:R >S:)QR-#L(L\ED_ @8FU6/RWR
MB*PI3_(A8E[Q;]X)\JDU(JS\IO(!<S*H&_WNQXGMK%&QDH"8A@])\V,C;2MU
M+M1*JPFD+X!_`U%7Y02 %[UBPE*3H>05MW5(0/FB,_#[,(37-*QG\ *+F20-
M0.A6$O4,19VFAM>Q-,+4X3D?782S$4SZ9X2F\ ::=NN5?''6BN$-MV_<AQH6
M$N3-FY\Y(ZX<^_"3[L>)XA <T_XC-3([@J2(W7#O_2Q]UX71URP@J+:92KOI
M=\03`UU_SQ+[K,HAXXI4HKZ0I&<+\%%ICQZM^QWQKO!Y^JL$@>BN+)A0CN#*
MO;?_"#Y=7W$=0B.4,O=?F 14^/C&_@-W>W-KE'_@!##@GD=JQ901Y\B)>![!
M)G6.V3EZ>"[J5_87M/10G,>L%BZ<'BDO^%"0+8(;I)%YIWR^S9M!6<_L)E"V
M8TYQ1)>E8/=1:>[I_F: TY@!XK_*?34B2G?!0/(@H&P?4*-$0.4*DU&J`)Q[
M?1\Z1*I]9PE8I3L`J];8<X _#=+1(7L!46?A93/=FA00,*S0HL&5&*3-O;?W
MQ*GCIZ9/I=9\/@ZC#'K'KMYT_OV-A$V5W0SFM?(PDG\#.G20R.\B$GFOW>S8
M90$<=WFTOA3=T(23JK/*#-(67 Y=]O:SPP47E;XLNFI'VOE_@G^$5N,@%A]4
MY?K,\O+<:$@T<L(RKNQFV6L_FV(WK]._)/EC?O/8N]@QU27:V^Y_8![:';8'
M+\&ESWO@2E+-%S#;(JM=ANU)4\'D_:GD-( 6OT;!W.>W[,T^FWPL)=N\_B;/
M-]^N'1!U:'W<]J07W:",2MOR)9K3BRTGF*@\CF>;#,!Q]G_QXU9Z]JD\PT&*
M_D!?$2_Z6BED%.1!)5>#MR&QAA6T*1M@50X6`>5L\T1E.1P`8D>BG&WR?&,L
MA=:W[?;*N9]9]N:=G?1B)-UL'_-%1ATK#]\^O.5]7WCD6:>A\L"+CSOD4V#(
MNN,("H>9LFP3HZI=GP/CALF5AA=33KE:9]7PI2Z4LWDN]BH-VTU%3SE$F##D
MRI>0?)(J`$O7?5DO&9HO5)ZR*1^C"[XXT=E]LJMIRQ>4X9<,OG/(Q "1_4^Z
M(>(DISG=]8VRDX).<K74@*7DQO/PY3KB$HVJO/%S<K!@.!U[8H6^\H3^@ZJG
MGYI9CXJDP[5*0VJ:<^#TW-1X9T3J4&?DBSZS0BR OC!E*BE=G&W[^!0X2N]0
MB)BFV1F&!?N%YQZHB1^:EI8V-!Y6O!6O0ZUX38@?.B1M./G$#R=KZ'"X#8V'
M&P4<.IRL>+@-I]##*1Y>AA,`LA!EZ'!X).![2 )\AG!#3A,-&;0=)Y@=QGV)
M>G]$U 0C^*"G&?<UW.3K9=DYP13%3A&6G=-,^QHL"I2U2\XI2C7M&^WG=XL6
MWH2Q)=&NR$>XZ3MRJNS5=*VB% %PD6ROQC#OQB$?.$V<.'"67-:B<;VD=0,X
M8@SF;*@O(]$]%.67F/U]-[O+:TAQ+K/ID*@<Y_LIKD;,5<0BIGP)2VWZ1DEV
MF3ZY<5OJ;<[XU%N<5K3*Z-04UY<??UX9CG<CWJ,0@C_TJ2DUE6>VC3W@/(*N
MT>+[+-?K:GR5.B&I4ZNS*T0W6I'76I'7M"UUD//6U"3GX-01SF&IPYS)@'\'
MX(],M3O'IA8Z[TQ-<8X'D/=\:1F^8RGOX"[I_0SY#5^=IUSQN_9Y\Q3?GEI[
MJ\[WLDCPSYQ@S+;4X4 IT?5,K;U)MPWP+_E^X<T[SY$,B"3;E<1]ZW!"#@78
M]%X#-;"D!_M^]&$HBH^ &_I);XP&U2EV,!/B&SVH.C%/@>)L;UZ][&K$V%(U
M%\'W@P$RQ67""##\1<K-;4AM$')S`;GY$KD9B-P,0&[BD1LK<I.+`IKVHN^X
MDDU-]!\"[5HXCGW1UU1YJ[LMT1GA;AON.C7J["M43NGCB;/F&^K,8:_047QN
MY=P:%1EE*.UI?!4\1M5XRNLEYPUKS0HIF?-GU[N:?=W]]GK9?BK%?G9=+U]Z
MI<&&XHF:S"YGUHW<GN0I/R6YH@)CC6_@B^[R5E+;9S\%KM-UEK\:FK]VM^E<
MX:+[^K-/\4KC_ `T:6)\PKB,L_ PXB4/4^B276TM)E+X#GIOP7@:S8RGKIBB
M#>O"T3P-:<G':FT&J8&$EIP<`18925I4'8WRV-<:G8;+"6[;B?;6$Q\IYW'P
M<*+MY/ S&)CJ3SSU07G;4T4M]C8IW=GM?1ZM_/;6TZY/J]88=E/R3U5F]OE7
M!_8=EV]4]8MR>:NAW+2:J&1^D%)NQC11;O;X>Y7=YEZ;8KBC='!M9HI!FK:J
M^V4\R>GNE9_[;BJJLQE&4@J^F+V$DAHH@@(D.;_"@@^:\TQ%^\Y9BKR&BEP<
M$H43>>O!J#<L&TD<7=2QU1$M[[?4>]Y'PY?+35%^-#._QV]<>]->JLETD@;R
M^PWOO_3RF>YE7T_$6(:O8_3EQ8(RK^GT$B@GY4O"Q/W.B/=';SJ,#(O</A5U
MR'7#*Y3ERLSN(L>N@94'XBVNFR:ZSOONKMQG3'JQO3\<* `>$T']4U<UI;<A
M<5]MA#3-?6^2LP6([SMWDP\$.\G'*FP&-4-<V>%4V8TT?#UUHOSB4R<_/C'\
M'! Y\04I_Y8J[W'[$YUA;O]PEVZ\_)9"[$$0-1(^-HS:E,LT7H%:,ZGE_92W
```

```
MG),JP^-/I]I=D>-S%-*D/<MP1+'3@ B.AA'R?I(K"$(8H](">CZ"IS]QAL9*
MX^E[??J3]X)CJ^@_NTFN<-#=&S_ TIDP67+Q*='D:FB>-*9:G2U3P=&9?&S;
ML+'&R#++^]VID6#T?=_>EN$[)_PJ>[B_(92_(90KPSEDC_$/'XLT'-EPL0F-
MN?0<^>E;WF<:4<&[\L:'0=Z57?>2/K=!2@Y$+B@W_@,3<0%$EBDO#88UEKA,
M-D$ZA_(TW *KVJ.(7M/P%RS85&82P7,8>[J]/%;Z#84;D5B8WK%=528K:'#P
MHZ5#&_A/J)ETLZ]:4,BBFJ\`JOZ<*FQ*]VJPP^WI#T'K>4!F=\??GFO V78Y
M0WH:QFR?YG).*R(9KJ6K0V2 =_R9SV00\=0U\8JR3UP*B/;2TF6E7<&:!5C7
MD\=N@"4@=8W7<RHL@GDU6)'VS$4K,E;?5UBZK$M8C=<)*\J>0WH)KIK'U(^N
M#Y:9\D@BF(M*EJV\2OD_IL*[5IE%VK/G.XM%H74%JUZ%13"O#FOBTA7S2Q85
M3%O>):SXCZ\/5I2=BAYU`"TE7<%:?IVPNMF#!=85K#W7"2O2GK<4=]D,K"M8
MID^NK^PM6GDYEH%)#%*UN_C-NDYXU#88GFT^-,QVG=>MUPFONUU5N'*-/M5Z
MG?"B[:1X#EJK%BTKF<_RY[N&.>7L];9?1RD:20E8\[J$]>1UPNIAA^#M!0\'
M&DM7\)3KA->-RH\4*-BZSN?H?UUO7>3/+UT$/2G7J(N-@'<]XVXONWT5FMS2
M^26!*89E-Y*"=VH?RF?@JU0BS[*.>^T4#<^ _[V@J%+.01NX1AO 9Y0C<;--
M%.^LXMY\BI3(JN><SYPG$A$<SO S<#@SR[2;LJ]$TY7X.TA+KM_%#I^=H*M;
M"AQR:..=97J6G,2Y31/RJIZ3JG3V?\)1"_"H0^+O8%,"HK:[<(C=IU*?FEX:
MGGK?2KW16A&>,1[:A%T^@;<XC@<M&-U"X8B1SON]^^X^ND+O/7KWH0LO.$V6
ME\?[+2_/]-,1/-&GY%XCPM#*!R!1>7ZIR7WIT95$,E2Y'HL?^O;3]Y?6,9><
M]9:7:RPOOS?DR/V"#DO#_PN4-_"'K'.<#>$XN [;NO%PRY4C(*WV=(A,2!'^
M-2W\ZF#XOEKX_L'P3&Q>J_P$7B1^8#)".U!;Z_F[1DFA;_5\4SGX/LY6%'U0
M+AWD_JKQ>JOQ)JCQ#!P/S(\4;W-(/%PBGP/A8)UR(R'8^"H+O-+94BZLQ5K[
M)K]U15/*A?)(<#EX057GZS?5O?8N.+;FR6\EOID.<LLZ1:%#L^"=AYK?M]#>
M`L!J"-A `C:3-E;KF3QV.^)I? XJ[P7B0%:K#I6^+A!!?I-E2,%[O1I!I9V?
M+KA=/P!N\REBH^%"LC_EPHKD2H-\Q'TN$GNY<[CD]%DF^&YPK]%%N@PV7Z\)
M/LM@HO*R/!MV&*VS3&=#5E?^`X0!9N(%^Z=R)V6S"%"1/\/;S >F+(6;G!HO
MWPOH.),)@=[=%U<;T7U";43D!)MO6.#5G1+I&FCSW2 ?V?"Q2*T/IV:LB)A@
MJS20C53_%N3S@#YWRC_2P6GUY,IPX]YA`THCAQF=X<;+PP:4W0W/<GBBTM8F
MINVE$X/*&??XW?L)D](^[OW?N,\-*.WN/F=TFMS[+^.C+'Q"ENOD2Y")QR4&
M.N+%(&&/-];B.%:PV>W?W=2 P>$-W!^ ]@80-7F:@W% B /YQ3IP98KPQ"6*
MEVB^OM@][%R&]%/E<<3#J2XB4CQ:`0\>,11J%(2<^B9BL$"S._X>50PS3/3W
M@@&.P$41;UORH5UNE(PRF<@^:E5MU:C7Z;CE.:[\!M$XDEZN(38,U#=N.HC6
M!:T\>)&2*^0F*K4?!.YZ:LZ $/P`A6BO'X '1=I+1/JTO<1,(0KN&3Y9:\-]
M#DYU]X"Y);!OZ(F@)./M)U 87=/PR(=T&LZ4L#B1"<C-5D7<+#:02,_!.'&7
M(,D!$O+:2#JHYQ.#;/Q-([U2^T4-HJ_CR%:3S:=%!F$2]6D(W"&Y[1SLZW?I
M]HZ%$ZE"93G+V \JM]4SM6 $CMRI[-%&[U/;T95AY<[#LD0>I0<\:T#S^BC2
M$F,530PQ*$)PZJP%*Q7+"P;?7JK>I9LFN*5$'R>^I%KE' J&QG#E>1"UTN7<
MNELJ9PSTDZQZ=%FTY![<T7\I((1/1K]>#W:M#F/%N[NVG$=#?%[E85D72SU_
MA*MGR%"Q"?#!E%FG&%$)%)WR0H>4(^:,E4 (4,?'-4F@62!!3_XA![WO@<<^
MU+UJ@I_<,(>\"S*"-T##V].9*"ANF:A5I>#U@X+7C^]O(0WE"P/$'('VE0(1
M_>[,?)I.`A!;CGI;`.P-;VLHF ?F=14N-!2P04"BM<#Q)!$5OYE4#9*$,%PM
MZ]*'O,D1+GI/B"@G. J((;';#MY#HE1NIXHZPD2KJ*>_:'>12/\];RVG3U0<
M2/^]D<<NO% YWE])4R,#H701R/OFR.IN(-#^^D](](0(YXQ'2'<KS8*M- LJ
M5D1S7Z3OB_1]SCKDB+->Q66F(Z2,6X[.JSB"*J!!`$=]K5E4%K@>\KZ75,V!
M6!*0<X3W+>_IP/>0KU;<Z#U=]8#?^^XV9+^G]^!,[PE<K'OWN3Y',?GT(ZNU
M?,NX6R;R^Y5'<;L4B],*L# 2N3LL[9X.JP55B$*-<I88?AO!`J_LIZ;U%E8:
MW\))HXN(I+C12@: J?R]]4+=@N?231 E=!.5ZCN3$+L-YT^I.I=NLGR -#$H
MNP"DUA@GR0<P+EHQHL6'8T2S5OUH"VHB^9"R"K=>$*43.I^#*TIY'?-KB-SM
ML2=IO<9WA[OHYKW.^Y8A.QID^2 +QVVFO0D+EAZ@IHG<YFX=[.R!\_FOO:TX
M:FQX'6,TW+]F=Z7J@<O>N8T5]B_=K<-=87!_?YM"0XJ[=:PK$B*AX7)PF^^T
M=RYKJ$"]CG!%PFW'-N4^A/+./>MUG9F>HQ EW'WR7&7(FV7ZD;A,^'*X*W+(
M&V5&W5$TB>=^]*;V3O)^@E_H)'1D&XFC\"9E,%$>S99=9QHRJ.6==+<.A5SV
MUJ325'?KW2OO>OADI%M)LKQ<K:M!^H9MOK.S&A+Y_K8UQ6Y:V0M'??)<LWMM
M#4Z[XVJ<P +!3FVKB3]=L8_)S.2YK2ES32L=%-!EKAK]H1QN>1G2T>)_\Y^-
M&5(CS$<PN5]E2.=@UL,<AMD&0^ZA9C/</H5Y``;D0+@'S3XSY*C2BGIU?Y.)
MP_MO\IP#W=_,<GW\"JW/??VZ5:_NT5*O$./C]N'I4RO":UB,7I7KX$@A2<]]
M<2Q(SO='3*WH"RZ&<U79!X=\)>>=!=-MJ:YFR!LK(G5'<4E5$3[)=;'&_4VN
MR\NW3O1JV41"OW#EKEMA\>ZG<CQ$S=;5Y+MIY"$18#;1?]5NL[Q\T->+';+8
MH5NS\P-<IZ1DGUVIJY&SSXK P]@/S2FI&FZ?\(@RS?O-D*_FP=]AV60F,G;[
M66+HXLPUW 6'G3J??J?DK7T)EWT3G/>^I'-_8W>.>4GO_F:\L]=+$*(VU1GE
M_B;;LNDMC*XO&?F,&-F[>_^*P2P(%'ZN&RPO]VED1FS9?G8WC<VX)EP1M@LL
M<!(($:OLN[Q?6UY^6WD:2S7OOBK7+IH&Q,6>N%<-S-*D\P-D$Z1%!^I=0&:Q
MF^8!Y2BF_UJC`4,=G>%A"J9[?%RU_?1'1Q6ZBN)9&6ZJ''?/@38!D40LURCW
M8H^B0GRS:M/E+R$C38?\*VMH45&_X1)]N")W_9[6)/\!4J"JGU,8D(>\J2RO
MUT@'Q+S/?;::9V^ZTZG*,^$F"/U^/ZT2#U;ET1R>BCA:[D+#XT^$_XM.>3PD
```

```
MO%D+;PJ$UXH#+U5Y9I'$O$ 4K%7JL4A2\8H.P2L0#S0D@;1N#42L4[8$XR$U
MCH<5$Y/<B<%*Z05LQIU!F:Z+W+652J0*=ZIP?XT*D6!NHN# YTG:,QRL^CE]
MHMK&`W*P4L%G>Y[!_8CVA\<1?$@#,SO12I#7D[02-&,EN('22$<:+-LS1O!*
M!7#Z2IYK*J:SUJHJ<B$A>X] 9 #(*'O)!R>JB=<HA][%&J$;#[6E> U6&*^+
M>&1?K!?T-S.5) $@K-(8#^$6-;PF"M"AT'54$ZX!:+EX2[.V7%1N11P,S;RI
M>2T:Q]![TV Q=T9>8Y5G+V5B!O$Q9S=6Y69.(AGW).=&SFM"T3SU3[0I+>C;
M%'2(%G0,!XU4@]8IRQ'4!H) (@N\U-WU6Y'@<DKP,4K0%O8*C42_:OG&F]<6
M@'F:8/X31(N B>6L9_](@KJ#:%88@0&A"'Q*@;>&!!Y*@7^D!JY3/C\>@H+)
M]5A@23P$Q0$"$>[URB\1JJ9A]CLH=]JBJ[0UFEXA+KXO6K3BXUP`= 8B$0>,
M\@GTC[QB;,V0=G>CCA@I=)7P7D_Y-P@./=7?>A2#Y?'JC: 5&@?GHF>V(?M%
MF+:A9:WZ`E[TI2KK-3CA[O -JLP<Z!\VP3E@F-79%TG04E3Y!,G1ZKY.L5.Q
MHB#NP!-:0(XUL*#E.C07&\(TG*,]%0"TVQW&$Z9\0<O+T,MH5P)8*Z)X:O0-
MS\-KMPF9J$)4<9/[#*9_K+@M$/X<`P_E'U26OG6[8[50S*>^1H3JB5 )%.KW
M#-#@R]\]K!VTW" T#K>>H25Q5F<[C<.LT/%1MWL,>17 RQ?(^#E4B\!U"D4!
M]JEXIM1;?MR7:8W4"OTW*HCV.'\X1G59A<500/L8K1>H-B"'5%H(HA5MS;T0
M'ZOQHV6>MF<LQ,DON6AQZ""8Y)0<FDX_]1KGQ,5 7WK_#>(Q):(NR!^G.U-T
M8!,-Q7F-NXA60'D8^)#W*XV(M!MB,RG$I[191+\\IAS'8/$[(E4(AH&L, JS
M/Q!F.X4AZH6_#-M-LQ \OX+G[^@Z]2\C=M,5#IP^)">Z+@M"8O'N-<JJ`*0B
M@D23VU]NWPVYJ>3Y>XKV%4<[[WBEC:+QBK%&2>=HY]'/E"_4'#51CGZ%LN7
MYDL(;!6!8X*!]ZF!6REP"0+_9>SN@2+46$JL3<,QGN)#6"[Y'"="0T22T#.4
MNS@%A$BB$$-$B+^J(8P4H@^':%7^?H0'`^5O_-3RC2LTBN&F&)SOI9A(J?&1
M5KQ4P%3Z4_M@)7E9]!FI)<C1B:6!\A^(?KN(?F\P2!AZ.H(,# 0Q!U)HVCV#
M0.X$1I1"Z^X"^MR*3S^DM+C:BIWX]KN:=IF0$2'K(1%M1/5TJY[F@&</> 9:
M^1DDCK+?3>L$Y0QX<6H:?@<JJL"P%6BW26J;)F:+);<7W*ZU:3KG7(*?M6"8
MM6/;GX]+5NU]N?I.L&@_K[D7D[)*_ @!:WJV@P@0M&_ZI.:@]:^Q2Y8$<,#[
MV#(H6E1*^A#3*I\;@[OM`7S)M,PGDCF2HJM,:>=_3XB_D?R)!I*E.P=H56?1
M,O.<W"AFUHWQ)*9 U4.AQ()2$TX$X*]S(&^!Z%TSY .OD-!)92(ZPZN.;S.D
MO63)M;OI_%KY/;BB, K?3 +U?XEFP1/_0UR[X(X"]]<(9]C>&8BP. US<*:C
M^+<89]7D(C 3+#96/1&_C?B_PI5GZ]"L-O*7%XCA4;LQOH*DC-/T#:?'A!,Q
M^X7C].\F6O-NC']"N#Z)1YCWZ?BGQ><6"N3=$_^<^-Q*GU6/,52L/C+5G"MK
M,!MKJ/U'$+62-TED-4N_=MX(#*E(A$3KOO^)J^<GML+:BM,(7__B:-0AQP=(
MNIS'*:UR-Z)O.$"*X_BD3YS[$]<SZD!C6?P`)2>(FZL@T.1=Y1'<:<MUK$PB
M\I#?'V1B5-<H/+]JD;<$(M,`^PG*-U0'3.UYG@,`5[D!4 /=X1S"T:#_,B@\
M:AJ>?)/)/$62OP3 =DD&Y$6H^F:TE&]ME[(3]\UJRI@Q2<-,K9)%J6.S!GK)
M;),RE58;`I>?(-D`+FL0D[H[SW9V1BB"$/*I"(5?@1#.WWC=JEQ .]EX#,(<
MWL=+C>"UQ$%G\DD<.7LNA:^/4>[LI3&%IQ@_B XC85#DT4\V?Q"#+UR0T.6W
M\@++_/$-4<(#X;W&>*Q0C=*,Q=(K%6@/6M +'%3YH&<@((2>O8TO34*F7$."
M8W)1,$<F.4V3/.=ZEW;SQ3VS`P.3;T"5\?4Q2!>,V] ;(BDC``S$.Q-HG=LP
M$907?"XF2^- F%^]?IAS]CB(Z*Q>W\>9.QP%4.W,&_XCZM^I6<XL7U[8(W[_
MO;0&2G;>Y9LP#COX:IQIW3$<(E"JG0E9SMY9SKZ^VX=_2Y^#/<HXYXV^F[<;
M:K8;:[:'U6P/K]D>4;/=5+.]6\WVJ)KMYIKMW6NV]ZC9WJ=FL[(&^/ R2!;H
MBG-4SX%3-(\?\^:=%2>I/LFFJ:[#/4,@SA'/_F\]YTRE)N>-R'VWLI)@IF44
MHW(W'\OX'O6LB9%<$:\]CTB^L-=>P$->$PO)DUZ[4FL_'U:%9&H5(X@VL)_$
M8AS49%'>\M9:>UM8E5UQ+-:_\BM1+72EJ<P10 >#=<5^JM9^!DWJ%#K@*]M$
M&+IJ4\9P&.\#YD#;^QHY('K5/Z&?U31L1DM#/ZA5YX3-RCN8IOCH07D>A\0U
MK_Q(`"/Z"Z;??Y8JM2Z,Q!&,\4-Z>E@FWMH`<Q<-B<_.P%==&'$T-K$O<16:
MX$MUW(&?_!.(\&=6'6R*GB6%<1KWN+:4/HD+BCZ5QGO:K4Y37M+Y[JK,O*?]
MFK67_!Z=6M&9%TZMC"_I?;T[1M0'[@7$EB^YVCUN._)"M)'06XGN)[\[22$Q
MJ!0F&7H6A&^$0ECCI)W86]7S;QS8WH3D3J,(4^K7Q]#9[1R0N=-R^3\0F&14
M\($<BR\5,H]H>ZI0EM8-1ZCG*6;K^EM8[A_!QPZQ#T;UZ4"#+CF4)T&\K"JL
M#,B49*QIUY>(4'2V/HB0ANJ<^Y1GJ!'B(!#$II<2OYT@UX7*7:3"U'*S!-$2
MD#BBU>'B)QMC#V]24GQK[\>R^0/T1UI)5\R(]5^Q,>AE0XA70T+X8N6(RLQ8
M/UW<E)GA^5LBI(*#U9;B*]^.C2EE[W,<?@3R,)VF7Q1#LV4C26XAVN1UFSYW
M/NHN!W).RA.VRQB'4!;]\883]W_"\47J$?4^7+VQ4+%Y&$)2]<X^,_-F8L,O
MKO?^`M&G(+EV)E4:.MYU`42-LI!!H(0@WR619)\D'DFYN.Y/N(*J"<J$1-V^
MH_!BMY%TVO)A?F,:W(BPC=1&\'6QIL.*JKN1D00+'.0M,FXUZ'##=*5]G'J?
M;L($OBL\K(9QG0J5O:;L)?RJ(-3]M:W4I<*[(1M%4(32C6Q(QZD=#Q:&%Y M
MXE_SABO/X)6$?/>1CQ3AA@TD<_E&R\[J?4HD=#6%+QZJ#,5<RVVFX@$3T$\C
M!IJ/_TZ"I7R#*S/O"*^<<T?$T/K2OK8*8SS.`$0Q_2'BLC'^\INN+\ J3])V
M(BED9.8=$:[#T!G")>,9OH?ISR*5!W"HH?SF!>:SJ73HJC*C]=HXV4X?'XX=
M:+"L#@L,EG4L,T].Z\9]M&I6=Q!&8TRJ-*3I:J9"JD%3U03=[B,(#V'_IG1%
MMP>+W'ZD5N\=93!DRO*4VJ;\%8?_D&\*@N)WE!YP#@QJ=8A):_P3!VA0>Y46
M)T&E>9KX9& (SK&[P2::I9,S35%X5.'^7%YKBAA97=F#!#?TKIP3Z1\5UZ.Y
MYK0K#/S\OAZ5/=)P1:*[NW7=!YZ#XB:63JZ/XJ0ZJG)26^502"S!1?;(DY6S
```

```
M`"U67_E I&7GVH%1:!*QV-%V+Y)G#8 8B+O?=,;ME*959<;>`)'(XXUH3(=]
M<95#W?\Z73EK@._L3JFR9(!_5$GL@.;73[L^F^PB],6Z=>0A;RU0)?94R\XI
M/2(O_*%R*I+J`2D)2"JS1Q3:Q U5:WM 3,.\V,II`SRIOZ:;B-1?XUKGABQ7
M@[S""&[89M<A@@BVI99]M-)VWN1^U')9SHDNC5P99=E[R&#R]ZSQ'ZU!=B#"
MM])LJCC(X\=,>>Q+1O>]$<YN*+=INLHY%CW8L=V/1G#<J)7=U;B^&_U'??U%
M;-V^2IW[DKXTLDC&$TP!_"B["6YE8'N0(#/ V8N;W[S[05J,T1+GZ/S!9?N>
M?!>2O(>2/%GY`)(<J)=G1H./"^.%2^]]0UX)A8)1EU=:2L$^T6Q(\O=%XN\B
M<1)9(^D:*T#:0(E[\43B7I,Z%J*=,O3VL(SN]1'M8/4!K)XJK%HP!FI"(OA@
MC>[2Y/Q0`-!NN [(]"R-M.SU&\;X^^'6S ]%#S4;/F,0=7*X]RUN<Y533/IM
M8PZ6ZBL.OE@A1-Z$WI4L0<_0:#XZ1Y+38"0IC7<I#493CDGR'N2[,!9(\MUQ
M; 4K8ZD6?7.N.(7$\6&D^^XP5_]BJBFZ/F>YO,#UN/)3X(J[R3<5!P(B.(O6
M9'VB'%,<0!O<8\(@"_N C'M!6E!D4D<^S,/FWV@1& 71L?0Q)0!#U2$IVM?*
M5&<XVAC:)#<Q>NV)I9M->@GF99A78/; G)!J/I!J3B;4G*;_^CL46KZI+?&@
M'(FA:KJN<D9/O3_FYT\CN*"Q'7E2CJR<C<;57[_O$_W))<36YWX4A30_\=E!
MD3;)^ZG_9W?A26[4TM$\1#MWH)U/H44O72<PV:QJ)B/T5)CI,#-@9L*<&%CS
MP<":D_?4G+ZGIKX[(887@5K5:)-(@0[V^3X`_/L=ZNT!HWN=5N\G#;'^WG0+
M_ ZL#9A3D;MZ.5J&I/2>WMFL6U&^3V2A'Y75(T;_2,*:XU&TD%@]Y=E&%K+.
M_<(SO)K']S!E/T14UFSF2<6$-1!X\G'N/ $[;(>2"QN!Z2 Z$SHJ'0XE&RY*
M!GO>R9X.9:CP22:?.':;CKG<LA<RI?66O9GQ>LBWOJ]F.E@TBT#'4H1]>A&N
M$_5T02_FD5P<>\.88:)A8F!B8>)@K##QN4@?LYH)2A%1:E8)N!]0YZ8[D3=%
M1QEH,( #GOCN?H1F)OK]3%##R]G1G_2HM)O;<#T4CEO6>7-Q2.#[1AT7*$ =
M[M@02CYZM.%H0]N%YR%'5MR2\QFO"*.&2+E<>K-S^+<AM^<7GI/?H'CB"AVW
MY[X>;?0=`(/K"X(D\ $><EXT`%:>:=F/9;7?.;?(&U$UI5];D7>"7H[8!SH;
MFS?".\$XR9GDG6#R3C!/<M[FG1#MG1 SR3G0.R'6.R$.O/7>"5;OA'CP-'DG
M)'@G#*M:GS3)=1 "^=.A<MN$'$*D-S^)SSZJ(N+R&\XP%'D_3*CD&B@;L/)0
MOMHN@*V+?;3\\I7UJ&J46=5*/W@8`E?8B=_\J*5C0:DY)/DK++<$M.\G*W70
MV%/C&HT%25)ENJ[R/AV^;L77+97I^LK[]/B*Q5=,9;JA\CX#OB(]^TB8%R15
M'2"92=B/;C6XALLD&!(R=<_I\-OPL1L_IZ_EZ*"CSG]M/.9*V-CL&@RN7T@+
M< WTW8B@S6EMD #7#+9\I[DY[;+?&9$5W^9[)2LKB[#+2J3%/.4]MUT>4015
M\Z@RL7__I'NEOL* I?R]&3:2')1-<HL_N5UU'%J9H:NPT1F\M3)#7V'3XZUO
M988!F(.;`5?V^ Z?Z#H*O4THE?NULLZ?V89"E%MD._1J?S(0*[EDT!! 2= ;
M\F5P,UUX(;E:/B*(%A+WA[2[:)PFH.D1*\=HE&A?J(8<1J69K\,;EV2^'F^Q
M5(KY!KSU\'P)*2-\E^$WEM=A\4FW!OW5N&'IXZ>Y+F"I=1!+L/V)V-NH:='2
M%OBY3#.5'V"(G@T9BW.C5T0#71#6*.^0@/(#9M_ 7'S4B@^TXL1W#!_FX)Q$
M&41R:.%$NTEDF&5V(_<^8X:G6H_K7LG5+.]7TT%N\A4BJD0:H,:T@WE'KDTY
ML:)GD9Q4Y!V5[MFO1Z24$RN_A!\8;2&<!"\:7.S+=[5A-%7 &DL<Q>=-N)LU
MYZ"4IBM_)ZU!!TQT90ZH>= B:92S3Q5X64L?.=$^EV$<WY40GHGS'>17D0&H
M*N^X3#GA/UWQ]F@;75UF@YN;+H]SIRO[`=IO;P1TR'_%@0])*L6GO5&?4_P@
M0BO1N"7V'(@7FVF:)#9CBB"?5?-+2I8ML ZE<9XF"P-.7:G9T:76&"E+')*I
M/SH5(M.$>#IIBAH7]!@];>S?4?57X)R"!J>YIEVIR)3R*M0.RI<AGI_D2ZG%
M,<$(<<?T4B/GH4! H<13KGJ'166:2>4!&,I:1"?![1Y[J]Z?#3JZ7&6(`-1L
M-^N<$;G*4&S69P?AJ'S2E&<M;X3G&!(]&O*CO2:9S%Z4MS1IU9(R8@V^,C_U
MNTHH&TUI7+^*"8>EB@_'/+-1YECPWDR.5K72VZ8K\<\Q<N0:0QR'/K#0M8%W
MU*N7L^L[J_OZ7;L(_A.A\.4@_$$!^'+D=)8RMQ\Z.(,IY%$*.&^TDQJ(*U+0
MSHYVG=7*<QC207D.6&R0>^<HBW&%%E*4IW'T-3O81M6BU/ T1J@P%!Q%5^75
M!QOH&32(Q2KZN554##>CV+FRF^A(LIA:C+(6]T!HDP*J@,G=CYI*`F KFP$W
MY8(S7>#VEBA)%,=:0DL4AU7-=E]1VB]#"*E:%NAX:FF3:%0Y#T7![4$]3Z+V
M$(T^0)A075,/T-Q6];9)9:QM1O2+ZVT[1W:*MB/BMF\[Q?$FUM+H@*@!!]O/
M'L8"P3..;! [U(71RY^/8AFHQ.'X4!N,3(J_K<TO/TGD(=B:1BF-^/1NIT\2
MM1[H(&: 1T]3YMQ#B@(8]%@=Y&)WY]>[]:Y^RLN(Z>>8D&QF5'J":@:#HO(^
M:(^47U,B;O(3@Y;_"#V9F_&7="'L_3D1F73HFWPH%40TGQ&E^T-&= (C*JX3
M"=%G&),QA)2*'R%U,R-%H8!4F+(6!QJ$5"3CP_R;1Q0S$E>%`FA"`*C]&Z,3
MT]KDM"8YS<K%H/SS4IN_CC/Q&6I0J>5/@K$YQJ:J.:#F^B>X;Z@&QQKD$J"9
MU1DFEI7^`!IDLO#!_&@(R">-ZKLJ(QL**3 #S35M2'D7PKA8HO=+E#G#.);H
M%H$'G'$!C#,`4L"M/(2):D,*'?FZ8CSC1J."P,)=/ 9/)8<ZM&?<<3[ZBI7S
M8G) '^_O0]\@XQ69],WRC#O2(0!]!P/<Y1E'#88$D1$2G_<H)22^[+'"D@^Y
M*8;%>F4XTP7'T.F'JPWS0HYR%BIX-<G3HDA)M08DD#G[V- PIX\'8FJ^B3Y'
MR5,=\/T,H4=#%^,)M[HP>BE&1'HGW.@]U!6R)69DLD('T-7CCL8_NX/;:LU-
M_D1N\)]!.9-JX M]"9<3V\3&*P\^O0FGXN3>W(?,\'"P_>PI[D-D<Q^B%^Y#
M`IS::&1L7?@0/\FY8,-%/L7OYYR[X1P?X\_?<([/\2'D*<=7L&$_'^2?TY?>
M[;S7E[?A(I_D]W+>N^$<'^7?/LF)96Y_7\J&<WR6?[OGW#CGK;YAVPUS<9@/
M$P83#A,!8X+I!A,%8X;I#M,#IH_::[?N^H]NHM>^,!8-'5V(=IRS^0#"TVI8
M&^9IM:R+QLHK;WO!0B_8*1O^A.&GRNR6_S(%K8AH,EJC+#\B&D1__*9;8FU2
M#LR/8=Z ">]ODS)@UL'LACDSP"8UXSD*SZ4POX=!)Z\V2;MM*%>Z@JJ;@B9K
```

```
M/RR;=A&['ZX'WL(ULM>^U9]]F*Z9^5;(,.VROZ&4N.P1-T;:/97CMBIR("ZQ
M]R'N)!)!HL95;Y3JIB+NG6I<J[3[/H[;I$P+Q"5V/L2M#8G;).+*%/<B49X@
M[C!I]T*.VZCT#L0E=CO$S<#-N197I8V91G&AN9WCCI%VEW+<\\I[D[6XQ%Z'
MN*^%Q#TOXO:FN#]0X^(^>QW'592G`G&)G0YQQ]X:C*N(N.]E(^YX-:Y#VEW!
M<<\J\P)QB7T.<5\.B7M6Q'V*XD:J<>=(NW_&<<\H@P)QZ:X%<4=!'H(6]XR(
M.X_BDB(7BELL[7Z.XYY2/B,YGAR7V,00]T\A<4^)N(,H+LFBHKA.:?>?.6Z]
M\H= 7&+C0MRAH'K0XM:+N)^A+GRS*:);VOT*1SRNE 8B$C\9(OYG2,3C(N*?
M**+UE8.(`LKK?L60=RD5_QM?Q1_ 4AZ&" C,"D7R.F-12YT5(E#XHKRX>PQ"
MM%&(B2($>.V]]FV+\UEFA%P_._D8U.64&>ML9DJFSA9-4WF1=TTL.-HAY$&V
M;_/:H#G8Y)V<`#HSVS (9;#%A<7AE"5W-&).'D.N5HR0N?&U-KM4:\O40;J(
M=_+XJNRMV'MX;9.J;#D8G;VY4Q<;ISN4222+B_19!KIL<!G+1P@*A-U*T/CI
MNF/#)3=P6=E#N>G?;?YF-QW8Z"!NPHKA23'#R5/!3A!H2#,A^@/-36*^%XNN
MIC9_RI/D[K(H)_'AV4(1+B-(KK*[$JF(P"SEG.8N$[AJ0(4X4_EP##.+$-4U
M3W,-)V%9=LXT@H+-LO,!8[,]1N^T-==8G?<TV]NL*.Q55-@)5-@QL)13@(Y<
M$CR=?X7)O]*D5':$26,J@1BOA9JI% 7"1' 8,/:L,'&"-=$\G^5K&*9V#)F*
M(,X[@!B6I<)E*% 3L:S--6F0_9K7!NUE&!XAH0]VRCN0_.PY`U+:Y&IQ;ZYN
M(N?&8!9OKM-AP>**(P3[%7]"N2N@W-U.N;OLY=PUUT!^2/&_R&\C^3U,?A^K
M?G71S@+/)Q&3(='%V7^R\Q:/3^],\-V.R2O?GP=%56:69KI8FDF?#2@N27X;
M6\Y:?/G6JZ%\*W;)@(E,+BF.1O,L_C4E\U-*9HU(QC=#2R-FLC.6THCSW<P@
ML<;UW94_DZ DT5T6O=S&/C[K[F<(ZC$@GTI0MQ/4WQ/4P0(J[X%9=)(IN1KA
M(GVZ-,BGW'C(U2I*J8KH<NWFM#1B;:.UCC(.VP*UZ>7/?)6E#I6#Y-X5"S$%
M-9>;[9!V$[[A36K/S_"$+!9Y_(I%WB!4JR*-IJU$*[;O-,4Y9OHAA05<.HK,
M&X.8EEJ*#9S_2#@?(9QW$LZ/@'@#.'L^C9CJ[#[5V7>J,\X#P>LW^Q)R,5_Z
M\V*H)%+5=U\RCFWM_#9$<[*^\AX5!PTJQPGTIP3Z`P+=5X#6BH-.]D2=GZ)P
M87T0[G,*]P6:,J$0K(H!5!4#?8,Y"3/U,_&&%TZ>7@(NN\V Q-5A0+LLOH'@
M]H*E_$+ U9;P1"N\:W(DT::1YG*7B2ZBFL<;4;3-X\UN5WBS/<[H3/0L23#Z
M76/]KKO]KKO\KC%^UQTH7K\K`<)EBS%[5;-\647&IE!YO;'-;]F9'VYXU[O9
M2L/L#CC(V59O!9'G*2_05UZ\=S/)^/>ZZBT[UQE;ZIB^<B#N:\>;J?.TU!$5
MEM=^'/?A$/<"$7/9]1CS<*0*,CALPH[(>4>\I3C(."+;XR ]FC[OP\[S2)%W
M=:QL/P)IY\>+O(X!'*#>FQZ#`#BR\DZ"@#B2^N5(@ ]&V?1A\*C+X,&7PUJ]
MZ:,Y;+QWTAB$I5'6866O6&]Z/+QJ,^P4M#8]4X?:AARP(YYJ(%:+"U4:@]7V
MQYL@?L4FJ"A?64F:W"$+9O1L_W(LK$?[2V/D[-'^1W"6--J_'/C#!4>R<#&2
M2Q(2<C\*N5]P.^+9E^,+)URRTJ;G*KNP<YGMR)7S$CSGPG(61T'X_-_Y[&ET
ML_VX#@-$.6@J^A7K,><4)U*UWT+5_A_0;@+TGJD'2E[[876[Y8I%AZ!,Y(%B
M(R='F8K2%3LPC(.^:*4OJ.#I.UI2(M",Y.S#WNX$0?D(9(VRFVK7:Z\F(4AY
M"=Z\`\#5FWW0@1Y&\H:_[*&LP44\[=]"YR3Y, [BIN?ES\S)=<SP/V)=+/D?
M:?,_$N=_)-;_2 Q*Q/^(V?^(B0_L%:)0\QR8$J3+EO_AV6>:[G=AO$9\;V&;
M_#IQ)^>U*E,)I0HZ3/)F-Q%/BBM,R2>:=7M3<YI9[RPI6,C8-*5D)+CFR=E-
M<OIXT)00L?-]DSPIN%\M/DEE-I/*;!25V<.@"J,J-8 /NK?RQ>?4BIM(2C,E
M`DI#0(;(M=D"KB07-LY]8)XJ#AD!F]/-1F@9M#>Y5X'FJ%^Q#NO^XB4$_ $"
MWD,%CN0S<GS]\%3KV]Z$]H3Z)H\TV)Y)9LRA;73"P82.Z'5H%$TH)7CZ2^/Y
MW<KO-( V^9<;L;VE8DL*/<S:3O<(8(WJ6V??CF4?-/KLH#Z77%TU=SOJT#/9
MJ-^U!@Z[R:+=RSO*OU#[GC*C/O1$;#V&"I[0HI5B$+$!8+_B192S<LJ9DW(V
M&I0,M&SB)D9(QX J0>"M)(&<1FM@L6A@?P.#A=K 7J!T.[05L<F?:W*O0=&D
M-ML&Z)W0,ALCWT&-L"HW!Q7K!G]HKV8;-)%"B%?6L.G^Y0FY:,@\OD=[.2#6
M3Y)[C5UR9LAEJ;CY[5?\)\+X,<)X(V'\@Q^(^96&O0$8]O3.&,O.\<,<_A4)
M^?ZR-(6.8 "-UF*!LP^:DVB#6]X$X5K*41]60KNH75!5GR#P+Q#XGQ'X00*\
ML@V!Y"<ID/(,O?86+4FV)>!4J6"A?"<=82#Z9Q1].T7_(T4_NX&CIY0E8#0G
M-I?BM\EO)_D=%'YTN)>-590C&L+#\58DQ^!*:7HTEF1\;%V&J4R_J3G7GQLW
M&P/\G>I\"?U,. C'"4BX\BCI-*/FV$:2/+//@]-*+F\B.5MYYU$3L^2/'357
MQLI48P4"OR[;C00CQRPOD2A.:$7RA=%*(Q"X$46=A)S.!WUK<7A?Y.9=RLU%
MS,8`AX6T#:28. E75I^C<88[M4$IP8>7RT\LKFE5K2ZN`3,<PJ",F#N.%7ES
M8UG.W'@33258:I/4;)(4A:S!Y5"1=_(`<L="! <Z6'#G)GC7#-.6X+;1M/ >
MXYULQ3JEV6L++,&]9:ER7IPW-XENO-)CO;8<YTW-$TQN5W^$T&&BH$5YI"$[
MUCLY3<Y-(X6-VBP/9FC1:5#7$&^(>GR%<CZ$<MX=ED)Z*ZD@<X>EY)G@O9N\
MIY!W$GE_1 (4#YBY$?<KWD.>B\DSESP/"$^Z$DG'B78JR?Z?16*V\TS-&2:W
M9=-D^H!O8W.Z26=Y8K_G8UW5Y!R,F:!-45'7\$:S-\I'MB;)]T (&RV3\XU;
MHYU6]"^=<P!6D-0;IH#AIPXRWV@]AB7G(;PT[]=9-H*"5]J:9-EX@)Y6Y^AF
M6VPTL.V/,_WBGQ&VCQ"V?06V*@``UCO!^](&C=;9;;ZTK=%H%<,HQA\HQJ\I
MQMEUHG<"'#R'D^<_R/.OY%DG/ E"-#82Z*XQ2L90/H[%=N<V] 7,!N2*(509
MF,R!21B@O2W%WN2,4-$@-O <[NFX$J9,-3%NL<@5Z9>2)QM3)L<@+]F4> LE
M?IP2GR02YT3_`5I[D6A_+;D_8T4EDM-R.Q[%:,/@ZED%3;/]BA<2N)[]`.XR
M@;L$HB_N@R9_*=UPT43H:B.T7@8O3*#(HWVSL8YE]^DD#P`K]BR4=_^9=,9-
MKBEP#5:0+S%E#=7#3RBQVRFQ6%C*CT5B&J0(`<D#\7.N@=H0F#\LAX= Y(6D
```

```
M+?,0F-GNB@0,/C0.VIN -*_2J&3QGLAS,O)@V3D[NB&!=4[1N$ .J723A0_+
MSA@]EFNXR=1[SNE*XSSG#)8?T!;<F3O)LO$/M)W[!UD*3PP45\[40Q L,0#5
MI??22;E81+Q"T]6K/&=EM[Y*?HH--,>XO[N?+\K2< /50%.+,N)3J-'CP</>
M".6I^0GH::ZPE >2<%F,D0M,4",Q^GZ&L0+B!QM3DE!DTQ&\.(>*[$XJLOO7
MBOKIB\#>GOG*`RB3V?G^_+C9O@F,8)L<@[R!\U_,U"9#7A-6AO.Q0::YR-[D
ML^Z:#4"D:+:8!K7BIPGV:H+M1Q8(]FG<BG1+F6NV;'JSG;1B=?XD]BRTLL!^
MG"ZBRH2;;"A8B.6W&' TQCGLP4V0[MU 2LP$F56$7,OET9QF1%_%MA]GFN]C
M08#15J[Q15E>B_9<' M!Z?5I;EQ0-EI>,WC 1JRS0;,VZ#2PE_)\J8?84\1;
M/V-F;M4F'=)Q* =/BXG@O0K!BI=MQ@@IQR(SMV&%P6Z5S#"8AA9:GZ.,%LV-
M5?*P`IT3"&J4:WU041,#W=66332#\R8ZN [@.QI/C<DW%->-=!@-A"'XV[_"
MC)G:Y%]A5#Q83F!;![#D%^FIB2'9OD>)^'1NS="A&3;;JN*17#Q/"[4%NYZE
MK<]OL8.AN<F.OGJ<KDBQ`9@6Y\T^+./38?+F'92S#^(]$>,KK76/\QRY9\.]
M?"3/1Z7UZE'I6,Q&S1.,X<[5M.8YKKS+*S'3AGMI/>P"K^I!N3^RFN4;O!BD
M"(>Q]/<GRWF'>?%_&&M>I1IBNSD+KGA<FQ/Z[V)I`"8@PB5:I*+<!CHEO,)5
ML$4'DG^55^G'J==M.FG9^%OZO"#;#Z*O)6&!#J)&8&#9:1SIM>^BC[Q=GHMA
MEA]-1CA__,^_&(ZSW)$VZ0=)-NF?,.$CQ#>9Y@D&MW,(KW6]]J?]KB-^%^S8
MF<I6D'-R\S[L*3\,3<XW`98O1F38::;GYSTLF[HQ8@=E2GD[KN&%.P0\^%W;
ME<F\RL<9V@Y?3[_K,#D1*Z!P\I3OD%S3*7G+QAK,9$HAE#.BR$C'""^?<,CG
MP&S6YBEO@X01<3/'S,<\K4#;D[B7`V J<"S8&];2A-C91FV00*M4K:\5O9%/
M8&CF6XV9HG&)(,X[E0\^TM8FP,:K5_Y!W]@A!;#*.\[[3"2[@S>:A[VE25[7
M5CE[AZS#>2$`'U<>)/T?!TS821Y77L3BF#HRMJYR]M8B[Z1H3_DN@^LNM:QB
M,1!7HVPHGM^U0]G*,@9B??V$,Q<<>\BDJ/% 3.!0Q!(X%+%L(BT5!-6RB=1=
MJI!'R=-B99T\JQZ]W5&5J\NIJJ+^,5WY!J(V: 0X8*[Z#;G4;@RCA^3KP6W7
MJ&R!C$6,'"J<,'D"T$%&M:W,874K<QA;&4>N\NWGO'7UN[8M#EML4,*YJ<?R
MMH.'<![,<3HJS]TC9U<K?P(U7\,1%<TO>XB5A;=\"VWV\YY#,Y<CL+.ORMN"
M5^]T;/L/$N5?G[/(:\>IH?I5<E42`)&F!E]?M7VZ-"@R^KAQU*;J\H'HO=0F
MN!(.4"6$=&_?`QA:TA&'C@YBT8SEO />O*T@[Q-IYVUKN!7E\\JS-,K3X<^C
M4%-6W$BC_$$:Y?NO$*/\W /HG9L>TG0B!>"KPQWH2?+D`P[>FT>K(_]XTGL/
M5?388FI[,4.4V(N5Q]!)ZURS\BXVY+2BPM)B!R5\4RP2;J&$MT #!DWO:Q)H
MW?$W\K21YZVP%(_P%!LVLNE"/U:>%)<RV5IV`V])JBE&)<681#&FBQ@MM;2%
M=/4"<2\T`%MQ[6W#"4GLD(RXF9:=D[$7*TO(IQ,QY6Y,R0*\V/:]AJF$ON,D
MY<_J$0,*-UIY077'=O"7I//#CNT@YK3VFPA7+"VDRTV^X9@&#)!$'$<R@B2Y
M=W,&EBTXT8CWNW"J0,>ZF'U)3H'G0%QRL\=G3ID;4_9F<$VN,+08#/MT0(!<
M3L9,7?P*Y?*GE,N'(225UT2QU)AQ]7N?E<YAS/*L>*P23"D?6GY$$OQ10.L$
M##?:4YZYR/-H-,9!&JLP#])0;."==[_BAPA^#<&O)OA1`KZ<3.LMR\;'$<&S
M!JIE^Q474<#W*> ;%/!C</_QR3<=EKBBD3,32ZI >VB8@U@I'Y)2`8&!T5,8
M_2U"\MF.UGC>5 /?SH%7]BN6*8$F2N C2F"#2$#^$%"PB^QER#-[\T@$+N=]
M/M9#<A*R/ O;-AWR\3+%CNF/V)<HMDW$YE7C[?+X^)3ZE;<R!G&+Z8@,:\-&
MSWYS#J-C4N[DD=W:\"Q:?F(]B(7,OO_@<DJ/-M $3%1$T%4HC]*8(M1$/Z!$
M1U.B-\!2WH+\12W1F2+1J6JB$A(E$"&)DC(#)$K9L6PDRAT-/RK0)K^K40WW
M*Q&N`?P&C%RKN8%$NC-^JT<8RLW>\O,04D==P@#BE&(;X9-"^-PC\,%4(U;Z
M84;L.<<3)Q/V480EHO2D**4491)%B1)1(-RZ9:DUI7Y%1&*]4$(\P6C `4P_
MB,O6K< 00)CF^N]R*"NY+<> )%LK71;A=#LC'9=\TO.E*:7\?-E>K1PH<VV\
M%.7,[>&U"!>",Z&+`GA2A(&JCSI30R^F@0ZN]ID@82[1PS7;PHS(T(.4H5]2
MAE93AL8^(C)D,ZD=:C[YGR#_WY+_`-4_%ZVK3;[?)*^Q@A*O7_%B"M9 P<Y0
ML O+U7X7#?G%<EW+DC8OZ /MT9"0WX+V@85^2G;;BAMYON]77$:18P<@<B-%
M?EE$!H=$RY=#[-$IY=%E_8J=%&8TA;D)EO*X&B:OU?+GWH:O*2%GDC@,I?,J
M*!',S5=.\( ;Y^N7F*QY80,,CVKA`330/OQ0$OFA2MD02C HW]1L,U(1/$=)
MYU'2*91T/S5IF]ESQN%I=?"B=YQG#8[XZ"T9:M8-[V(^N2&QK#7Q_C;/&LYC
M#0'90$#F$)!CRP20R1#JX+4$![0SVF[,4VX"7QU(1:IIV07"VDE8S=+6C(HO
MSSR$MV;-Z48K!BP[*LO8DTZ,P0U?O),2J:!$EJB)8&,7B:"T]PZG$!]3B-<H
MQ&0U!)$Z8/.'`T_*< 0%&G8#`C50H%O;!Y+3K8P#CB;"=,ZQM*G3(7UH(U,3
M8AA]"$8EP4B&I7P,><H!&!GQ#>=HI,1.=?T0`<CHP@D]G7Y @RXH&" )?R[1
M?#4T\ %G`UT=T<X!:VD39H$&TL$K)V/3MY<G7WLC$(AVKB<A0*4FL1=$AO5@
M#B,OL]59@+HT.1] `)IB@-]RPN\5PN^GA%^&P ^AC,A'=HQA,G;"YS%7V+"
M!2G(>3J;. _O- S/]O/&JNQ&'&&?5X=E#H-4*3&,&N'R.G-PR'B"4FJ@E*HI
MI7KPEB,ERY_765/*6\NBAI2W>FK,#43G1FR/BEQF;*FE`S'@88\Q4/IG@0>N
MFO/.MM3V)(]'Y&Q%K<\#!-P<1UV'@*\1P#$>\:8'4OK/HKQK$=5S)@N2A#RM
M:=[L,RYDX2P6/DIS!LIH$$-#&0UHJ:5UK[,7<6;Z76=9\ %G[BP=QELV/0W?
MEEIB3H/VL/+6Q/*V3?[R?L7G"(>!A$-O6$I+">/ .D9H69%%1WB<&(JF/P]2
M&!$QHD&3P%FE2"R*? .$!Y^0(W'VZ\]GDW%JDC?CT*XYW:H#59,]VKW*ZL>J
M&-RE>CFM%4QU]K/^]^1W013NN6AP/>KY-,MS.0OY7'(&-TS('I+&79!6*MF*
M9S66'#>04H*=C@$@`53H^L)U1AF&DS$Z<<'UV!EE"+1BS\8:Q:YX5L50\#P$
MGQ0+ZDG%OQQY.*-\*PZ;?-WHX]PB!"?.VE;Y34]-4PI.2GXTA/7RM+_+]USR
```

```
MN\+!>D6W?KE&Z.'Q#X8$$9N1SE2B95"+M\K[J.7!H76QJ7@P"M6AO Y!"&*[
MK4:U[+1%X[&+"'KD/O-@>QT6N7L)O63%R'U6LTM_N?L/V66@W.=G[#)([KZ%
M71+D/G]DE^%R][WL<A?HZ]@E5>Y^@EW2Y3Z?LLMX,3P=SJW(:V1F[=^,^-:/
M`:DB[VW2A3SWR*X%6,HJ_; "QBDL=4J<QQ%ET-D$E( M#E^@G(BFQ:DM.H9M
M*U/P'!#^,JC)2'C-.AQQ>7",2P&&2?[)<0$RG@-#+V-A29'9524J^A-<Y2@L
MO=$&$=]=_K8$6HCN0*X=S6D0[W\-[X#W2<)['J@3V^,][!IXF]OC78L#W<[Q
M-G>*=S,:QI5XYP&Y+O >WA'O7#/P_CV(%-OC[;SMZGC/$/X:WCVZQ'L&,+P2
M[WLZQ?LWP[K$VP6O=GB_27A_"95$[?'>0[NNJ^#]M/"_-MY/HV*NQ/N'<+T2
M[W\E=HGWW^'5#F];=Y+-<@7>QFO@?79P.[SS<?G3.=YG43%7XOT67*_$>WC7
M>(=UQ/M5PGL]]E#M\9XB\.H2[V'M\?XM1N#.\1[6*=Y].\7;-;1+O+/AU0[O
MY!YT-X#YKCW>3Y NT*O@[13^&MZ?8O74.=Y.5-R5>#\`UROQ_ON0+O'^.;S:
MX?T'PMMR!=ZG!ET=[SW"7\/[=Y#S"+R-5^*]!Q5S)=XOP/5*O,.ZQON#A YX
M#[(`[YF@@6Z/=_PU\#:VQ_L<I/QUCK>Q4[R_0'5=B7<VD.L"[\$=\7Z*\/X/
M< 2TQ[ODEJOC/47X:WB/ZA+O*<#P2KSO[!3OG]_6)=Y+X-4.[][1P/LS1&^/
M]PY28G@5O)\0_AK>CX+5JW.\GT#%7(GW.KA>B?<'MW:)]]_@U0YOF?"^_0J\
MVTB7X57P/B7\-;SW[^H*[U.HF"OQKH7KE7@/[AKO;P=WP-O0$WBOQ"ZL/=Z9
MU\ [OCW>D5WB'=\IWCTZQ7L)D-/PUGBJSH^W2;FKRUS.125E8\<&E81H_"44
M9L^$=F$TY2O,;**%V3BU79AV"A9"826T#Z<I3F@'ZV!VNS !Q0^A< K:A^F@
M<"+(!T-AC>W#!A1[A,+;.J5=F%#4`V&RVH<)*BY!**)E)9X;^NV$R9)("WCP
M1S*(R-1/M"'<G$[+G,(]V2N-PW?D3=-P4"9WJ M5$4MH7BHZA@DHDFE?+@GM
MPP65UW22GTQI1J?Y&3:)\C.KL_9QS;P<1-R0> %%/%I>MERK7=T:#-=5NT*0
M0)@NVU4(G&NT*P(7"-MENPJ!UU6["L6KZW9U*Y<5A>FRWD/2NDJ]M\.[ZWH/
MIM=EW0"2RONF#+X9<JS>)U6?RVB4^RFV\77V)H*P\>3:&'%YYEG2!,V5.$!2
M[CQ$MV_J?<7&D^M(XZ[R3ZLZ)&DPC\)!P/P9P1QW=9@?'^P$Y@8-IL8?2C^<
M-(,+3K1'[:?QP3V=3WQPN'A:O;QPT=(BG#NU_UVK;Y.L/3(*VF"'OATH-PI'
MXVAG_>%ZX:=.NP)^.X53WQ?^YBOAA[2A[P__;&?PU79,X6@N^C[PQSBN@-].
MN=3UPN\XUFGP'V/X[<:Z0.%\7]S/7(E[8#SY+F4S!3!"?]HX/7HZP7_P*F-;
MUW//]<YM%9Q&NSP$QE@*=[WPNYIK3C'\=N6OC?/7#;NK\DG*N:)\VLTU5\-?
M&[OZQ&ECUTX:NS8@',8N@MYN[ H38U<D26_M.':]?D.'\7 ?' 3,DP1S^-5A
MOLSR6CO ?*0CS"4!F'Z">0)+QJO ?*@SF#=VA-D_`'-0+\#<='68NT$`=07,
M0P,ZP'P=#@+F!((Y\NHPBSJ#Z>H(\Y$`S(<)Y@<8_Z\"LU=G,&_N"//&`,R?
M$$SOU6&^AN/E*V#^HW\'F(?@(&"^1##O$#"[F@??A_S?*V"N[@C3%8#Y'L'\
M","N`O.'G<$<W!'FS0&8EPAFU=5ACNH,YM'8#C#_`0<!\R;BE;O[ZC _K.X$
M9KD&,U?^P #)/C83I*N:(&X3?-.E($K"CHEZ;IV-;OEI;T8/0:,$:CBBCQ)R
MY.G@'#?PIEUI. ['N7>19TTX*62^N7@&W3Q,I)N'<HQ6=+6RTQ9NT#C>-!D2
M?'MO)*:L!11^'H7/%N'Y+I@T\!:7DM=2\AHEO%(N0)L`LZ7]$%81'=>GY!M=
MX7)42@\G\9"5LEM4OK%Y/R[NX3#?LG--N.&20*]?\8T$UDM@RPGLR5P5PP?"
M#1\6>:#,%V$&4I@M%.8)"K-3#?-:A.6UWK8)*4<8;C>0DPGF\N!E(5_F@BD-
MY"X`,Y; ["<P?R PRP48<3E(_BGD?Y;\_T'^#M6?KM_,=!-,PMF+^]P(_R_)
M/TGU9P+07H:Y)CD9] ,+FVTFDVL.<:C@?LIF$M=UP/"8+XR%OA,%KQ"UPJ2T
M3A! X?Y3+43B;<.MF-%Y`]]J1T/H2K(@S ]R[+EP&^;[&="R[+P/9!<BV0>N
MEF K$NP92+ [72MJP!*TU.@"':F]SL%"4HN@U)X6K'[B_I?9'G%9S:TF6/\^
M6*A:R"?,)W9'4(H.>KMY7[2S>,-GS#Q8V,;<@^5MSO&HJ7O S*_Q%0YFC_U.
M".=OX_>6(X/JF@\8G'2[2_)!-[S-$+(#$*B^UPFR(MRPKS UN%BK0-N@]YIK
MB2%ELCEEJME)S/R0VF*.&F_F&%-"8]@0`WJC+HH;O&!^;Q-\6B#?M[?IG/U
M:F1T]F0.#X3^/5]F1@=9'Y4]NXE CMB\:I3M_$[]LT9YCM^M],Y%AJ("D6A>
M6YTA%6U'%>>A_F'XR"DNG@.Y"@<@W1-R.^0:E:T2;5-[`L/>=1)%%B)$',K3
M4UE^@-KU0=4"8C5_F5&Y3<N2Y>?$IQED; 6A#$8LY!O"^! `VK=OJ&ZIUX8!
ME?04Q#G,^YGD64=O4(1\*W@.<*L7;IAJG(X[-]P'AAMRC3F*Z64MG:<I'8WW
M$6QZ()I[F'C8`LPMH!:(X?MZ$/>$_A4K),_ 35D_!&&1R'J0'F ]\0I.H-YF
MA:7LGZ82%31Y0;X/F9P:@1-I6TX^Q#0!K:#F\68W>LK!*=.-B86X7_^>(+D)
M4@Y!6B4@<8<!YUT,[G@I%$FO+GZ%0LD4*D<+A6M0W+S'X3J90OTGA?J:0AV@
M4,-"0F7PM6V<\GM!XL@4T,QS>=M !/^6@G^+*A/LO11P72 @-?0?DZP=PJF7
MX%=3YH7 >8G@+"4XHV I?Q-P0.; 0Q-%GX;H=+6*CD?T6!B/S'+*)K]EHXEX
M%S F638UHS5ZRJ%MKHMA`C?T:$8)AC)0`"N(8@3%VYW><H4X2I6C3!Q/M/_W
M-D\P&RT;MR(.7T.#;IO(;#1&.QI%2#X'*I.X-,"\`]&J8#ID^@!?OJ^,25',
M*:YH5S'HM'_)2(%:)Y4*$26<0+R<'LKJ:LKJ&Q A3_PR3.C#S4>DA53:N#<B
M%%<@L*F^4G-U37$W(0=[Y;GFM/C.D-'E!EY5]W@LB%M /?$$X8:AU0043R$10
M2+.(:*WA75;(`>:R5B^&XD9PBH-;!CQP]J;.R(+ F6X'%2Y$X+AB+!M_39DK
M-R6N":%C>9;P_QOA_V/"/U+@3S4KW]\$TO2Z!N*@!XW->KZ\I_HURG6^1XF@
M2WE8<W/=1!IT6A?K0-V%B<"4#[*<F4JDEF/79.*5@YPJ*+@#&2![@G=/+8YP
M9G%(X&+MV.,:J,<]33UN)J2)(WQ@:*>I03:E''7>)D\\`Y*??W<9\T81,QBC
MFQH#X@.U"8((-DV>>ZE&%Q/+X>M4(M54(JV31>,=B!4'C32+Y'X&GC*XWQ)K
M%Y$.T^R7J]S/9+Y41L2VQ2.TMY_O+J([<@ZC"WX#(7$+L[8039-#61N8+C$S
```

```
MJS$LOC!/K=E7%<*N+JA)>4P*(WEE#PI@4/J3@])TL$8;`8:]T^'=2_/6.132
M+1+B?<ON(\@9LR*_0YE-OPF9C8"E1(G,"NI\<:Y%<I#<.+/2SG#H#%&<[T2S
M'"1:WV7,+YC'_M!1V9G?`JA35O=S2!_$\S@]]^()0E)M%!:.*?M<W60L%]G#
M\XW?^<W=.K2W;KX+X-W2^7P-;Q7A-$732X5IA.H-5#Z]C,Y(#/8.Y8V)F&6*
M-BSH=8%$O^>:JR;'>"<;O5'HQ7KG/9O\*\;6A>U*SI12E]B(2K3_3*6"8D!@
M-H:U(L_D7D84_D&_KX\W&1QMWC5$\J9SA9$/9D153;U(7RQ"NRG@G@))DV_%
MV/O[.3EN2:[R&5VOKC%)L]?>`N1,KHBJW)B4WJZ>)$K"5&6+23&@'G.-WMZ0
M?#P:O("&,M/X(66F?.3!:W!87LOMFZ/<BX4T+5D;G='-MMYZ5R0A$>UY"\KW
MDIMSE2G8!LT6,PO+T%9RD6;RY_*XMD&9TJM34)N^NS!P@GYZ."70> 7\TRQU
MB^!',7S.9+3=4Q,KO^VI(RJZ:L4"F/+K+&-95-.SA^-9XD^P#*JHX;=@%)F=
MCV'*D5N\ZP'TN:5T+WX@6F[,59X%#!51K;>!6!C3=SEH%GN9G'="(A$O*F_.
MQ1K9H9 L)72B-)XG?D/#=G;;!!X*3V,`IM&(94I@I80ZFY!26VH#,97\AN&M
M38?6WKCI&,0SON%// )9'CY+KI)#S)8T9J&&9B#EJ.G*G[=A!,6,<L!LJ,7V
M1:[5)?ON]JQ!9^Y#5>9$K+B06 /S9XKR^C/:)PV-K7ZG,:5Q!>LX8D&"`5T,
M8B0Q5\XU5<SUDY09Z.%HJ4^98%J7#IU?_AS9,ET9B=0!1;?2I+NK>0*R?Z/[
M4J0SS V54KUG*L]BQ*2$36A'#3NX8576-!#C59$\H=?6S2[C5KVK>Y%G&AH"
M0K!TE@W3>DDZSWK@/\>S'OA'0_:7"H:;XW)YIKDJV]_ROG>F*7\ZZ37^XQ\8
MAZI\OVZFAL: `!J(C^.68/PDPL$WE'-@>6U:W^G*\[AUTUKF!-$R!4(^%$HE
M,9BJXU9Q`9IA%<C@WT-AS,XE.5+L)-K()+K+1QNI9S=E#18-L[&6%#*FM#&/
M(T&JF]+ZHBBX@7*/6EU0Y!F\J[)-M;C_@P1($K8WO?C,@P#^.1$D'HC6PG `
MDK4(VC#S=(<(<T@+D\O]I=@Q!-;:=.#R[#QN@U@#Y_:3#Z;M^\A099YH>+,B
MTK,_E@0R^7;14555[@.^&/E@K=Z/`&DBQ"0=@J2$42<L/6MYS=:WV;A)ASYC
M=873L.3_MI@D)_(2AGN=;A(+IB0A"I;7)H\`.LW&JF"$H6H$IKYKMB7J(6BC
M^C+D<53EQN8H3;SFBA9R]#D/"JFPX?'PAEPECU:U/"R^!+%81,J62[RUD]'O
MAAJ=`ZMLL0YE)(?)C<M1?L)A#H&/8G(\9-TH((VAO?HS5" .Y=\/P)=E=G7X
M%G5E-VU0*/U7:&\!'6AR_3-NA./9/?5)R;5(V4%ST#ARE%QWRG=0`>W[5)^O
MD#2TV<^*P*ZHXA+4@;*5@&-BD_N0>XY2`HEA)"J!OAA<GV(OPLGO[/M8;SB"
M<IC+U:4\2/NJ[A1*-O[*H:03&)8XI^)B@>PQG/9223!DZ($`&!8/H,HYZY +
M#B4;?^!0P@B69QR%IQM?-$9_<#-C<P!XG)P[*P>L-+DSF*X/RGUM#Q)H*G%'
M<-Z@>7R-P[$64A7_SL)%;8[*/%-%C,%O<_AM<S2Y<_FL38Y8&[ NJ8X@4DB+
MYV)D>03T6E9$^\+<^^^JB-[WA7%BUJ9#Y1\)V:@;#NQ!@V"*8W0>[Z8XU*UW
M4RS;9CX4-7E_'DTO$%U414JN*@>.WPBFM+VXT'%?&NPR50ZDQYCQU(V;W57(
MO-$92RH0>E?]G&#GY"ICA !'Q*S:1$Y@(B(=HR1^Y2\84=!\\B!4%;P*&(9K
M[2VTG\=B*?G07MI=>K//(J+[DM7RV+U(T_+:.YZ+ZRT_2<:[_*9[WYGD8Y5'
M(?2U\F44L^>;`2N/^>.KOBJP2>6%D-L'\Q;,$IC8(ILT`F8]S&,P_P'S%[C/
M66B3[H"Y!V8"S!^*;=+ Q3;I"SP7+;))G^#Y`)Y;<; =@26 9GZ)N,_!_!5P
ML WXR>^(;/%M7<,TY(R^'^=O?<.]ZO</\.TN;TFT;!P.EXJY+0U<!I^=WD6'
MDPVQ]/&V57Q$<9SUJ\5.W;+I$JWLWS:)8PA>YMMC0+P;`]T0\B3P1A\I'^0I
M/R*5@W_D2$L]K=_?UA/'%CBLVGC8:7B%(K4:`0H7'/!(0QDW/*<Z5GT*QUVT
M<H,<U88?P]5=<P2PUR=B#O7S..("3^D[@-:PG#83V6V&0U5F+YP,;X#"HN%^
M#?IO"'IV:ZAO:\,XQCY:9"V)!!N^31V(OSV??=EPHW"B(4MS(L9![]SUWNFYR
MK].-=O4'DZ.(L^&S+S'/"$B?DI;7>Y)=<0@SRM675#V\'0W9[\2/Q0%>YP`C
M&<B=&A"D`B `+\(\PV'&6#8]B9?Q\ G$_A$<ZNP'Z=[2!W$;!TE/K*\[7NBP
MLBJWH2+O$VJKR8=\W53?O^A:Z@A)B%NRQV"?&2,[T([K94>;-^]4PV:$:*FC
MR,ZA7'WVF(V'V.\X%O+VX[_R0L1-WBG?PWA'9Q ?#P`B,':.",0H0I0B;]Y;
M3N@HL+^E1;K3LM/^5B!60GOX1PC^$2TH2,I)=@Y_5&TBFG/LA3WEIW"2ZBFO
MER!DF;96(.17P!?F&^AYVUAI_\0Q':QU1",-BO=3?E>]\CFZ)KC **SEL3XL
MIT#)409!]3?D^AQ@_EK%/1:*C/W9!WPQ:/<2A(K;J_W91'E=:6^I@+R"UI2\
M`Y8?3V$.J];$[ ,XV&BXA^97@7U5E97&9LJ!0O36T&;&A.*FVDT)M%'P?':I
MZN<4!/X-CZ/<4;J(C=GN[6BUH.]B4-DQ(ER1G(ZBV\2O=9MNX<T&A""+HP$%
M@N>X>^VA4XK0:)7I&(HJ.%HMEQ>%QJBD19 [37J0F@N!OYH,>(&P:\69^58,
M5C[((>9D<'2>#IX.A4CT*0#D&2A;:#0K/RLY1U,1K\4>K-47!L(CJ%'/4VC[
M7NV+R$*!0J(TG4%$D*P_SUC)Y6MHXW2ZB!-&<3(HQC\1S(T(7S1 LQGPYQY)
MC9U7"_)[#C?D2U11=G-RO:AW`ED>L8NN1TDP;BL63C&0T(+#>30#^>T-'Q$`
M5%.,0[F7'<$S$--2Q]P$M]-2?!W8/-!$I&>YB4"GL>*^>[C+X,^&"ER(<:A>
MAY.JML0\S 5@W2 _9S@WFUM0]>XQPYU1U';RE,KL%BRI<!BRKANC! `X>T'C
M^/WO5,#O>3X.`S^T*\E]:9G+0D'7#ZZS-_+99YS[TBI:LLYR]?*\G>99TJ;W
M+&G4K^8#$>+=T-DAM(K'.[! MJ7D5:^+JZJB*6OZ8JORB#BZP-Y"8+S^;$M=
M&N7O9G6F6YRD9(LP:J1<99SX9H0?1 )#J&<T#J%#+,XC.**0.RMQ)J*_)+I&
MJC&)O\"N5$;G*)?$`0'*"0G[>FKH)"D?"P\`!?L=Z5Y$ZT&#62PJ.V^/%QS*
M=BC W>:SR7E[//8]^B*(?:ZR;W H)W$[PS6TW5.^75HW0L[;D7PH)7L[/*N>
MZ&-%-RNW5,:F50S(\-MWI,-C[5=@Z/78M]&L]%=T"UH?Y&'4J):<]X O=P@P
MBU7G=B1/F$=.5](U!*L]Z/E \ .@KY:451FD^F:W>7 4LNG0^K,-SY"3Z#:B
M%XG.@T)"U8M%B:YA+0*IHV(OI%4D5Y%'D3>RX2'X$(/'SSED=$,.OM7B<B@[
```

```
MF,\:R)SWV\]72E!-=5;%15E$7G^GE8\T6^Q?PD5JFOXP'&61CM_D9K%'[HG%
M,H[N<Y4$2&R</1Z[WQ1>FY9^IO1"L(!>%E76%=9CI&(A6HXVO,>GES$&&JJS
MP;!BAKX*-/>Y;8FG<Q='SE1N^RTO6L'[Q><N<YL23Z.K)=:"K; _]$#C1'"P
M"(&H.O# -!IJ?./)N8=P-EP0:MPQMB:^Z[FH!Q-;MEG77P2\L3:\^_BJ7'V5
M35<;'CE>E]=H(#8RG;Z!U,1I>>4UX2I5[(3=I&Y+NB^^J'Q-FW(6YH$]40:@
ME]%N&ZJ82$9-CC*3]FO$D";V(B9G]&(]EN,D!SB3*/7%/9/QY^29!N[?[&@T
M<C.:"^+VXZV_&=JP"EE.,L0>K)CEG0MMH#37;B)TH(JP+6>F\KRXO9$;\U5G
MCO\>G9U0N;5B@]D'XX+?%>9YTP\N]M.)<\V&N:V^[H;RML2Y;9M.KMQ*1PF$
M%5V68?,8/ ,5=Q &[/M(2K30,Z8D06@+])-Q!8OJQXT)JK\';_PAE',0^-]G
M3Z CD%I/+;7R,XH9<816+.Q]-O+>IV&ZMA>J".PKIM^E[BO(J2[,.E3;5ZAQ
M7M?B:.<F6EQM?P2](-@?D6/[_9$"&52SGQ6!L3^*!V"E@H#Q_HC<<Y0I3XO]
M$7VI^Z-TA OLCXX[Q/Z(&6>[4RC>']U,8-1]-,<EAC_SYNE*+'EXQE$F:+/3
MAS<[`O?DZMT2*MW7#1.4TYP&;1*B5:W]4CQ15P<1&&W1&[.)0J(5><V;=J31
ML1'7"UU!XA#%!8%/`I0Q"*4\C.:]+^4^])%R=(4QY<A*%6!,%04F,96>5 8,
MS-@GD$YT^W34YE[6#;4B@@3IBEN?(:]-U22NO"IF$WW@HA%)F[(\^R%.WG4!
MAX/0KL8GO@]5Q;B!H;S?-\L;3I-+&\0,0)H/@4RQMZT;\1=:_T#D6:W):7 ?
MLC;7NEUXNIMKK?2=5M%C/,[PP9EJ1.CUQ_:=T3N*"<]\)?[77&\X;F4QW-1&
M/0=V%.>CW(NIV2@W\(6-B;%U*)=0+=!W(;(5[KV1GG5AL0B=^@CTDAWSSH@W
M0@L2-$SX4>'0O!4_5G;&L_0I/OKO"Y4V)"'!'(\5/43^I1RT;*(+CSJH,.&=
MZLF]G*>X^/+4RK[8!#;OMSK#NI/NH.;]:?2&A2)=C$=T)X(_'QS0IV6+#?I(
MH@YZ+5!-CKAK#\AQ\57&WW#=@LS:AHN*:F,*8UO:B,3W?:2?GL\EH$SXE9!Q
MM!8Z/5W9BYN5*4#\6?):_&\EC=YWT7N3,IK>]^ ]^>1K!#A7<5*/IZ.R#3T(
M+5_XAEO]$'EC8^7H^G4?0D8A=UJEWQ24875T</^-8]NU-VVX-!0`UH6Q;D'E
M/5IYQEI>\SBIV]3[^K2<3+GQB<%HD*<5<&[XZ_@X6YD"V:7>6,&OEZNL0.5
MT 98!DF6$BL(<RC($/;T-???*#/AK3IN5(6;TQEA<!R.@KBVQ>2#NJ?KDS:L
MR3&.DL(((S=DA[(`V<YRFI0_4S 2*MH6E,DNCKM8H<ASO &'9/%@'M7RIC3"
M*3)C[.;#'N-O!/ !N);+<I%0XQBNK#KA03G-51HH:'(U1_N WI5$N =O9U7X
MT"));(\Q'#-'F4LW?:UZ(7(W<.;!(W1&J)=VQD=G^"JD2& ZA\Y=?07(FT?1
ME4*]6I:SNZ]7,M0X,E^PK^=>6L[Y(B%@<R0'O3M7V89I?_:&>,Z!']L\<(3S
M5*2A5(UTH2(1HB<7DX AA<X_<!P=I+H@-)1;`*79WKW:%?T,G7!#4/S'4K4D
M=<.5I;V[VQ6Q(=M,31XS,!;'V/QO^(:(V];'.8=M:.!MXBCU.5)]WN ;@3?,
ME<Z;5!>]+T[D8H#(1>^]M$GWF??2#M47MI>V]DA,AQ4H\@^956EM@\+BT!ZW
MHL.]2I.GKS^W5E\O+M!_H5W+]322ZJ$CT@[N=8,HM1Y9SAC?#75VVCRX?3>+
MES1?K'BI]EE0?%^3R%*YO@%"/JBX/&>6>Y1H9T^R>I/5CZP;?/V9_=777Y5=
MYHO&"R-/8MH(84@&(4) 7G)704:AW3R8,*7+^F,X<<YKHKL^M'G:8E#[1F/]
M,^Z8Y$;".U%)YCR(+N2YM-35@PK@531ZVKG4_#57F23PA#2ORS.5OZC'TEP;
M-!35Z$3-T&%"H=E/]%^H^IG*#''["XE9KAY0<!%&0/*5H4A864*!VLE I&OD
M<"@IDW.M*;GQI99<.<H_W3P;+896CY%P]D/R=W4E!' 1IZ\%2DAP'-V=#Z]-
M/H-_O$D<1@?F=J9,8&F&LH'$RCDMB_4.A80)\Y$RED6]/8]BO9$(0I@;Y"@P
MR<N.^!2'=85)SHI/S+*20,24K\!R;@![,^Z!Z%P<T]$MLJ$YK2>$_N4J).Q[
MM@H\BH 3]0%E&(#-DNABFC1C%CCFBT,6TY".-<417]K-04*8S+.!?)J5\ _)
M?I2:?;F56):MEI?'-!O+?Y>(-:!KSP17=XC("G<HM#]&<@&)R;2>@>@+I2U
MM3,7R%-Z'?,%$3RCZVQTR0]]&?)RHYQO3<E'H>?+X7Z'*/0WJ-"G`B^,3)4]
M4:$X[L1AMH/%9F:;*W2^[HOULL&A5-+F'ID6I1^0< Y,\I52#1/+1E(D#BC)
M.!II`W4("'G,%7H_Z$^0\1Y<^)T4"N1)VG%?NBX1HN7N,\J3K2F3N6P,A&6P
M;"ROV6-26K$0@3+0YR>XXH20JVPSI&$XH6GK<@Z5UL?B0HO$U=3B&$:],0K*
MWXR 1(,?NJ97XKZ^GPP)RE.M*5/C5O3P3T4!R..ME>]4Q/HLEM?>G,Z%1"*_
MH?<=[5!/]TDDG83:82\Y0G:8/1]?AO21.]0$:=4:.B=0@S)"(*9_>CQ*NOMB
M(Y4B%E*B% /W*4 4VELI(UD8[:@[1QWU.LQR5C3&/DP"46]XLZ)E1PR&2/IR
MF+V.&%60. N$> /J`Q&I6Y:97]'YNB'JQS0X=Z.0C,\S9T?P>M-S\2[+3V@1
M8MEXG.IS_R>>B_TM/R+9QA!_]OFC-LFRUB;UA;D59@3,"^4VZ<\PNV%>AWD+
MY@3,69@[X7\/S'B8J3#Y, _ %,$LA5D!LP[FAS _AOD%S&\))HSG8N;ZB9:-
MI$'+L_^@YR(4:FQ@A1H_+UL#=8X(\1I,+<Q;,._"? CS*<P7,,TP.F!@AND'
MX[DX>?U(R\9]#.U5%NF6+*#M`[3A"#$&Q@8S%68V3 ''FKK^!LO&;13KW!3+
MQBJ\0/+B3_%H:&+':9:-OZ+A[MP.7-\Z8QH^)$&.65894RK4WZ#/X0GIV!F@
MQ"+G="P*V!VW7.R.\F?W6-5]J.H^0G4?I;K?J;J/5=WO4=TS5/?QJOLDU7VJ
MZIZCNN>K[O>I[J1UC]P?4MV+5/?%JOM2U;U4=5^ANC^JNJ\3[B07&.MX\MI
M))S"UTV"]=4`)#]1#4#7HVH`HE14`]!26 WPVV `$BJJ!B!9C&J %X,!_A0,
M\-=@@)>#`78'`T /L@A@V9L>QVZ6O9,&ROLXI&4O@D#)G/"^1?..#WK?&O1.
M(!606A\.])G]YST7;98?C4'=5SX>N\Y&S6H.'CVC+3VZFZ,B21GT=_V9(L+#
MC :]SK8>31-F.$P\3'^8'C!A,,>1QF&8BS!?PGP*<PKF`,PVF.=@]L#L@)$A
MM$*TLAC\4RYCY PJ#'*'GB9VCU?=D4UV'\;NEKW1H@3PEJ[G("@@HR@@O#K"
M@][4SMD[,NAM#GI#RX[PC@YZ]R)O+E51H(1 $N^!`V-2]'HS#GW/]7!:H.;'
M-])SSN&$+LN;?;?)6;&8,@A2K,RU':MV-3AS5XOEKA:L,^W<"'?9I!\1)_XQ
```

```
M11OVET3@V+^Q"$-JD3?[:SC&XKL)WV9\-^/;A.]6N0\A!%<H(<V^6"1#88D=
M3*Z-(-2^3$HE<HN?&XZ%/,;Q2<;I2@WT`\HX,RDG^JR!^;E5.(SJ3@"*?X]0
M.0B5CIO@WR!4J `3IJ'&A0,6E%^+F4#,3>0TCL9^R^-BP4YA::$EPN)<)1AV
ML54X_D5S)#=07I(;$7!H;L5/!.)3WPW&UPM'R*(*AJ790#A#+5E(V&CA: ]-
M"[3%Y :!_D$WG7 C7>D!F)P?=J:C[P#,Z;D;H!2%=G%SS;SC3Q4ESZNT_O"C
M?)='6_82[;0QFU9#@VI\_:KR+H/T(&>Q;CH6U+]*9]"7!S$QK+KOX?D0JZ%N
M$-SJ-((VA566D0+QY@WB<G48CM[6WD $:R))+.86=Y.QHJL#/)P_B",.OK6C
M36(@F(Z"X5AV2[M@M*Q2YU>-?H(0@!Q7K!_I@(\H2=P0NL2D8$5UM'*O9BKN
MD R34OD(X!@%]=2"R'@5%F*]FW\@,+['<UF_]I97R ,)ZR9.=W"W6:S/!48X
MXNXA,(JF8.'N-3IQ(N0;S7GP#6?*!XHX*<<AFB?)3.LF@TKM.#98:EYPU4'A
M-)HAH>\->TW:`P<QO:%H0[G9+ZT@"3KPJ<3"+IKCX2/Y&-0-XH26* [UCBJ<
M.FD%5VRE2RJ4G<28$ODAB(]4&.UI>9A(*?DDI!Z!"AVBSZ@(#4B "%7WM2^U
MH5!#6C80Q68>6.2UN%,'(K1<TT W,S9/G1Z^I1_C^W6*!>E?G/.<F8O]^2+O
M]=!P*-?3<89<D]7P'PBE](.3I_5100M$[!\4K]9G"6T^NK0T:+;=CQ-W7(1
M./ GB;4L2AO*4+'?XHHA"D"JEQ5J"J)\TR",-]4W-B0#W?*5D5[:4P_F9B:J
M1D/O[G:1H48Q*Y3N*9>$"X,2;+H.4''CI)\$T>^D3+4)QW6]^:U[8LW1UM4&
MSQ$IC<X+]@76I9##3@0+."6'L#STM)"27LLDQB:L# ?1(B>(JHW*^BXD6K3A
M;E0_%Q 1%(O^5AE9888^#[/';H9*5YSI43TDP9NBE1["!X&K@B!H9),.7#BK
MM*5># H)<XYH'\CT&=*@6(_>@UM4Z*[@FB')U_P5J:P<%U(_)!.5L%H%N%79
M%TD#IA[#@D":-J5("TVN"B"9(I=;'!WO<VQ:J*"^#.^DY$6O('1I09S<3+1-
M,;%5]HLIKK;R/I6FBDCHYB$QRH5IXS-L<%SKHTQ2MBK@.BVDB.BN8+H2QQ5Z
M%V0:B$P""_YKG\]69(3S*3 *5+&8(]!-,^.C6^+CY8.DZKBE(-YL@&#6>'XY
M.GOV?I.4A[Z"8_4Y\3%071P;=<AEBCKFG!-UTCDKZMCJR);W6^H][Q,Y1=0A
M?)UH.>DY(7E:='+#*^CP$F(F-Q\]<_38T7>/OI?R;6G42F/*A=*PQ LW?)OV
M\6?WM]10AW9&J%!H1X,46RZ $/P"I=LAU=N1:J(*^:J KP!T10;F`M3L*S(0
MH6;@NK"7:^7WNLS!XTCYZTZRD(QT;[^>+!#T]M#<WUC7]G1_D[86''$@;I:/
MO/,Q'I;G][]SIB;@%[[OXDWR_AIY_Z_>::VQ_/'(.Q>#?FJ\_<G'WE'8[QR-
MOU6%ES\HOWSR8YK?M'NEJL*VITZ4DWI9M+1!^UJ./F79"8Z6HU'[:9%R8DD;
M!?0/-B7A5&ZPF>UHMF-@/W7RDV+_3=@-W5&/+^6/@GY(A4O-OCDM`HJ.3B>P
M=AI([FO&&HB60%CXW)-V<DFS*FN#&B3I\2[:\*CIGC1G^,FAI\<\50,QU)!\
M;_1F&;4P)Q-._"NY^JG39SZH?RHP[NP)".KU^/66QXBPU../M_R$!)P2;3?H
MKC#XE-WLTY??Z";:]'ZUX</'B_TQ:O(8.K*)CKC,59"-7/<K]!/V4DA$7(4A
MQ,6FY&+KB] (Z[DHN8YY0)/Q#U^_R96&U,AR4'<E582/]YGT4.O4C+>JO#TI
M[[L^A@0RC./:39Z@"</AQBM$G *Y\<G'HC"%MWQ%["7A>&!)S*K;55WQ6L#P
MEH\@PI60#9<O(AH^Z^@+L5A[-W1IQE(5O(%K_MDUQ39Z?TV\N^G]K^+]#_3^
M`K\'SDQ9,Q5H/U]9EU;TZN)[?::B5R[;BE[]1PHF6UK!RA>+P$OE+O*6X^5C
M__JB#1?]ZUVFDTO,#;27*DIYHPPRJV-)X0\41D$4_Z-P<DVC`4IY2A/#V%9,
MC,9L*3\4CDBT!X"<F'O^A/W\!W,;?>'XPI,#T2FC,A<!/V EV+X)1;*I*.J-
MHJ@L/0PX^[+"76$([QM1E/+^BEMQ2@>^"XB%*04?5)T$T=F@O"B_B-Z*^"?.
M^$QX^ P(WZX>5%W6T'F.20'D?'[]VFPTG?59FYK+S6YBB@FO-0RWM7Q8E7U*
MKB49J14]T\4+$9J[?+Y^$RMU6MT;;%3WL:A[@ZTJ[Q3*X&/6R=X^S<7S43"1
M@4O6%4);6D!WJV>,T64A+5JQ7D><N@[TC ES"38Q;4,2#-N;PL9!CQ94<L5?
M(SR:\+/6D9 :V"<>=F!]*0J )O[%/937(!MZMOO2!&>T^])"5T]?MVDI+3C*
MJO5%N]?[DYQ?54:/!5^.;EJ[,RG/@8.DY[6'XJ;8E5*%O1D=+V$=#I?-4 U)
M\SEV0979,>Z/3E=DM[B_&>_J!3F5+:<W^=?=C*JK\]K-OEBX;/*OCQ!GZY$@
M,[&[C!-POH=6A7OF@SFD=IINOQW*.*9XCP%_S]SH#9?](-QWC>&I.&)7`G*&
M1>=P/.36Y&K/(;]\X>L_M1Q-_$8^^J.6?0UZN>["\UAJ?62X\%P#);7A\N70
M^*-$_+NN*_YZ7M@@GI&:"3 >[TR$/<&RB7=0E[^U/$;L2CP(J7Q^H-(!O;7E
M)T1XYKF<8/D)D<!O:E[?K]:09*O,:Z[H;2.5.O0U'AVD)=E?93_HZP'GJ:X(
MX3\AK3)ZXS'7>4-Y:TJYN1S2<LV);\O?&%IF+D[*5;JM$T0'IZ="H5W<5&=_
M&O)<O4%^'0WZ5% 'F?A$%=?Z6&ZX@'B2#:V4:=214F5T&E* O1%3<&5V<T64
M#6^1FINKF:'=+*!EQTQ7=G-?)B(!=!B,K>&5=FK_2,G]L=7]AIT07VUJ^9 *
MR(?4$FT;+BLX$UP;(6Y->GHN%^"=CEMQ=4);BUICBE1E3,%"Q@_1HK4\_(&$
M=S+H9=6OBM[3X."MA8#CT^W[,PH:#00KGVHSK5]I6P@]QC1W'7B,]!C3_#7E
M)T*/L79OI;(PH/7NAQ:"V44>_P1:Z_H7NF)\4= +B(F:VG\?< Y?3G)^421'
M%Z7D7L:U!K@&Z/XAH%/Z:=$'UI+>+1G,*RPL^(I>`-'W.#CXZ#3.`'! X GM
M"K=H7:%_NZX0A9&LN5U?>#JD+^BN[ LWJVTY5;3E\7B N+>1&X:I@8DM1:-7
M`^YV<,#=]^$!PN Z-2#1^G,`Z'HQ#)<\-5B%ES>/=PZC!]HXR?KE-GZHBS8N
M.@':.'4"M'%HNC<D,1RH5"OR]L8;VGIWS97:^P5J[T_[^@G?J:ZH8- )V(]0
MX6/W_9':] >V;_H]0#)#3=]/C=_J&S@5&TMB1H.6-&JO`(7F'Q;:_"EG`J,Z
MM,"&?W$G>!JI4%J<JOJ._<\XU!Q0B2)'?/;LX._Z4J1UFYH6=0XA\IPZ1T_V
M=$86@;^OR(LK,2J#F"+/Q]8BSQMV-;>KS2T?:D6-6;C.D$AOU^HO175&*&*H
M,J[A'C,XV&.*//N3H,Q3=4 :@5YS,H2NJ(L^LQP]Y2!Z2EV8$V_NQP-]!NLM
M8GW%C(CF7E5^BBXC<1R#:T3B,R#BVUI[LZ[6_F\\FV N8'EU_C44.NAV67X[
```

```
M*%R]>6=P+'866F#07Z9 @0'/&36@`:,J(@V<=.-'`M_I#KOA;\@F%'FZHG*5
M-9#?2,IVC_NS8RT5%FJAEQ)=X4@.MTF>2\-=`_^JJ\C[=T5>"P?X`ND15!!
M"JCN\F:=*]9=_F\<CW@NX9: F%4\EZ9:-I+@:V .4G9[34J]*VX#6C[R9=DD
M]!"L,\KOD@8TG$3XGO-<2K(\QARDE^ZV_(0.JCV^)#3?]<.@EV/3R2)OK#.2
MV88:>'I_RZ\!VUA$&0)M]@/D?KG;^F@YPE!=970;:KP1#1/AF.)JM?PDC<A[
M^E6!9!>*'Z=AP7PPUZ&<!Q6;N).+`GD^48KW9_'Y![P6J,CP3C V=,/WJR1'
MQG/YLF7CHS2YB71=!K!F)?L]EPI1S9?LKOOJ[$10"X:LV%5SVI6/IWP/V*<P
M[UT:[K7OH8)MTOEP79KH? >97GLS,KP^3G[/<*PJYG'#^YZ:(_*E#9<R4?/K
M7D)5ZWQ_)%"Y0I^M/_N\F_>A+:>;YX(.I[PG%9]6^0V0) '2^PN2TPY;YQH*
M;2Y%H(LM\J:35I,B;P9HZ>D!33IX0+D.-&NFFRZO]X',QFL_Y;4#C!WTO@J?
M1^6CX-:%@7P'H_*[(*] ^TS</]W0JCP"LJ_9)\M/H6^,PAA+9ZHP+?4.92>6
MF? Y`EG9W4\N.75RR9$/OT% 7Y3Z<0@?3.R*I>ZI$V?P!1UU8.S58?4&OEW%
M2XK$H$?#"VU#9[SI1O3ML\#>U'";RA,-4LQ8:6T/&@J"11**O&]+NR9/U5&'
MQNC:WZY.R'F[Y])XUQ]4TMNPI;2(LY^2PTKYY4R1'+8";P2R818UBCX%Y)%W
M2NY3S"\(T:>$0Z#@[Z0VB 2 5B !2\5D:I&7TBV;,E3OT/0M%</8>ZIETR"\
M:'C\0,/CAP$\*C4\CA!+0I]5&AYK`WBX-3S^U$X+%_$>J<O0K49GO/^.L[3+
MO.,,;(CR,$&%G-&?C/-9.^KS@X&DZV3L5I,S1H[R]H ..>]4%/]D'+9/!5?L
MR>&4?1"'?1 77P0.0>C%HKB2T@UQ3U!<FK7KPF@?NQTC6UT8[65-O_Q?-\85
M0ZF4NB;@NNULE-N.=IRK-..#!K@3_^L&N)WV_?]'#G!1T"C[/P/<=Q[@-A.I
M:Z<#W+N@;_J_<X#[A3:P_#HPL/RV_0#WF#:P; X,+$_\]P]P+VIX_"F QU_;
M#W!;-#R>"^"QM9,!+LA?>3UCW'Q4Z37'."J!3L:XP8@;,L:M`NPG,++5A:W%
MV_FG0L:X>@QN=! 7B?5?K$?1.\T>!4)GZ*TO] #FF4[H3Y9#L2(:P0<Z>NO+
M6D)PORG40JNWF[C(;,)A.5^#SH)N8W%&Y'68FNO<0A0,4?3J$,JAC"%E58.E
M";.+QH'</(75)J\WM)RT>2XE@(23=DFYBY.87R5]F5@[Y\74&@?0^3[:E4[P
MVD6@0P! &$0`T7ZGH87X;,9).GS3MJ;A,[YQ!"$G/J!P)$Q7[?<O.A(-CEHO
MF*PJIT<8CJET,6]4Q1RMBIE>%?-3RUYR@Z-AOWQPWS?18%0E+L?S3@,UE7(S
MMF,]Y/+SB?1F>8RD^'C\O=>%[:4)06Y)=)W'3L8N?XA!P"A_V')2'3/"7J4'
M>/R)2O]D^1EX6TXN.7-R2=.'7Z%$#1=\Z)C\>2CQ`ARP`WIUIC)0#0UW^'YX
MXO29WY;%`XT)2')]#BW8UTVQ[,V[##:VD_9Z#=@TW ],@V*Y,\3"WS[VBAO1
M+Z=QQ-YJQ EJ3(P!392C1]!6J[*;P(F":EH"A>O$R'C 9'@/MQ<X&SV%,X+)
MV#D0UX+EY:0-GU+Q>9IU4"2UB;1.^09P1*L/8Y'EM2-17_.!V.1I();\%)GJ
M"^PI^?48^4[5ZI/\]E.U-MU(4?_A\MSS8 @(-@$,.;B61LC$O)C$]S>=7->7
M&D7VJ>G*L"4JH\6I6F,LPIT/E97R_T%[+H:"QF!['G>U]OQMB=:>L6'#37B[
M%AW?H47'B.] BS;B^W]MBT[_CBV:)M_K;]%3U-#_M1;=X\K8U]&BEX6VZ*>P
M``,/&AKTL>1F`Y0R4YOF33^.<;IHUR.H78.&%]&S:%7&[=KRVL$BS[XD.@?P
MZ:EYGT8.;]":-\V6N(W'D8+]%,X4;/J11(K011OG:WO1RH]>Q)7J,8D;>ZS6
MV-\$3;EH[&@QD"<:;.[J?6LNVO2&BWLPII9'G1S^Q+,VJ>$N6A-=Y)J"T^)1
MF6A;=,]]S(7/+12B#]VO[M]T#+6ZOZ5>/NCY*&)?JV&K#IP$<ESV#IK%YC;A
M;1>_H5/$9>_A"6UNF[/'R>%&@-1*^6@KD642$=56'?E%M_,3;@,Z<8OOQ&U$
M)VYC.G'+Z,1M2B=N^9VX/1CBA@+ ,JBI?MPV% K=##1QR1(!U94_MQ_7YGC<
MJ]V9$+>)_;PC7_D<5RE8K?<N7@78REP:N.D>^%6Z\JO>_1CN]D$HFI8Q3H=2
M7XOCP/,ZRP]_3J=,V5_[!@ZFQE:UF2@`?&&U>F-:1O+)RMFZE)IU7WOVZ2MU
M&T'3X%X-PHMW>938_6,$=$>:`(XBKFW:</DY-&!76G+U%B>2UR"Y(W6 =*BR
MNPN.*?O6?0G_%>W\]<)_I>KOO6-S!CQP5?\LO9#0('7-HD0@?Y"9H+(]J/<(
MG#S)32%E1S%V(J/Q?&PB8BRQQ@$1@1W\(LA,;+-'T#<,=J]"/KJE01A-HGS$
M=QOY[?O$9'EYN2[JPY0WH13Y2)HODES%!_@<-YYT_1UW8=KY*A>ZY<\N<[[R
M6^81(R(+,XF@4OHN%!TE0#_,!Z,5%"KD&PJDB#"$Z>^>0#9)B$(?>@GE8=A+
M#B0-2!#HZ_W]<I7;.3FZ[PDCP5+G@SP'#!=#L0;7<^#XKN/4$+9".$Q5WG&B
M'J _7?'V:!M>,#N=-4G%>Z@R($-+^>!A6HDV/E,-!Z(FP/J9^4;U$,&54_P@
MXBA#(%B*1/.)^B@^_#S<QG)UB#EOEQE"D)0Q2$](_83 K"2X$!.*\B<^&B9U
M;71<S,DJ0Q<)1AU[D]Z?W;183XK-%3M.U9BPN;[ "X5+&""T.?74+BO!KR=!
M,TM:]>!]0K16),+ -@!_CG<J)![NG0-E;AP1*)LKOC6:*M(D2NY,Q96C'(4@
M!B9(":7?F6O"^@/<%$3Y'9>K3,<N<S:FL,36:=CQ])\)$8F_AA/GJPV,JFWR
M\C8,R^^&TK8`Y_N1%;IX*\ZE%]R^%:?AI9CDTQ4_B7I7JO@RSBH^SA<2/THU
MO3N(O$2YEU60F80O21.?K61B7J8$E#7]B#?)'.@C9F;=)I9%7.IOWCP=4[TQ
M7LF[09+V*=%%X":R[#Q"[&41NXC_X;X:^7A.\?'?HVZK!U"'NTSJI\G'DQH/
MNJLP"3RM]VGW#-L\XPJ -V2Y48_8M(5&IG&_.PIY*,[IBT$AM0W4(<H.P%D\
MIRIO6XZR4 AF9+*?_HO'LEMNB%M8U=QM/IT-\O;\_N[1P-N1BVZEG,*]OF\A
M6+8V`)1<CX8"`66+]<7%2#M7>1Q9$;Q.^<K^`M(]C$HH%XYH; CW,(=;#"??
MS0)COS/V&7H2HR41TD7F.Q2BF $BP7F-VTE,L$^)=D/?V!@QKQC<,?E!6BVH
M()^"@)?9,Y1J>F A-"->GX.1;4I\!$J\$O)L'>S8/0=D&3'3+:]EQL=!:-:,
M^)MSBI=3U3]I(QU,.[F+[:(/-*&0NZ%R<[$;*1:G@\",\7B"!67B0#_-.4I9
M21O1QGRE9H&:_?P#[ O^%G:9F:MD"A>,(1 S.5M<%A4_03UJ%'%!0%$SD2O/
MKEG<5YD-YKS9"AC?_,&V3[3^2BQ.[S$B#?7%^+OO0-1GR))C-FT'NOYCGG'T
```

```
M"8(Q916(A?U]2"8:W\4,01RSO\\>*O<^U93D:010>KT.]K>_X1B"FS2IV)ZM
MU,*C'8\77]T+B78!7C357:>@L@/NY("@TX53C?C6*;R8I&^57S>/&#4?S*2:
MET]5.>,AQO$1/D(`NU&?T7#W]BDANWL2V89G4D<S@9_R+\$8@F'8(!LJI52K
MLSFUF_-KN;=[["VNF_P&]HC"#?PM3B-XQU6/OO#HI7J AQ\QR/,+N7>.$OL0
M2CW-H<PAWC%O^+-C&"?+)J)C*#Y,A51)K$D-1$\.;K5.TL41%Q&8R"-\F:FW
MN 8CJ4@PHC,U&;H3!1:XG LB"=8@8#+4:4R]UQ7&5WJ(0?3F6HP@DMODOE@O
M^,-QEA.9Y^]S$!C-]D4MEO*4]]7P4>Z[05I'>*$'6391G^7:(J)U&NN[4T'B
ML)<+=3F]BT+M[H0]^SZ6`%<>\PRYH1N.(H)"$O@Y6P2;KN30QS-4+@YE/+T3
M*S1YH:JZD[-V5LO:2TWNN^>XHK%&N<45*4?6ZF[Q2'K?$#FIL@>F\A/:Y-\#
MHEY(PN* BBB_Y-?+>*OL)MZI1R@]M?[F,CU#B*>$49MPC?;P,UKF)@(.Z!P-
MR;\+MK!G12[ 3/T%5=W;5*DLS-&>KXR ""FJZ5($Y;4"0L6B62G_*?@A\^7+
MN-M7;_8O_.BR?%2NP^U^X&[_`1RS?<C%I!9FW&9_&+UH<[_*14^'28+^.)>I
MJA6=2-![(S5B],&HXC1*=A0E6TP+)V[=-$3WQ)1)<KGX6SD!?C;!BY[%A9^-
M-7SGWVFB[B#_[7F*\TQJX/OG]"UZ%07R=B<OK0].]XRC3\E5YADWBU_Z*P]
M3>&S],'E\R AZN5*_QS;_AO)PV>JFJ ;;U ,D#K^/@YUP3-%A"]5Y;J92E]*
MCK+*&)UD6L]WD<.9<A^*BJMD\URAAM-*X"AU7[1#^1F!(<KAJ9#2`-8EO)ZK
M>L"XV.B],1-!;+E*=R$68A--F@P51[R2AGX"P:(40;LH*[Y([US)\[IQ_ 3#
M:<BT"F#8X!NII4GA6GUQX),5"4,-K,$;X3-.]=2U@=,Y@,2'(24Y&5(J9LLQ
M@J+&VX<\1-_!7/]G#-T(;BXNI_*:3?5=PU&?706K^(]P+:8Z4VX5RRHQ;V,[
MT 0?'#ZD1 I^>T]KY-H+3.^MK7.4T5BQ\<(V0K8E( U5QO4#-%B2U"\Y<L,W
M/P7KY_I;G?D;&L!OBOW7<U0V#;&6C?_)+X\X;_4TZ)US&VB$V4 4J=7.!1.=
M8R<ZE\,=+$@$D%AG2'4OKC3:B$R.[Y8;Y!!78K8C:6(@&M><B$-M+PD`\15J
M3D3>*H@4<C0GHF?9"U&<DN]>?)%,3?;QC<07<9B^RE?7@_"%MB>)978??$'X
MB?JE4A&4R*.?]%S6,1W_@T3V+ISSDH]Y+NF\,4]"?L E`QWWZUVCE9O ^%U\
M+U8L<G>B1)RNW ('EBS21AS$5/(Y_G<QY\&MY;V;5ULA<<G(S@[_NQ@.@KQ\
M3-[.!,RX#._M4(@\?+8@IMIO)!U!8JQRCSN(R*3[V'5C7=@1R*@U;<<27U>\
M^2]8Q>DA-+\VC$* F9+XY;!_2'-%*\=QAULGT0D+T>8N`.Z4@3ZNB%</(ZQO
MHI(,B8S<?IEX-T.>EX!^-6IQ@O)BDS:.12L_9BA4.13H1C 7@A4APPLB-",D
MRZV]X)V7(!M?8LD-+XDU1V!_$TQQ+Z?87]E'Q'8L-55>EX"3$+68"W*5"1K>
MJM-TV;@3_,#."4!BL*>F$0<@I2FPG'>2I?=%*#>CU_@2L*HY3-W'-Y XTG=B
M!?:+N#M8XD.WG%S_$9K0C7B*4@_NH]:A[=.B@O8/ZAZ"SCB =K8Y^1@VCN$;
M]M,1%MTOM)$%42V49:(XQ'S4M.F0C*L8>3F6"W(2T='+LT#00 RQM;[!1%-_
M(^TV+3LOIK3PU56Y;FK*6R[L4RL=)/?74QT.@2[AGE5ZR744$M>P0\).PB1#
M,D3K^BTLMI1:(LD#KM7C"+!-3M<'#O>!)18+[Z#Z-U+'%^L?L;IN4#VFD >)
MR IXL#1?+OI1(@QD*(;X?PY2F >,X <%LV<,F%/\CEAX0::),>6>M>=4.2;%
M/#?<C%8CYH8.W\4)*/AB<E1^A7K6:'/5<@71X_AHG&<^NYD")!T'-OG6''EJ
M',Z>U.XS/L&AO(F3P]EU890S'@WOJ, ;=JC>/C,HGH0UE4):Q7DB43Y'VL_2
M6D_QHYDJ=(A&#=J9)?>KR_PE+>1I7?7.8FFF,D#P]JJY/58U#Z>P31#$*3(L
MB0QC]TH#M"4ENVG]OT1,4<BG!!6I*,OF\=$ZYP+Y1DH8>QD0Y%J=WV!1]6]W
MRBVNL+_>8O.%_=7*'CA4,8V%ZH;4;JZOR--HTYR-B/-OQ/EJ<60NKZE6("L.
M?SZPP*SU$75 W\VXTJ:I3>;UU/1G:(4E@I@=RFL4)- FU/WS+-2 \B3DNF!_
M?A[RNS&(XWQ$Y]47^>GP3]LXHZ4%SK%W;4$<DB^I/"CBT;Z^ES*3R-/04E&8
MH\G1JDK(!L%_-\BTPE)P-FD(<.!8$)O_YYFO/98"0@0X1$$9J,V"=CETFV\W
M"61I^"<=0%0[)*ZRHWXA&A/)S-A)>L!F267.TD5+%XX=6U*X=*&SN)"U:Z7V
M[%S_DJ;+3D+<&;D<,:>P2.C9(]TBH>FF0OM0Z(_:&YD]NRE=1TA\Z"0#O,[2
M4\O]L"A#DQ+W%*;KDY#5KIU=0'7,?=QTA$:#7.6-SVF@"]2%6G^47P/VX(0;
MX3!,U9&D_68`B\+2PJ4+6'-3N[3/:&EO@5P8I(GD;Y-[%_E!_A59A)&L.T0/
M@&.;-%&&H&'K% WM7"GN3A7F%,"DY7?OE(SPTM*J[.,LBYU/F3)?"SEEVG(7
M>BF=[@CM$72T1-MU/G@RSM:<*# T8V8WJD=!=+8D`)# M#P,@XWZG&+E[YC4
M?LM'1_%R]O$"+WJ&AJ&*WW(-OVV0G*+AM^(J^+VFX1=Q)7X%N.3M'+]?8\SH
M`K_+Q5?#[X"&GUG@EV(SH?1"S^C:87>*L,-!AK)(G)00=DB?#N:46G2U*[&C
MP*0:((@=32*-D!'$V#VH8I<'[*ZL7Z9#A_RMN=&[FH"HLO#)D &CJ$X/0<G9
M)(HBO4=5ZD#JQ:O"#>5Q,Y6=?#:)D\R,2+JK3X_$EF<]+@1DFAQG;_)[5^FQ
ML.?#.F<>FA?&!A8U@\G+H2S%OAT#5SY=T LW0XU#F057FEE)<)GLT-<:1R%M
M-$HN4GBTNX,XM<N,@N)RW?%+K:WWDW/UH#,&&M2T9U/;7H@;10A]T,"TS_LN
M*\$@V1/*,@#Q3.X!.4SFC!SE!*78*-LB$VMGIX2M1:@5?:OR=3GR9/UT91?N
M&HFUP*;WEH%@X50!9,T3IV'(V>6P`-Q^@"OGAN<POVJ7( NO`E+#-8UATEI*
MV?\+`'69$78\!+*C0 >+^'*K=PU=*JD%?RF7\JY!ZS@_3"%XRDH"=:,3[S03
M=%^%E\0:P[[D8UDM7[4T&""&J]VP(-HT'U&AS9AV/8CP2C+!R TWO)>8ATO-
M>CF[?KI"=8(YXSC$EZ;8(E= -M]Q;,M&JLN,,KUO!A4%/$51V)IM/72XQ\P[
MCM*_B^NLT0,*(BTK2905WF*3/ \'U7.^<AN$Z[)"HN/>R9&89LKT*(R41E=8
M2GDT=)A,#D\$E:X0B&38;WC78(?(/4>.$B.BX:AC&.L?Z0-ZYA@2A61X-T=I
MF2HVCCUG+L9]K=GPUG0E24T&,E)MX;5&<-50*LY(A_);W,+.]B+90"&%M-%G
MBJE0Z:R?7E2W$LV-7E2WY9H;O:AN7"'D1B^J&]4-N]$+B:D'D07>-)9=#D.%
```

```
MR6'HY3O,KVX,0:'SZS*7<UE1*6FPQ-S8Q?RJC1^"KF27FYI"PA.L9:@<U<4#
M52O^Y9!&U*$-/JGUX<:?73%7_D; T":IWW[:V225N^& `UE+/@D)9'&D.@FG
ML]AP/TP2`-?&#X/B!=R(Z23%BBWKLT]@S;0XCL]OJ\#SE:.,AJMA3KPQ5^Y.
M?M.5*#@HI,[LV2?QO>' =DJ)U[?D[U!.DS:#/N27HY#BBYK<9^C#H1PF#UH0
M]E8(/4AG5#U>(0\(\Z*SD&>VL--Y'CIO?)K/+B"=L;>W#[W[;E@\0TG%=;&X
M8>J^> :5PDM31&,]Z;37V3+Y:!]"V+,\:Z9(KIOD[E8(/Y^NA%,LKVT*':;D
M*B;Z2C[IBWF&?(EO-'=*CK)8`)*[$Q+3E96,!".FGO>JV$UE#\;(V]O+6&IQ
M;.0ESFN+VU!SQ>2LO *<>'V?F_\:A58S3H)L*".6C14(D*M@C, R<;U<+]O&
MB*..![E&;7'B*T=\C19?F>(K37S=*;Z2Q%>"^()4.OH:(+Z0=_HRBR\<8=#7
MY7_15[@,*?47Z-4[4 ZG4U<Z0 _(Y2Q^CG)11O?7XYYS8FN-_K"6^:24AX Y
MRH)<]WULJ(K)V;"?`N<H*<3XVIW<,6H*V?X;]I&7U\3@_&'DIPS@6QIMGQF-
M)((\40ZE+?CM.; ]?^9KL6,P]9=OE^NHT4@7GG^.KHJJLK=/5Z:#AHPG]NT.
M93Y5[[P'1/L7R).TESI.DAI(B-P(XJFV-SJ4WB3G`SP\N<;*[*\K)H>!%+/1
M:PCMB\&PGP%$95YK1:ZN,OMB1133\%?:VRIL!N+>!"5_A4W/,?V#MV\A?LP=
M;.^"C7N P0F_HZ]A;">Q/9KM,6RGLIW&=B;;66Q/8=O!]@RV9[$]A^T'V2Y@
MNYCM$K:7L^UD>Q7;:]EVL[V1[0JV'V-[,]M/L/TDVT^SO87MY]C>RO8VMK>S
MO8/M76SO8;N:[0-L'V3[,-M'V#[.=CW;I]@^P_99MA6VS[/=R'83VZULM[$M
M/4NVD6T3VV:VH]F.83N6[3BVK6S'LYW ]C"VD]@>S?88ME/93F,[D^TLMJ>P
M[6![!MNSV)[#]H-L%[!=S'8)V\O9=K*]BNVU;+O9WLAV!6R(EQG<R%]-;+>R
MW<:V]!SGE6T3VV:VH]F.83N6[3BVK6S'LYW ]C"VD]@>S?88ME/93F,[D^TL
MV-)FY(J_'F3;\3SGF>U9;,]A^T&V"]@N9KN$[>5L.]E>Q?9:MMUL;V2[@NW'
MV-[,]A-L/\GVTVQO8?LYMK>RO8WM[6SO8'L7VWO8KF;[`-L'V3[,]A&VC[-=
MS_8IML^P?99MA>WS;#>RW<1V*]MM;$LO<#VP;6+;S'8TVS%LQ[(=Q[:5[7BV
M$]@>QG82;-F.,MO*9<;V<K:=;*]B>RW;;K8WLEW!]F-L;V;[";:?9/MIMK>P
M_1S;6]G>QO9VMG>PO8OM/6Q7LWV [8-L'V;["-O'V:YG^Q3;9]@^R[;"]GFV
M&]EN8KN5[3:VI?_D,F/;Q+:9[6BV8]B.93N.;2O;\6PGL#V,[22V1[,]ANU4
MMM/8SF0[B^TI;#O8GL'V++;GL/T@VP5L%[-=PO9RMIULKV)[+=MNMC>R7<'V
M8VQO9OL)MI]D^VFVM[#]'-M;V=[&]G:V=["]B^T];%>S?8#M@VP?9OL(V\?9
MKF?[%-MGV#[+ML+V>;8;V6YBNY7M-K:E%[G\V3:Q;68[FNT8MF/9CF/;RG8\
MVPEL#V,[B>W1;(]A.Y7M-+8SV<YB>PK;#K9GL#V+[3EL/\AV`=O%;)>PO9QM
M)]NKV%[+MIOMC6Q7L/T8VYMA%Y:A7/EK!]N[V-[#=C5L+$!616,/$[-8!XG?
M28_I)*\M-5\QX,4'.3?X`+5^C?)[G*?*[SR39L R8:;],I&%T_I LGHGIDG2
M38>GD'V&;&DSOP][F.S-1\C>PW8]VPK;Q=-!D7!3R4JRMZPC>]N79"O3(!7J
MICG+R5[.=K6P_T#VV@_)C@[#/N*FQDBRMT71GF)/;[*?[LO[BWZPK2=38(<Y
MYL,VUD,DL119`%Y *7(M*,FER"?!,R-%/O@T;-V6YRA6T@L4*Y5LP]D78>L/
M_Y'>=_P9=OB#.RCD0>QM)%U:-84_N _V+364]YOW4G[U.RAU?<Q#Y/XTP0E;
MM8U2-_Z)WD>3;4C:2RXS`$&3_YJQK+1D_M("JRTQT3K<:ENV?'7IHH7%3NO(
MN^^^TZIY3ESJ+!F!1(_8I#;5C &U#*W1Z&?JF2:9P1T\!H9^!TDD]0%<*,^A
M"QXM5."W&>=!?EH8OH-XDJKO//07#S?RQ^4HZ\VC'X[6B1!7VD%4.O UL49U
MN.-;"T]PG7BG:S$M+GU#5'$GL$1\XS$;PR(LK7C_/K <(;!*\"[%I$EA`$:P
MM/#U(>&?1IBR1<N21X7DW=B[?7F8WK$Q/O1+?3U#2H/)A!D#,^= AK01QHHX
M$3.F/;2X<($S%/_.THP&O&N%&8TPFV\%[I1^""ZG0L+,0A@(D>6\+H6AO3>=
M#!%<DJ)%\8;!DVX[9\'3BN=V>%+N3*0R",\'23@?PE33(3:%(0V\".,>+ "D
MC2&$82@A`D" `:":2#D(P$=<8I)$@BH)`,F%#+:WZ.>ND8>XX]^OOM,07ZOO
M.7C7X&?.F)*5G)24-$.R3<L>*77XG%%8NF31TOG.PAG%I87S"ZQ%\Q>5%!:,
MD&PER\H*L]#=2@JMSJZ]%BQ;$G!'XYFWLG21LW#>0ZN=A6.MI87.TM76P061
M'7S*.GH1]$[C!#S:17&X2A<6VI8M":9L*RF<7THN=KJY:(?0`O*:QS<:8ZW\
ML(ZS#EXEX+?S7+34^HBKT%5(_FKZ[?QQ=M,N0$<T(J6'2@NZ"ZM#AMMAQ)DJ
M6;2T,.#Z$"J@=/55(P7=`\[=!R>-*A@[."EYE97=G3A7*J,;C((1^$D+BA\N
M<RT9:T4HY';E_-*E8ZW"C8K!JGET`9R=NOCJ(DIG>8N4"C%@J_G+X$<`3^OR
MTF7.90N6E8AJ03&L+$7QL24B((=CKL@<,$<>[B?LYX9"EXX,O_KXMO:]*\>:
MKL=V$6<+XFCOV_E=Z[/B^7WZ:R/@:?W57/_]^GXJXFNP9GU/6!4AL)[#NY;7
M)T=>O7Q/(2RU@3)7V7+4BV@+'88.T490?X6=>MNFY':7,F?"Y'27LNQ3'-TE
M6P9,)EPFYE@?<HU,&BM>%Q24+EN"]X?FNPJL=]^9E*2^CAQYQRCZ0&?$)]]-
M:+]9(](DY7V;M.:4R--[']BD) S3RL9TR?CG=&D5#,UEF:^F!^8R)^+$;4R3
M3%O3I3&>-$GZ0[I4_(\TJ03F"9BGGT^7XE](EW8UITFSX.?X*DU:"_<*F#W;
MTJ6M>"I#TJ0I<,^$:06<+;IT:0_,C,MI4@',>9C#,)M'`H<7TZ5JK.%2$38-
M1C*D2_4(&V-,AU :^.U+E\[#?2-@%]\.//%LA=F"^'%)Z=*3,,.&I4MK\3R^
M/5V:$I,N1>\$[KO3I;9=6%$B;YM[ITON6]*EIV%VP>P8A/#QZ=)!I+MJ1+IT
M)#E=.OL6OJOA]QK>\4P#7G-@)*0?!S- ^A"E=Y GM[#LPB7+1AW&NT[JECU_
MT=+LPJ6ND4?PK9?"QJ-B1Y+$4+UDREQ4MKQD_NJ1]?QIYD&[;$%I8>'2D:?8
MR9BYJ'3D&1%QNFN1<R2I\])+W:<LFU\PGT[."1CQ8^NE*$JT='6!:\GRD73P
MJY<B<PH7+BIS%I:6C20M5 "155BR?"1-PGK)DKUL*0:L4DQ72S!QC22A^7JI
MFVU9R;+2API+1]*9H5Z*MKE*<0'L+%A4BK5+Z>J1-(L#TXE+E[N<*Q<M+5BV
```

```
M<B1Q;L%))&^;7UHP:J2)G<)MF3F84,W\$3%^6>F2^<Z1)(\]$'H!A1Y%K& H
MC-Q"IQ-7`B-C^3.,6NO(. %H*K7GD20$$.&FBA8]DCC*])(^8V2"B& K+GQX
MY##Q7K1L*9*2>DII0].D2"XY6\FB!0_WEV;!H5>[XF./6.FAQ#2I9V@-L'L_
M:2/<HT/*EIW[2B_ V1(L8':]03H(UY@.)<M>?:1S\.H1*%YVC)/,P]*D/AW+
M6$5H!/QZAA:TZKZ<W$-+F]U[28_#/4H4N1IR1S"D*&DU9#.%%&7*+C%2+&:*
M[EK!LEL/:0K<(C+$5T]I*;XBN5C9(7P&U>=(@Q2[)D/:,2-#FC4]XYKKUO/H
M(==<_W[X_<;JT8BOC=4.O)<L6S"_Y)YK#L,%)6@2PK86+%M:.")2*BB;OZ(0
M\<E]69E4N*!XF5164EBX7**F(SU$;\OGN\H*L918M,@Y')/WDN5.]AP^?R%Z
MO52,[B8M78;9>4$QK0NI.6C+N"Y'?'@O6+:TS,J(6Y<L*RBT$ASKDL*RLOD+
M"\LBI>'?\1?)B%BO_)45+UN)I>RBL@!PRO:R,FOJ_-*%][0/6[BJ<($+RXXR
MP"JA8%Q4U(&L\PL*2K5@05?G,D"EIH? 0==V/W86@.<_!$\*H15\".BR18]2
M1'85( FX&IB*NQ/0&KH!;P2E&NND%-CY(=>CCQ:6(A#7Z)6!A#/MM5'93NO#
MA:NQ6$.A(08U#"NN,SO$T)PQI%$H;CG6LL(%[4.MG.]<Q*[WPYJ+< 1>;4KM
MPR'5)32P8+DNO!'XN[<$KC:L=,NX:&G)B_4D%;!XE9:AAXCBU):K7!M7B1$I
MJBMSVE3["%'1@\NZ1THV-&IGH:-TV0*44G#9C&R@0"@'[(YADO=:BY8A535,
ML$8%,BH>Y-+):IJ[B22V,=BO<&05.A)"[73I$[IITZ"I^&&W$++=:I?>M,DA
M/=R*KK-TF1,=?/GR9:5.+,57%U*]\ ]S$\W@?!9B!'68$5MEO=2+=^)=^1LQ
MUAFE6)@X&"M,/$P"S#"8))C1ZFE#UW'TD VIYWCTN]9XZ_[DVF/R<QW"?-<Q
M^2#B:V/R6;P[<H?/LMIGV=5&0BNB0/D.QL:V&*6.W9"Z"2*7J:*04<;6(EY'
MC)!"G'*'B\5%.T=.1',G& ^A:2Z9OW#1@N"G@&4M*IF//LJN\T?0IO9*!(1[
M`(1UJ6L)IG&,U@BU? &VS_2V$,.+>"L3;X/O0E3J)=T";]B@88Z7%BZ7)I0L
M>VA^27H)6G"[W&,@X/Z@I:[%'#&"XV.91 7F6+9H*7J/&O->;JXT;\P38ZT*
M#W\$DOLL3VM2ENWJ>Y;-__I^=;T#\;6Z/O(]84F?!F'%X?W[P)H2`JL8[_2[
MGCW<%C4L_;:C[&*5X'<2WFF5?[7]TF'$^;[[I<:,__?V2SKI+I2>V"]%3<-
MG[EH?LFRA2/%PC)9)STQ`PEMWIPZ_NKUDP8HW_4,HX#K4+P[\4YMA[ZZ'/\Z
MI/&=QS_$#XQ_WQ-63$,05A+>K[<=%R/LX+) TY6.HUS/GH,R(!BN`Q]TIERC
M+3<BSO=MRW&9_R^VY5XHO9"]_T@=.& JD%/>YXZ<7+@Z<]G*I:)IC]+QGFG[
MA*O75RP@?J_S+\0/G']]3U@5(;">P_OUMKE3:EC.3U::-.-SF_1K&/K]&4\Z
MX[A:>QN-.-^WO:6AG/]?:V]ATLLH/='>(C(6.3.<2T>*TR;1^L1)4_A$+%7$
M49/J,4J<,PD/M,/>TI,H';,*(61?/]H@;9Z*N0[MM)%N8/\O_UUK?;OQB^_7
M/[8BOM8_#N!]#^ZUZ'= ;>OT"[W7:D*8H)MXVN8[<4A0YIR/I>N2^:4/TW7N
MYDE7[U^I7WX_O!]$? WOM=\3UK806 ?QKN7K6F.$U @5>--RLM-G:(?9P5\K
M\E_QE4W:"4._TWA>:XZ*F?S]QXPVW-K_OS9F&*1/47IBS B?,O^APA)UR- &
M$!HT`E^C]!@<9J#XVPT.O:6E02=QF"C&BSOT4D5I!H\9>U#^5ZOO1F#QO=8_
M7X>L?_#^O=I_"*RU>+_>-KM##4N_>-!V#&L*?F?B_5I[@C3$^;YMM #E_/_>
M.FHR2D_=$XS'67.[/<&=8(^;Q7L"K:S/+T9>\)N3@SS#+(=9!>.&J8#9#/,D
MS!:8;3"HG49[8U;C^,8)C1,;IS1.;IS4F-THX*D4"OPCC6O$PT _XD6@]M61
M3B'T-PL42S,<X]LSSW7XF?Z5)EU&"XK#\UL\A^'9AF<JGA?QG(+G-W@^B&<K
MGDX\6_"LP+,9SZ?Q_#>>V_%LPO,`GA?P/([GUW@J>'Z%9QN>C7A&?YHF?8EG
M/)Y?X#D&S\_QS,+S/)YS\+R$9PF>]/NE-#- F1&@T#!U,T1UTP54-,84TEI@
M\V:MK*A<J$R(!"10@*&.5A@"[^XB`!]1P2(O1H->X!<`2@#P@F\.2G#(2=Q"
M!2!2'5UK#U?<?.U]WF/7$6;[=80Y?AUA6CL)<ZU]:UR+&*_H-PSOWS7^G)#X
M)7CO:M^L?7_G-0!@!FBG\!ZCCJU[\&Y5WP]W2/=:.,>T?K?PF1W"_W?D:R-@
M!LX+\*[EZPF\:_EZKD.ZWS6-\XBOS46F;SJ'I8T_&JS0\2BT;8U!? W6C ZP
M0LOO>N"V*P<5+O6Y;=<!%\SB[?*N?=/O2.@^,02N\>+WR_MHQ _<_W4!ZWKK
MQ!T"Z^GO">MP""SE>\**O12$-1KO_UWU4*#"I7IX[+\1[IX0N&?_&^'&M 7A
MIN+]OPMN20C<)_X;X1X(@7N^`USR[VJ<NMZV/^S;X#@5AW=MG$K%NS9.3<'[
MM?;#3UQ'F%W7$>94AS#7&KNER]\M?%*'\)WA\.!WA+GQ.F#NN(XP]9V$^;[S
MD-D?K-\VP-?J-P[N6OT.P_NU<',RG/:_5:?3)%W(VKKC;W:#\*NNO3)NZ._\
MSVD=+];0VMJ9UM+T3N[:N[P>S'XP%3 782[!D"RE;V%(!C0)A=;#&&$VPOP`
M9A.,!T:"T<$8U/?KP>OI=T//L73=LW.MN2"@M.86EBZ"J(U.?T]>QIX&SZUX
MTLL>^L;S,'W#X13[N['7(G]X^,G?+47C65U=+5GQI H8C2>]9-(WGC/H&P[%
M[.^75K&_7WJ,_?W2T^PON;?AB3)S5^.),<-=CR?*SMV()Y%AFZ4,JE%W')XH
M;W<2GD2ZG84GQ@CW'#RQ>'<[\<2EM/LQ/*/P? Y/2"MQ5^.)\Q9W/9Z0;N,^
MCR=$%+F-N@Q:=;MC\82 +_<P/$$"[D[#$Y*=W#/P1+MU._$$$[+[,3PAW,K]
M')Z0$NK>A2?$5;H/XXG\W'0&3_JMU6>(=1.>O(; $P*^I0-X4CG7X[D!SR8\
M?X"GV9#!-.OQ>!)O;RJ>S^ Y"T^2*KD<3]+ 58$GR6C>@B=)"=R%YV$\C^#Y
M(9X*GJ1&1#("'SSB\ RTA) W/4K7B!(-QQZ'7$*ZCQHB&N47CC(SHKS"4(8&
ME!>HYE#:$2CAXF^P_TX0L.]K%''([4'5[7ZXG==G2O67TJ42U6T.A0//S)&+
MV*>K;G/A%@.W!!CZ_:BQHM';6-DH-S[66-7XX\:?-&YN_&GCXXT_:WRB\>>-
MOVC\9>.3G!K-"Z&\\VDP5NU#G31"W0+S""J['<^]MA'F`$1I$!P7=A"W#?_<
M'%#'?K19XPW;%>FUVQ]J/S3>K;\0<"BIH)>V:11;:4I!BYKC6NI<M*10)5BG
M'R[N0;3//XFIW*5.B'N^TZ][),G$07XP#H[JO7FS8W>&5/]JAC1E;["]7,>/
MT$Z#J=8<0O>I]/2B6=%[)9XT/LKJR/P8G@5X5N%)(G=^C.=B/'^"I^F3#.F7
```

```
M>#YW!N=L>#;B^5,\4S_*D!['LQ[/G^$9_W&&] 2>R_'\.9Y[\/P%GK,0_TD\
M6_'\%9Y3SF9@G$'?P/,I/)_$\]=XCOX7^I;Z?%9]/J<^_U-]OJ@^_X#G1CRW
M43=)BQN?!7'.5^/G.!^6*9'(9_K1,W0>C@[/;+_&Q7<POGA.`1=7*/P'\1V!
MYM+5/#<%,+3]+OUHOJ3?'+A_5UA/=@%K:PB>FOP*>H;.O^<1)A16$[ZOE1[]
MM/1B(T0:]/L,\3;'7'VN^__ZY[H*?J(^#=)YSI-1>@[VO'GS; Y'0>%#KH59
MRY8]S.%RG?,7/&R=MJ*PM*ADV<J;VP/A`4.?&I<I[9BHB@RAC\WJAY$^BM6/
M,/K(5#_"Z<.J?D301UN6^##11[WZP2=>D>2R376)HH\*]<-,'P7J1W?Z2%4_
M>ER+%$'[UK8(VC>D7[?[AF2A=M^D0"OTFT2]AWZ?Z?"M=1OM6S2MX+?H:N*W
M/:39?0E!'MJ[/^3=TBWX?E/(^^TA[_>&O$\+>9\7\KXLY'U]R/M/^%W\+MY\
M[>:3&"F:C_:[/_[:<>9I<<#V9TF[OJ[W,XXC?CFCKM[M%E_%7\/A$Q4'$]YK
M\$Z3:\<V$XO&1-</7;69/1.(S304V_;;S$%18JBB7I*,=QJJ:#EN"WG/Q7O'
M=)\$W.^3[E,AZ?XA)*U70][?["3=Y=\SW=[F8+J#\*ZEE1SR;L-[QW2G7"/=
M\^.OGJX<DNY3(6G](>3]U4[2/0BXWR==0_=@NKWQKJ4U*.0]&>\=TWWN>Z:[
M)B1=.22MIT+>_]!)NN[OF>Z%D'0-/8)I]0YY'X3WCNG.N$:Z3^*;@ 9'D?;I
M/@R86KIKU+3(1PYY?ZJ3=).^9[J?A*1[(20M@R7XWAOO'=,U?\]T[P=,+=V'
M0]):$_(N=Y+N6?OW2_>=D'0_"4GK0LB[(?K*=*N_9[J3`5-+]WZ\:VD]'/*^
MII-TG_Z>Z=:$I/M.2%J?A+Q?P/NUV--3>F8&<.DJS#R$T<JIJS >A-'FG*["
M_!YAM/FAJS!O(HPVEG<5YDN$T<;=KL+T[@7%S&I;[BK,70BCC6==A;D?8;2Q
MIZLPZQ%&&R>Z"O,LPFA]NJLP=0BC];^NPO@01NLK786Q](;\_0[+87OFHA49
MJ^\K+%TFV7-(4I[8[=HA]4%;']/'BODEBPJF+9?L%!)1%A442O9@@+RE(&D7
MK^D+B DB?]&R$N:\D.R.4@0O*80,/KL-U^ZERTILDIU7X('X&<RJLZ!P.=.F
M"_)WZ>9;.G.^19HU:P1R("V97_:P]5;KC.QY$W/GY=C':^YEI0NZ\DI8``:7
M;.&9M"II9%+2$.O-XZQ)UK5KK1W\DD;!;QS\NHB;-*:#_\KB^<Y[@3,_`TAV
M[II0\%^!E;"D:.EWCK0`3'_I8*W1OI>5V7-RAM\#:VGA*B?E/F'%LD4%UJ%#
MDE85J3\M[*J"Y</O65607KHPPQ5T)=Q#(8*;:\;JY87:)S>O0*5-`0=C`%Q)
M$'"IPUE*L($'<V$A(T'OFYW+@1'JA)[#[W$N5W.=("K4,2/'NC98N4,"B)4M
MN!(J3G3@>&60+#"%I8L@Q07.3H,@WR01I7TK"'JK2 5P:E\;[9H@?*\$WS'^
ME2&H6"=F$MB@6\9\L 2J(07BP^_)RNQ8R\'PN<3>!@C$4]6^^*VWWFI5W^ _
M%*]3X*<&>6C90E<9N K!!8)6`EZD*<0)-<^UE+A%$X:@F5TC1* !7A%NGEUK
M'(()JK1S<)T$"\!<,;^4RH::AJUD/OCDG,L7C"<V&Y2G;?R\K/3<>9DSI@5*
MM+/@F1U:<8)H*-PS%DP$)URF<X'UGG'6KN+:EN'(< @U4N;O^2]B]E"@S3]4
M,OR>ATJF%165M6M&U-EL2YW65$*$T]1\T&AR9^3DV1(>*M%2I!85Z W7\@>O
M8VBW53__"T7:KAVGY^2DS^XD4'II*2#.MY=\QV0*G.TR7>@LX&]K*GHV8(D/
M5$+PHWWIB3*CX!U!`5G;E/3<W(0.60D44$*":VG9HH5+P7<W;U[1_%(,D2N*
MG-1FAMP_?.3<#@F)GHBGEIN$S!FV_/'4L?/3IZP5'SGV&?@(#EC!6)T69NB@
M<&50?*/TEM. \%V*-)#O+E(?0N-"9YY7`Q[(TG=L_U1M_QW-KEU)47]!SPU4
MSM"A&3;;JN*16 "Y)P4/49[.!\TB^"L![QY)S#-3YR^A#C%CML/.,9W+1[;_
M'-7!M_-(HSIS#O9'5%AH8[LR!)92*SH-H7ET5509Z;GVW- (G;5AYH9&Y;9K
MQ4'LERU'"=.DP LCM(4`6@&O3G%S+J26TGE$S:O3B%BOJ1$)%^K,@8@!KTXC
MSINWJ"P7I2RFR6#@8=9 @H$Y^2IH=@`3R.55P002^WZE3:N4T&_;_*6W.<$*
MO=A5YK0NH%IFOFAB9DX`JS\U'=69&3W!8NI:6D#3YW\M(DVH@;2O_'73;NHZ
M_")5ZLB./[T@G/R?W__\_N?W/[__Q3^6F_@@1B+5_%_]2Q-R,Y\<G"EM@=D%
M<PSF(YA_PT3<FBGU@QD&<P_,_3#+8-;!/ [S'S!_@-D-<P:F$>8RC.4V7$C"
MC(+)A)D%\S#,3V!>@/D;S#]@WH=IA/'#1"5D2OUAAL+<`^. *899!?,XS/,P
M>V'.P#3#&(?@8!%F$$P\#*VSA%S )$D]-[(6N98*L0/JT<Y456R-$,11:A72
MB2![17+,=Q:SU N>H:09RR#H9?[2U:JT#@0ODQPDU@-B-@"NH'#IHL("/CYB
M4"IX(97(.A^"C^:3*#N(E2E@Z0V%2Y>Y%A:K<EX"V*EB7QZ"K(2'M6DSX%FX
M=,6BTF5+EV#>#&:')3L$/N?SB1<VKS@3T]P*YCOG,UX:/"W+!84K%BTHE-*=
MSD*(6<%2`8)#2H$`I)PL$**:0DJ#)4Y@;:+%`A"@*L37!%'$"0SD_0`_G%A8
M2W#B`IB8\Q<ME.P05*/)H1!:IFRER\K*A@MP"+OTX4Z+&.DL*%Y44J")-.'$
MYB_'U_+211"J89UX^S3>K.,PC^*5JD=][:7MT#:>)!BQ" Y"J028<B;*EL^G
MY N+G%:N1<[<Q!(<$D(J45EAX<-2#H1D#%^VM 1+%8I=MAJ2L)8$<27,RZ2,
MTF4/`^?EB["/S::&$RB)'(A *A'E(!)E'.:7D,B5U3A31"&A(:$H%A&R!7"E
MRI<@*D!DA9L@/I8L0CU1VQ&5IQ8'"@/2,4I=7'^!MHWCCQ+X0*36[1#G@8=:
MY.UKGIJ[UB: Y3)7*=RH+2PKG5^Z"/EU+9V_`@(VJ!2E#&Z2:L32PD=<:!D%
MP6@/N<I$&YD?TF8F8ND7\LDY7TIMB MCV=*%4M[2AY>"8UQ%;ZR5R/?$#[+)
MD'V(T%G(XD-(PE#A_"4D+>IA";G#"0_[ACA;N;J#$4-C2%+"4E=)R1 \(276
M)97@#Q^2U+>OKF^_OOCII;X&8]]N8=J/W/C7JZ^EO\4TH&_?B+ZQ]-V;K.X!
M[[[1D1:+Q139MV]XWYBH'GW[]NQK#OIOWFQ=1C*.Q2%X"-[%0AY/9WB'>%U1
M"J%^^/76ZXUAX2:3*:9/6.\>86$]]0.'#$N@'S_"PH;TZ]<C]&<9-D@_S#(4
M?KUOB-/KPRSZ?@E#>P]5?0?UB$OH-VAP;SAIOV%#Q7O?H59][SAC> _570]S
M:VQL[]XW!H(B8%C@`[_ 1SM7_ 8A6B>_I$Y=>_>V#NUM[<+K^G^@W;->\9<0
M^+O2[\J_+%#M7>UO8R=_[4-LT 7_KO<7&O\'NN"?_CK_M+C6__TKB?_#?ILW
M+UPHX5](I.KX4T9D2@TP/ICS,)_#? 'S)<Q7,,TP+3#?P%R$N02CE[Z%[8?1
```

```
MW9XI1<+TAKD9)AZF_>\VN(R N1,F#68BC -F-LR#, 4PQ3 E,,MAG#"K8-;"
M;(2I@OD9S*]@?@/S.YC?P_P)9A=,-<PAF&,P[\*\#_,AS,<PG\*<@_D"YFN8
M9IB+,)=#L S=16\;CC45#/V:\=1##Z\19A=R*A'#OB0-EQ+B5V $I:_ATNW2
M6&EPUMC!V6,'YTJ#E]P^N.#VP:NEP>G#K(,S(#$9C]E2>K;DR)8@,[)@_FII
MAJNPC)XS"PN6BK<9Q:Y2?AE?NH@>N?.=KE)^P>(+#T2D6!2#PE(P"D/>TJ3Y
M2UTD"'A\X4.E_)()]OW1!L92.%4()WE=+DUQ+"V&5K);273C<1RR<YQ?R`FT:
MYB:Q#EPA'#(+%X@70"6(!(Q :8 (#H$A&!2;8E(DZ&2A$[TIE38VLU0#')8Z
MBR"Z&+>+8BA?3A*MU*60$*M&2PADJVS!_*77%Q*_`L FLUPS_XO2&44JCB7W
M>M$R&M6GY/:O]_O7P]#O2_7I]Q,W0W4@C*"9%C]-+O_PB5/'2XED#9^:/E5*
M)&NX-%&:*HU'J,3 VW \TV'(37L+IAUX8WV>^%7[UP?>M OGZP]WK_JV19^F
MOAT,T]XNFM2WM*?-ZINCALCJZ!??1#00!.,73_85;]8]K_47;\:]AV[X\>BT
MW_YM>>+6/[[^FT5I_WSA;?_$FU;M?R?MS&,-[D,3=O]L:_J//_SF-Y=\ZUZ<
M;JO[:8\7_K2E_R?/CN]G=FWXH6O%H:SL?\T=]_K<%/FWC]_WU"^ME?J<!P\,
M=@5S]\+I9Y[G_0V$J?&JE!?^D.&X$ M,L1,@`6FNTL(4:W:&+5>L-+B"%^%>
M"4SGN(KC6A:_CK3*] NE53X`Q8'T(R(_C;Z9E FN`JWNU?AP&D/B:<]I6)0N
M*]+V/Y*4CJ5]:8A\1*P%AXD%-YXLF5# A<A%_$L2B4"_7;5&0Q8C"T17+0B0
M&U6 \.D/+:4V74*+Y86E6 N&B&'4\(R%C@O-T&\7M%T$M@7H$BA27+P"4U6N
M*>/2,430)[#NMZ[@5>]UA!1XM"L/OG4L*X20E(4K!(N -*'0:0_N_X3R7$W>
MI(3K).R0J%[5)69 @"BE&K)O%#O+X+(RU$M;5%[_+Y3+'?PVQ%/#G W@I6%^
M+U+<1\K@I3Z/D3=^FS<'D@:2JR#K4TLU0"_?@5X]#0IX0VGKL_ =V@8K7NX\
MWEFXA]*=.Q&OG3Q(?'=&Y[XY!'Z[IXH':8"E7VB;)[?0?L/T\2QF1/P4Q&TG
M_UU-F_S-I"/VOP`S%?':\8/C6X/YX'\1YN8.,)\,@;D#[U2F5^-[.(LP]#-!
ME:%6/QH>,:H;O2>$^&OU-SK$/ZL3_QFJ6ZCL!AJVT]1GIW46\A0]!CM75=,S
M*W5 AQ,J.;^/;\A>515Q3"<N6L/.+5PR?WDQG90(CA[")]YEKHR)EU]7;BN
M+J%ZN09J).>J>H1R\ST'JN6OR56)7>;W.Y0WPO02Z:%D[4.?0V&Q+VD&WBXM
M)<]_&?2D!+=&V0IMRM!,N5C*5^Z'I'(*<8)#/(POSX$T@DZP&PFV^]7;J=I=
M$[27.YIM<=&NVY]QWPU=8VD)LOL`-=O&"9CKH-C3"(6C)O_T$E;T*8\W.I01
M`.KK1AB11R/4JA-\*+&]"&1JE7F<<D^!N%E^#TX)<_Q0E513%W$;(),+1X0+
MYUG-\"=0NNP=;R98K$,3"G33VMR[AE!E6S:>IICLU.Q.(+0M&XG[30O%.;%L
M).V9T-#)CLJ[2PB1T< 6\$.@&5QSH7P^Z2O2H]F&RZ)BZA>+H13UR\!'6*[R
M,3XH&)C.<I5_B@\K?QP4'Q)_O,H?-X5TBO_#?\[!:KT[XU!2-<KV$BHEJM/D
M8[(G#3Y*S]^C8*G!1<\7FCU%'7G6F217G.=5"B,Y>Q?)^48UPAPPN&RL=G&;
M4-Z;Q9'D"O+:= @J67.,\CYE!L*HNC2AB16MI36Y.J_XC=?3I0)_4H'7ZMDK
MX"Y,;K;LS @?1[W7%5'D>=0H.8<DGX2;L3DC/-II?DGGD#.@\',:2EY^4SXB
M_XAQ<$(ML]RXJ=DY`.K'Y?%CE/4WHW_EM7&S5OXT&*2)YN1CXFL+OI*K[YL]
MN\ ;77P4*$ GN%)CU$DU#<\;H/$+3?/^V5#F*=J5WA7>G!87[>S.R%A^OE\Q
M?>/WA[3==R4WF&A@K/=D2M&;@_LJ9XRO?ZUG*.7+%RU>=+X(\:*7/7.H@*J=
M87*T/\>(3JAS1:)/1?L?)]VF*,GG,6?QP*!,!L<KZ><-]!5\>\ZL5[L+N;]/
MBFS-A*=KH-H=G'T\NT29FN7-].)^=+3DO%4N,R4?4_X3\X!EYU03*G%7O^TH
M/_- Z R&GM<ZFYGB,%QYDG'#1R1H9\,WU/1=?>7N5'XIZ0FN*%&2NP<`,45Z
MH%UYC#=E.2,\BMXYT;<2R$Y=3"U,TM& X.Q6ZTFDW/MNAL]H]C&V\S%0`=&+
M+C#"`!?WJ^0D.9.2JRO95S9N:@.'MP-0OH!">X=2#2@B(N$>&E>4#\:F=]2!
MQ_V:&/A2,33]!9&A0][R1#401P!E6(O?O_&DTZH-A\UI]QB=O;2OO^H`X:>/
MJ06$!F&2T,"W;#%*CN@B_>E[L'EXT2AMQW<US"?X/@OS3[@E_ X<IL\:)07?
M[V&Q]#'<&O'M>,XHM8X#@P#<OX3;''P7PWR)[T:8-K@YGC=*8UXP2DWX_C=,
M^!\09JM1>A)^W^ [&:8GW+;CN[/?0/@-@TF%Z>S;@><LF,4PJV J89Z$>1%F
M-\PQF',PK3#AVXQ27YAXF-$P]\!,@GD`9BF,&^8)F!=AJF&.P9R#,?[1* V
M28"Y$V8\3#Y,,<PZF,=AGH-Y&:86IAZF$2;R3Y#Y#3,49BS,%)C[8);"K(6I
MA/DUS(LPM3 ?PGP!<QG&_&?(#(=)@!D%DP4S`Z8(IA3F!S _AODMS':8@S#U
M, K,11@SE(4-A+D5YDZ8+)@9, _ E, \"O,+F!=@=L <@'D?IA&F#<;T%\@M
MA['"_$\Y_^\KYR0\TV#R84I@W#!/P+P(4PWS+LS7,,:_`F^8))A), _!K(7Y
M!<R+,*_!O OS!4R/EX ?S/\.^&/QS.KD?0Z>13"/PE3";('9#7,$YF.85AC3
M#M0CS#"8-)@I, _"+(?Y(<P3,"_ O SS%LS[,.=@I+\!5Y@Q,.-A[H,I@ED%
M\SC,5IC=,$=@/H9IAM&_C+J#&0B3!',/S"28?)@'89;#N&%^#/-KF.TPNV'>
M@OD0YFL8TTZT5Y@$F#$P__^4STEX%L \"E,!\VN8;3"[80[#? CS!87=A?8!
M$P<S`B8-Q@%3`+,"9B/,$S"_@]D.4PUS'.8L3"N,$2K0>\$,A$F"28.9`O,@
MS%*81V%^"/,XS',P?X79#W,,YE.8KV'TNS%&P,3 ),",AID$,PMF,<PJF,=@
MGH-Y&>8PS+LPYV NPIA?1;G#Q,.,ALF << \"..$<<,\#K,59A?,09CW8128
M9AC3'L2'&0IS#\PDF%DP!3 K8"I@GH#9`O,GF#TP!V'>A5%@FF&,?T<Y_/_8
M>Q?XJHIK?WR'D.0`08(BHJ)&BHJ(W'W>^[QY! 0,$"$*%*X0DD "(3DF@1P4
MS8%0<WAH$%]H??"CU$O1MM1:BY;V8D7+56JIM5ZJUHLMM=1+%85K3BWU_+]K
M9O;K/)* :._G?\_ SCZS]LR:-6O6K+5F[=E[XQB&PX:C!$<9CH4X5N&X&\?#
M.';@>!;'?AR'<'R(XW,<13\##W&,Q.'"48KC)AP+<=3A6(5C(XXM.';BV(OC
M([[#.#[!D?_OX!^.*W$X<)3BN!G'"ASK<6S%\0R.?3@.X7@?QR<X>N_-RDM6
```

```
M7DY?7HIP'H[#@6,*CJ]W`Q];<M/8LLEVV^@J;"&X?L*,:1-*108?#1U?;LB4
ME%XG,M>5J!5NG#EAAO@YO73"V!O+108/E5<O9A^BP3OB>8Z^A8#,A B]`PCY
M&Y97-ZZ\J:)N>36!\-J0<?3A*9S-G_BD0*/ABS:HBTMA[*_A09JQ],(?_7,K
MA-OTA9ZQ]"(@#N&?/:5\"39_-U>/QX<M:[%S8B;_+@EJ3J"]%<E@O$!H`@*7
M`A^50D[@@D\_$<^<J+LBJ/6)^,9::>U"[*B@?E-.O4I]0U1W[/@RJH=?X\LF
MUR]J0"GZC?ZB">S[:*[%EA<-AH?5FJLIR"KR8$(I@LG4$D'XMAV=MA389 KW
MZU!.-X"<EA)B&[L-A!??9H@Y\_H&^$W8+$+W%00-C.W-*+L0WZ4"O_%")0&E
M!X#T,NR1#Y8KK6AJYF.+>TV4I\=WRO$2'&.^FGC#Y *0J0U5R^O8`-/>=KS@
MUP#E<J'"J-OTH 2Q@]<%!QN;EX<Y.@&I$L*$@#7+4T>)OED4XB8(N[M24KVH
M`EMY2L=/+E%QF>"(!N(*`MZXPAG+*>>MW(3/YY'\\.LBQZ5??"&GJFIL<\,R
MWD?]FSG:=2ZE5(1>/L5A)$]Z>32WE%Y(Q7,SJLWU;ZQG(4E<IX>*^,V?5)DO
MK<97KI+!%P*.S^T(.1ZKYC5)9GF4YPV"'I9CQ+'?2[627DF:NKP.3VV*7\VU
MX_"1U_*&67B*<WP-[K1BA:1^79?T0D5M$_2!>/Q*<I.FJ*BB@>>_Z>MR8NY1
MOAF=I(>^4!.?#]+GRUU:GL0*T5N28@:I;VJHJQ[?W%@G'NWB\ GU5=,7L58P
M_I0GZ81X54MVEC=\F$AR,0BOSA_K<0("WC8LTGI-9=@7]7#F'^<31".N;?X*
M,T'JFC@?T2/\%ES$+Q(;TH\\AT;5W(WU?%]0E<8I$$BT^27IIEI(NSHRB#&(
MO, J<DSW4AA]%KX+!@4P$_)?5\T_Y(U2ZN"4-V@C1E#Z$#!C$MXDB<U6E<O"
M8ZE%]CL,*4%K]!M[OL9*B$YP*10S#6VQKS/04YGS(?G 8<K3(Q;LUJ0.'8>/
M4-:7-%;0#@X=RG4Y\5R'E52CV0;2MP88*C)]G@)E$I\"G8K]`+@9G02=B2\)
M3L.W+3&/( FF:RUF"$0HA58,X+BE[-.8]/I#$YS*,D#*E<G8W"@TIQE.&2YP
MZ:XP4X*-R?J5&6QKIYG*&=7X+BL$- V,VC7!(7 J];@G:8(3]; H30V-O _)
MU]/V@7@V(4*;=,?7-,"@TXO0A48FWT#7[I 5>A5_7;/D(VL?7CFAOF8J;HYR
M`^]1[3G*X%8+Z161;US>5#.YGN\_U/P`YBTTTUY+41Y2FGRE9#S)*X>63!;E
M8 ^%7P$Z5;0&_P**'ALT]7QU?4K;,Y"9L9BXRO,S&[!GEI%)5'#]SMOFOPW]
M1!T.$Y,2HS@!6XR)EHD5RVKKX"1P6Z)"87DQ)Z 0ZI9C\M;5AJEQSEW>(?Q-
M\A :FJ#UR2:1YB&9I*Z+,B5LX^?XBK!F_S726"&,HADZB7U:+A4N^(2IV$B.
M#224QIMU:JS()17AL-I(-;F1W#YC_@D^</S<#J>K5XYG>"=$FEGWH*^%?!$4
M!#765H)-##*+/EYLZ(\&Q0=IIS<N!D\JR&[2-W#1K(&?I"?*&W =HX8=XR2E
M] M?.S:/'NP6&5Q53%"&$-Q4R[;]LNN5S7 @Q.\F;!T@48"]@'+"#[(I&/]*
MP2H]K\N=87ZRJ\@QDR4LFGF\(&^ SIA>1L\NX!=\GFI\F 7DZW6(2QP?;F>0
MN:FM;J%/#G)^<$N8S#?>LI%O9/LTY(:<)ETWUF,R$&\T>S,67L<*S \L#Q8V
MX(.^I14K8;,EJ.ZQ[+$RCIXX!ORS::4`RU"&[U0V2RV86]@#,0VDTSLE<!TO
MWB0(K\/<09I_L&:E#2W5C931<_1R@;$27":"W!B&]\TA,PA27;F4OF\]F79_
MTQJDEOSGAIGL(\I$!9_33&T"*\]1!=8"UPD-X>5A`>(03A6?N7 C)V*3"ENI
MB/Q4O,^--K]S$%@#F+$CF!%<*S"DQ91CEH_K8H:#Y84N%SE!@<AQ?)3'1[KI
MXSQ3^3=RQ]+>/M+1$QLJES<):6=Y(E*\/H.VO!&,-1#AOPG]..;)48Z$B.LE
M6B-H#)RI0D3S>.@/%I./X7RNQ;A#Q*^S=19@AMPM\%L$59 ^_A,.`Z-.UW5,
ME-1&N+:K"&-G(?9;\QP]B6A8"_!AU>O33&<RB*51!8TKUY><N]IOJ$YI(=>3
M-&?9&:(G-&?34CS)*4@`Z;3^(9;2>+'?C=6+&^D1$R.5Q%!]-8B)0*90Y26'
M<-=6S1DG2AH8>_N%"6Y>?W$^,0&EL:#5%)<2\8L&C3L;Z): <0*N->3Y"AR:
MDFEQ,BI">V,E.U9"9TA75T)NZHACF#.47[Z0-44>(M/D7.48]+I.B9IGFIND
M7]/11GU=BB<+F">J0:".L:F3R"DW0/51%GF89N-USFYLXL! X TRJE1-KJ>=
M:D04C86>(Q9QB+ 26GGV;(R*`/V<W,0_^*+-M#D$HR&OK20*)K/I-@$/Y3 ?
MMDET$<L']3>?.\P_%A#=DDQN^GI#PS)<Q/R]'C.#ECS$3UJQ<=-/5%*."Z^:
MH_;5W^I0PKY5A,4B`8*#3^(`PJD>U\"TUG0\-M] ZI)I4GIK!,P*]1,OFR[#
MXS-:'V&I,>C@E,B#-92G;]8+&*W]X%FQVFA'_>@\FZ),&ZD0WF,-$^;4#&A!
M/%BLSFU,0@%A\Y%[ODR,&!;*<9&$-6+Z&UU@$Y_F)!=0P7-4GXGE6DG=8AI>
MK4D.U;)7,JN7I&MH?2GHP896RJEZ@U:03 ,P[.DT`*!"ZO&+DXK90A:;RQ19
M;$:FT!%:GN85]"=9;S'LNCWF\X)ZF#HO@%2'`@=>!*SEN<NJY_F\@![0($W<
MUC*^8(4D.@H]0KGI+7@,G6D6MNH&1'03DJXZ;J2T:=:HFKB\$>]DTLTE- H@
M]4TT"V$348M>[81'G(QP(428KU@/@QX3:<+/,$G4),#"-"\%/9 -L?YECTY-
MIG4J.$@P74)1=A*^,C^6UAF\WD1\I9PYE[C:TL3W83-.@$I:=?.Y5 HG@<'T
M+"JPV%E],^8/=I*11F:4JE *?!I+8>F#-07%#.#=5-<NKJ%1X_LM7CYZ;^+S
MQ+JV&NQJ4/<[\'TBUP`A=LB\?'3D(+&51+_V)(*E[-HY^C5V80G>#/O\47QN
MZ^@\+&'GOLC>$<[VWM%V5&S=N7'#WQB.7[']/F]C)XGX>:0-/U\\^B,46[NW
MV8:?*ZX'Y.BLF_#S*OPL.[KL(NS:.8CL?8BNS+KIQJ/S5,#W&6##TE+LC?NO
M?X4Z.#J67WKIZ#%DM3URV,$6B"OP2ED#Z]9AN\;>YG'1G["M7<T>P!Y"B*QL
M24Y-E'K_XM'7VJGA$9?U0E^0_7>6O>52MNE$;+C9@9*TSXGUGUZUZ,BAQJ*[
MAU*WEU^\8=,@_&B[M4A:/F #7AF/WQ'\SK7O?7%7SHNF[PF4'>S-]B=21)V.
M$<@K.";A>*8W[FM[<=\1Z\GO_SI76@_8_3@6X[@5A_I^]A+OO!N;&N<A2&BW
M\;^CJR/5>-,$+:=8F*>D%)%?S/[DUZ@A_*']U )"3.2)-F((/IS>C\LN,^'[
M;A@GE>5(B3T_Q*?,GF9ZG$I%OR;U535M_7)+';XYAD)T& L-E_I.KX?FDZ1G
M7ZBF0ELA*W08"UTA%4P'"?B.GHS/Q>&Y@ 0=QA)7\A((`U2A1 Q7Z3"6N$HJ
M%"58M(J:VHTB=!B+C9 L*,:<:RJ"44W082QR-9%<LK".$42%]@(''<9"(Z4^
```

```
M*,1=9"J#CX$EZ#"6N89(*JFN(+U/P!5UTX=S">![9A64H3W2F--1DJA#.-/>
M=70>WS3 (P@XF^OEBU<^\WI#<*;WI\LXDV1,PIEVVB[ F?!%<#;6)]RS^TA1
MO-P]6H/S#IR;<=Z+\YTX'\+Y`9R/X[P=9TLN;EGC7(SS7IP5G%_!N0SGMW"N
MP=E,WWG880GZ`>^%\Q:<<W'>A7-OG/?CG(?S89SS<8[C7(!S$6[567 >@7,?
MG,?@W!?GV3CWPSF,<R'.,9S[XXQM4]&_X8S;D-'/<,:TB/X=YZ,X_X,VF>=)
MT<]Q'H)S`F<99R.=Q)OW0?\DP$_BO #G7GVE: 3G(IPWX7PISCMP'H7SWJ3Z
MA(&^U7$(\+_C?!QG^F:')1_MXUR,,SWIHN!,SYB4X6RNSW<IUQ A:>"1#/!8
M!OB6#/ =&>"[,\#W9X ?R@!G:C -/)X!;A$?$TR&#\D`'Y$!KF2 3\H`GYT!
M7I,!'LD`CV6 ;\D`WY$!OCL#?'\&^*$,\*,9X/$,<(O8F)_"_PSP$1G@2@;X
MI SPV1G@-1G@D0SP6 ;XE@SP'1G@NS/ ]V> '\H`/YH!'L\`MX@O2*;P/P-\
M1 :XD@$^"7#_![AGS[,LA?_;G-]^S)P_]%=SOO C<W[,<7.^^6/L/S#D2TY@
M3X@A/^)_S-?CGYKS^^/F_);/S/F:4^:\\KDY3\^;&/.'<LSY';EYTAK#X[NC
M\O.D*PWY<DN>M,>0+^J7)[UER!_KGR<]9:1O0![[/KO6_X%YTFO&_I^7)[$=
MU"*M'83K>E8J/S]/NMEP_9G!>=(G1GIAI-8:Z;TXCY9R.C[D/S.4CUZ29^)W
MU65YTC.&_)#+\_#<@:$\\L\8\HYA>=+W#/DCR$\73U^QZZ/SI%K#%N&MMCSI
M<@/^??8\Z;D_&/ /SI=*#&\LWW=QOM1H'+]+\MFS7FHJ3<HO2,HW)^5C2?E'
MDO(%6(J.0^!MG#0=8=AR2 ?/E^*?A?T>SYX.Q8M\`>&E\00N2L\$))_E)[%K
M9:+\9.DZE"=L$^"=$X1R_-=TZ7J!@ZZ6X^\<T>(<Y&<"7SD6\U1W*@(:QIS-
ME+.;<@Y3SFG*(2#.T@@<Q3C&X,@1\SUJX(/QB77#8Y8\74:?1<+*+(%=_#F[
MI()_I#D"NZ3\W],1E?)^BF,/EDJK$(=&3?HN&#FP=^!HW8L##=.CLY1'$?)?
M*?A$KSCBGZ_E-/"TMX =GTO\.-ZC(Y0(XY!S$HDB'*Q#= S <1F.$ X\4TPP
M7$[DXD K"5Q.X'("EQ/G8*//%^)95XDJL@?=@*T(V(O12N P@^6BE_3^`..9
ME:7K5([*4SV");UF0.-9=PF/027H(;WC8,)A]'8O>DT'8*>DG)2#E57+4'FJ
M1S#"8TA%V+S4'<^2Z.T9OW+1]UY;]>.BIR1IY$YL5OP./NZT.YK3:^L8.K,\
MP>FZL3S5STQ#]^D4^FT\CIR72.P;B*A $?6@%2,4HC/+$YRN)]?)D(B&L\FS
M@E-I#L2J\]_A!\W+LS8WD])QB$I/CC".+S(W:5Y\*7*6(9'X%&*Q/02+:JS)
MI%&8=Q-IYR":';L:-+R `S'$!8A!%^-I)1E[^*CL.=@+I8I>C^0L@^@=!P,.
M@Q$OOI!(M.$+1ZLQ]XKBK8DAJUH30_VMB4N'MB8N*VQ-#%C;FNC >P?:\16C
M%][C=:@NX2 :OC1]1JDO!;B0^L/[.&<WA Y2D[L`#>T5!0PMT9S,0_AV`.H,
MB)OKFVE ^BB1^/.01.*M;R82G[Z=2'R(XRT<?_;I3-H+2:&#.JP>U/$XI(8Z
M_SFD1CTH3W"5J>JAXC DXA<YR-AB"&YQIX8"H&KB7^I3$_I'78Q&^8G^X0=]
MOY*^9<D^7$DL)=%F.1)QSF=[2L+S5O:8F@EI,,_ -KM]"V5B)QB<P89PN'*B
MPQX"G,$&MMT#.&#*B;B]@^$#8""'V3O:\)=@*(BBP-=A5^SV."N'@E2,%;2'
MVCC,RHM102K)8-0*@Z$@?JAU!8P5Y6T,X?BHD(#=0_110861R&'4#RK886_K
M$#1[SJ.R!(NS@JP-:OI"JDOX$FTJ3$M*C-.2PE-U/.F5(^IXKOI2QM,Q7J4%
M'1;C.6ZX@+418QG,,6P8+\BYQ6#CA@WC!=F0,IACV$A>4#F!,:>">&_*L&W;
M!*P-`\I@WI$H2)65.(2#*J/NMF'#6$'B%BN(_0R L(+$9E80(=N1WF'#J6"'
MPD:$^+_M6_9MPZ:@(.2%BA+_O78[+PB2>4'.:RK(^D(%!8P*?HT+""@28X*"
MG WJ&/."@EV&,=ZF\JM#AWF'J7R-:S#[M]01)EG-SMG_?\[9+WL\E1A22V=G
M>YQ^@$KL"BPI&6.))4Z6E! (HY1@<CVUK"!Q$J-)"70SV(3?#B 8^A:C:8*Z
M*/>O`A:+:#"4^^@(*]?^)98[Y_,S+5="B97KZ$C$.4Q+O,<<!NX)04\D3@A8
MWYU;M8(J3"M'Z CV5<[/1>IDQ*00LNXJJ10"I^I;NSVX2&AK*!H59G]?E.L`
MV2I,$U8V73A,Q6=/Z&VH^!2:\9G;""ZJ2M.N*$BS286I!=FT8S#8%UXPQ L2
M#(5X*S$4$_/S_44E$PD&/9,@LT.P('WX!E2C$.27P^P?`L::10.JKK!_^.$?
M.:O@=J;P`*+P5<Y/1\E$=+L$?4D0I_$'].S<CI\C`8O!M-EC(8+9MJ-O!+/#
M+MH5#MLVWNYZ@D:J#0H8<.K+SHGVA52?RBBH3[ EVR>.1#O$@P05)9AMY[#A
M?)"9!>5\6+)S6!4#D@IFM)24+-HY?@GQ.A%O"_%VEVR;N(W#VD(JS+YD^,X2
M1A\:#<4YS+YMYTA&"[4A:+';1N[4O -!B]T^C!>C@BHMCBF:MT%FA\L@>BS*
MZ3"!S@BSDR2(`?U*Q],H2] A*CVD81@(/Z!8F$V%N6/ F#UQ(L9XK0R\\"%F
MBTB&,0'(QMQSX;VP>+!%'9B>9*((=I[=OIK!,$<P`("1V47U@9@-9#_C)Z"_
M/2BQ>N"]][3!JT"QM@X.0S$[@Z$8,# 8BG$8B@D8%6.P.(K!#%(;5 PMP3=#
M,<5.]NX>*D8M=:!8*,[I8\0P&/1C&[/EL*>QU:QO"276AHE'/'@(/'B(\0"\
M`S,8KQYZB(%4IOUS[6>ZMHTY"*N ?6F^,?-:N6_\+<TW5O6H=Z3P,N&):GH4
MGB,OR+P<H4>3W%'=;U4U>'=^JZ&@[K>J)H'D3?25^\944/>'X%Z+@O_\\12N
M`)N+3/_8QF-0A@&H=&!0R)\%;#@&A49 @=;#/";>V(8-&[D36I/&".X4XPU@
MG-OP-#BW&8SS!NQ3>0,8V.(M&:\D$N2WQL ;[\Z=.SE35/60PAL6KN _B6RF
M4% 8=<ED>"$WI"B((,1Q^&AL`PPZ@ 8?,+;<<(P#T6UH.2Y@PTI*F,QU`%F;
M/4$PX$+:B<XQ.Q1#^ *VA$ D3GQ^\O%4J<[.S_]#\_-\Z0IL&"V6-LO%XM=2
M^8_3JF^8(V^09\HU<H.\6)XJWR'/E>^5BZ2-B<6)QL1#";7L9GG>]**%>HES
M4DHTR!ONOT%<'2#=GEB;V)(()^Y)7"^OD^OE[ZYOE?=TM,K-B0<!/<=P/8*K
M\453#5<ODC8G[L55O4R]_-["J^9<.VVIS*^4RC^\:[V\1)Z.8SW:G"7/ER^4
MU#9ZS1NQ? M>TQH&AF)#2TO11][2:D'G9=(L;'2LQ5;#:MR56HB7F='V>-H,
M6RH7EL^6&Q./`D>4_:5^G)MXXN95Y6%YHVAS@!0!Q=0*YT&IO&%=E7P]HXGP
M%TK]IU4N72+K-"R</V#^8GD.:O(:*IW)-<_3KNC\K5PZB_6X1.:M$I[S48ZP
```

```
MUS-:VQ*/)1H2$89OWVV?W+19_L9=D^1%J'$'REZ$\'4896\$_1OD]NI9<R^8
MP6LOE3^?.POE&F3K>KI*;?QVQKSIG%)CR0;YE_<4K-N,<K,$I8.P%6@CVNV^
M?<2>I5M1ZN[$XZ CAE]K$_W+]?[-@00NE5NG=X "M4ZZ&DLAP5?A']6C,]5M
MG3Y)XQSG3G>8!Z;@:*X.5R\&#\9IHU @E<9*Y9;[Y\C36)USQ'AN!#W?3*S'
MW[9$#7@_O(PX593A*OWBHT6SQGBM5)X]=\0LE9,TZXQ756EME5>O7+B4Z@]B
M](X6_=)GU;73ZL7<\0).5ZEWO&]4[J';6Q>.O\'<VFAH]@ULO-8F.O"7VFY,
M; :.58"6RM073O,M@-,HI+O:#W.5QI_K`AU>F(*[5+[U5LXE%5^]?-6<J?*-
MX'B?.2<7Z;J%=-5["YWSR^86&_KJ6_ZK,IH]#?+[-^0WZZ7/ET8N_GSN._/K
M,2NVB+;N1MLDZ8]A]I!,AD$CE^55&(DVS$/CS"-=HLK.>&RYKL=]IPJA(3^?
M2_KQ5Y6^Y:4&_7BNI//B-O3F=L83/C]UZ>EG*%4J7S1'E:)+#'"5!Z68ORI,
MG='\2HTL33NY6ATU5:/HI:DG5+[(A+6^=:K\=N4DX-6IOEBK:YZIJ;B6RI?7
MDQ[@6NX"QL/U;(Z3/J*Q:TNT""K)+BR5K7-F51.-5'X([O*70*]62(O9R-%\
M;$S<PF9OJ7S)C,L6#YY)V/E,),HND)H@[W3]L403J*+YRS$O%G(-Z5EQV7*U
MA4&F\EV5O%BZ_);G9OR+=/.#-3'O2F,ML@8;$TM18P5:VRQ?N_[AN3JOAK)>
MKL5L##,;I\^F!GGG.B.>S7).9:6A+X.PMP%ON4?)LKD<_STHL_6!.2E6]DK8
MG'KLK:C!`T(M>)4\Y2;!&E7!"A5C-.\"?FJEGDG\M=,:9.K#LXW75]2S&6/$
M52U=*M%5E:\;9#.-][(Y\!CZLA02F&KQ+X2=C(C>TDB'T>=D7<4U^GIH=,[;
M\Y-*J/JV/HWN'P0]<6=B&?"FMQ,ZUOY:R<WRQFE/W/R/CJTSU-$\5[J-V1JU
M1"G\`?YKJ6'>%<(B-4+O$(8W9SX(>ZOV<A"C> LHB*)&>*9[!EW;(!-/S9H_
M5Z*KUTX;:*BQ9'GGS'1V#19GTV,+B3Z]+'3:XN> W8@S7VAOSB<[=N,T8N27
MXR[V9(P\C7J$R=?)%5-GU&L](VU)&JL>5B]]C1A:&##O1N@>=62-LQX^_+0J
M^%BW,,VX);&2S?5Z4%DJ%ZS#\^; JTJL+J\YE54I,H+M-EJ)TB1_L!?K[Y(T
MN$H-'!B88LWKY=M6V.XUTGMIBN709]@&>=RB>KG5H+'X3"B5/YKYCRAI^('2
M!ZOS9WRP^LF[-V.>UJ25]5YLMU.>U)*H`PUW0.+SP?42>00>9YJ#K^,42"7(
M36+Y:<A;I+M0AB@AR"168MW]LX&9\N.1SX>6>6 =Y2:SJW?=L&A]:8SR,Y#O
MA3?^+UQ:(,V15Z(7!!T+*,T>E=LT2Q]D,^*Q1/K9.7+QPW._TUHOYVWY<(5J
ME:!A( O-29[KJO(F^;,;9F&NT/ZP&1B-F9"Y$K9OC/QX[C.H'O `9O$:(4N3
M<9 '2_X=^8)<ML]'S1+L`*,K7+]NEM_H4.<C?4EF./9?70$YO%H:JI7E)<U7
M22_,EU>#]EO6;Y:?C[P*;T ?<[7FXW-+8^,6J7Y^_VD_O"N=5C=C'J#5)MSU
M#+=1HGIAS]DXC,)$S)]>^'4=Y)CK."9!S!,Y,K,$6,N9-J[ _"(-K/(JFC(>
M^2:OIQ#]?11:D%8)J&6XTEOS=2PI4MT??BK9>H*1?T#67O40!DA39E3!8FR0
M2V-WH+\-\@4SC![$$%-=LT:ED4K548.ESVYZ&%Y\O1RN)FSA:EUK+)%O@-4(
MB[44]8^7+HWQTJ6QKDOWPSA8\5@8DY_88OD*C(P7&LXBS=YPQ8RRN:7R2_-7
MKZ/9:1%K"1U2((6KAY?I^<(DK]Q85UUC)==5?<Z^`OO#<\/5.K1_DI4RUNC'
MY* Q\0WPT@@?C'%K`F_);WD4'$VV6>:U6C]IY[I2^<9Y&^XW>S7G22L2#S,M
M5\SD@+3X4D@2Z3+NB?%U`^WUY/GJ&[X)FS$'W@?],E)$5J,9;9/VIOZTX+R8
MZ3ZR<>OEV+*YPA9U3;F*3UVK@)^0]14XZM "K<4I)D E^C"K1I)DY)<JV>;U
M?/(ZZ5P3%?7RQ\O(PRU[H'0YETH^BWM)BS9,*<\5VJ*7]-("Z^Q>TO.1N]9W
MK8]3]7>JACY'@S3((Y8/J#"/3&_M:C[3S:I.3M;<R7K=K,%IY^Q2: QZ65LY
MM,9"G"= 1BM!VP389XHJ-.(WE:@`M!HURN 3WX@\_U6"4E2';#F>DH-M7X92
M].P<C<HB8.C%2N>!FEJ4KP$$;^)C_B+5)"^ 7N]5PL8OGVFO6E;O&M09CW,C
MX->@#KTR@:!X'R%&_IQ%1/T(:0G&X6J\5.L*-G<IPD&^"?VNE^^]GZ]K4^?[
ME5+_\JDSR"K/9Y&"9)NNVB>2.[)Q#P&V&:LMKJT:DCR'@=*?J@\ALM-GSMN5
M!"6,)/G&%<A :=PBWXRNRPQ*6<_3>JQ$)NQF/XR^>9&^++5B+CNX"ZRII?MK
M$0`^2R@&<:WP]\X5TE.O724K-A*V>21D:97X94DI-0BZM%B:"SRTJMW"?$):
MOS[(U@>$A4;Q6NE?I3Z8A9OE4"7-7WT=4U#Y\%SBTGPV'C702!$6C4J.!A1+
M-"Z4GP/==EFB+UOUZ>6QCH,^Z)\$[5^NSDHO7E#(_9A&YJ.K<\B+_<KF.G2E
MA%T9H.D3@DUD,"-7^DLQ)C6/H,\15J8<T-'L'\EW`Z2Z`3)>Q/;)CV=>`%GY
M29@94Z C2N&-TAYW^K+V8+827)(A2L!],;+-:UFDX$)8V-1R#?"BN3VGU2-%
M'51/B4>+:!XNPERG[RPVP\/C]DA?XY-W<"]:JY==,\H>,*]ZQJ-6$VJ1#B@V
M]*U)NIAI8CZ&^@J#).\V,>]X3(\HH9DQ?PGWA<]C?%=G(%_/\;KFL2?[S:,=
MYN@H110RQ?0XU06D3<J/KQRYF%;/5V,<C%$G-?*R89;1[I#ETE>*J=&#`28<
MA+>KZ[2^,U\?!1[SN.W#0N/0"F<61H7BO!,93W4OF6+*Q=";*Z%)*Z$]:7U5
MCY*W,@^P5#9&>XN9%J92$Z C"5NQ1#98UTFJ-%.\FN)7U&.29Q[%(@]97=69
M(PI_J%XJOXD8GKHB6)P4J^PEOH64*1EYDBZ.>:[I>OVRW\X8,"]<_5S87,J,
M)55OFJ^G:C_2JN;ZW'=-+=D3?=X3N]!'W"DPQO *,?<IEF)<A9!-NQIZ2(]3
MFCTX?%HK26_SM>1RX6T]FN"K>[6V[HF?J^$DW^D6S),[V$QY?>&5Y<:^Z))Q
MS>+@O#]-FXK9K_I0O(RJ)2D.4XJ^5LJWX"_W8%5OD/S=9%M6`&^;YFX,%K?J
M@0=OZR/1+%V=6,)F+>=!/XEDHEZF_O"5ST86Z^DK=*(N$;^LFC?]7$G/ZU'E
M.U#OF]![:COI2R6WD+X4Q0(I&I5,!VDSFKO1!-'13]/8% _<,(O\/8HYCD!]
MFM</B[LCM-H(L[EHAML$7/5'^"JE2;IQTR\1QYG";"3S0\%ANLM#_$KM03YT
M,3T/50H+/!X^ULK&JY?<7GYD&F'IS=:KUT[[;C77:*6(L]&:DF:X?F>L'O)U
MA:#0N(KMQ>!-[( $HE?)$1I5AB^1XHL&S.?6Q*PY]'M"U\OGSZ<QWC#+'#$>
MG*%N/2N?/!,&L!71%A&M)6PT_W3]?;[INLK900T/WI8:_QZ<A$OW`57M:[QO
```

```
MTUN[?X?W<(O['@.ELML?64QVTX%1]N"9L6)F4_\TK>\TW@ZM2?3^&=<@1:;6
MI]YS`3Q6L^=I+M$@4YEDO9F,(UULLT :/.?HI@W3!\^A$:?G4BCEP@.A>PFY
ML#G5;&TPE45:<N&KA-F9\BM9N>6L')WKV/7E\/5S896JV=IB.HOLY,*3:<!*
MC7O[]'9;G@I$._2RF$;@LXCV&C5(GFB9+%>>:+V6M<0IP'NP&06T/N$TK(2<
M<RJX3])'T$(KFF7 3>N:`D%7@\A;!'UZ"8N@5(>HB?K&^SR5V5M:/RU'B5S8
MZ6KH:LK7`$*\(UJI? 7:HA4.U:MB=.>+VCQ7(' TB7P?@8OZI<(L`B]Y52H.
MWH)ZG;=#)3B$I_*RB7)^.;T@VIK'_O8NQ7?3<V?FY)8WA'O-S<-[8IMK<OOG
MYO.7T^2>S"F@-R#A]2/Y_?%]0_H..;V=MZ&ED-Y0.9K>&H6W1144S9PT>6+Y
ME,DSYX^?-';&S GE??EE>@]804%EW3B\I6AI/P;CB'N=Z,-R]$ZT_/YKZM8T
M%K?-;+NI;6';-%YU9O/*NNI^4A]ZI=5H>G-;W\_9LS/T4$UQ,=^R<100^CBA
M^:$;OL&#O7TC;3KS#1YGF,2C+B)'#V'Q,SWQB:OT-@P.X7D.UO)J.?V"^NR,
MU@`]N)5"GU9/(^.XX0FIGN2-3U1ER'\HTD?4GCG/F*;G\3104IY0&,HS$K_J
MO+$_:?))"<_Y2?0H5?*!AQ.EQ&$\Q7D8SY(FV/M>WL.!3]-I![;&:,<?<>!U
M3)CG?(P%,[L_>M-;? KZ3,4K%NF7U:*^[[6@3[A!O,*\0+Q%KD]_]K[5IK)J
MO JKLJ97I*_^RJE>_:6\\JEXAUH>_;$Q%8#'8$D#2$(#Y&D:8$].WMBZVL7U
M!98*>MT.WC3V%4W]@LG+V-N#\PNFSIP\=8+'V9>_CY#*6"ST$O'I]74K^UC*
M*Q9.;\2+:FG"]RE7F:-SB7=O#'6O]P[B(PJ)=_WET4M/K9J&ZTU9"UYOUH@7
MO8$CAI+]Z95Z%<N;&^A[MGJ-<PA<3'#VH5M#7?5M207GFFHRF!%Q[Y+:1AU?
M(;WDL7AYN'@1WDB6GI)"&K/&E>/Q_D>;H2*'%E<2.!T9`XW54JC('U\R8_I4
M'1WRQ0"D0]2/%Q4H##@*^&<'#$@XH,MN,'IMI]T-7BV5ACQZ%Z%A0"F;#DU?
M5BZUOH7>H(H7_^HH"@0D0R_8:^:X130,!H,*0YFV%\9J*8/1C_>Q:OFRL(Y3
M`(L)F@YED:%2"L:^ZFL7FW2$?318.G0#]!IIN(2W!M+'4@U<$I#T7,I;6+&\
MRC JE$U?,G^:QR7+AJ*432N%O&!*3RW3K%:GS8@BGP/2(>FO%DXC2(N@90QT
M4#:M(+%R:>KC9<-+#?4IF[[+O<89BHTS<T9KIF!<:E>+Q$N_^1O*&PTRJUXI
M5B^E0WE^<O64!OHP';ZPVJ"?.*@8L'0HS]$JI. J9&]";&)OZC1,% 8MYN"T
M$\58+0V7Z3V.!O91-CV7!TS%FUDASN+SW7H=]8+Z8>]T5 Q*JJP2@J3[TS;F
M3W-CFGL=\Z=SJW.$.=W62S6G;5)Z-7$:1K6P4KS:E"RZR;)^;+"L`YAE7=.0
M=:MY/NM69]WJ]$=?O!:YK!%?1ZANZ=,C]WF T7T6_J79?7Y8G>^]*I.]YQ2W
MUN# XGV5H*6DH:6^@'E"5I'C?-)UC9WI&CO7-7_A:_>(:#HFJ4W/TS0-+_X5
MJQAJD_TNZ+<(K\RM6#D=[V@.=\W7?N7TW1#^:NU^^D]K?_+,)U35XB,'A#!_
M41-E..>+6/?%^]QT'CE8IQV<1W.X/B[(Z3>N@5C-T10N;"IO:! ]U9E57MM<
M5PW31*,EM'9=3C^>YSS^-.=_!2][**SYY>R++?GLKQ#7N$E<Q^:HYNDO4F%9
M;26]\9I;AS4/8$*5\W>.K\#O<5/I+R5ZHPU9"'JS&JE$U4)(N+X6C]K084[1
M,[80JG[)IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*
MIFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*
MIFS*IFS*IFS*IFS*IFS*IFS*IFS*IFS*IB[2D9*2M'!\//Y_2\K2]\7269.5
M+R,=24??X;1O(/RGI-YIZ?OR^=+3E*7OBZ4L?5\L_;/I>[\;Z#^;OD7UZ:#O
M+U)_=4L?0_#^(JJ@UU*A_!=EZ$ I!N*E/WR?0*QY`#0RQ$\5PE$*&.'A:+7R
MW=+'B4 RT\?IX(11AOVD),ZBIDJO1B#]YEWA7114:AT"E*,]'?JHADI$,GVX
MKA+"2G'\O#NB+79--*@7YY<X1MYSM9SA0D_I$S0:Z.-,2*:/]U^G3:-/Y;VA
M3-?TB?+=SP^!314TE6K6ILX)C3Y.+J]%OW6^&;NK]5JECYT9?9SYZ@#WG#Z!
MU4P?YX;AI)9B9QSUZCS095<K0YA%C[4)0J++$? K9TP?$V8AT9GH>[]>T"=F
MC &EBCDC?8*!W=.GB8H0:1-]ZJPP"9Y.)U&H,5HE;A&H3J%/G<"+T"'>S.G2
MIQ*B`@DLJ#((E2:FU(Q.GQ&=T)*\BJ!/FR!$G]"N[%+/Z-.5C(Z/.JO1ITT0
M]2?.XH(&,'2W*_K8G].@SZ02C&J,Z.-<XS-53%YMK#6*=1DV=%<_<2BCAI$&
M%NH"V /]QT566!!58?#1U=0R4 H[(^3-2+$*T#FELU4=>76"L"N&"=)#^H0B
MT^<PX6%$LI8(I;!D8O9J0J&99D: @3Z.-PU]Q(2>TV>T:F8@=$>:B_H<SY!4
M<0'+B7!16IW 7,?K$[@']!EG7PI]J1=[0A^H4BV'**U.$$9?PUFA3S@#9T2?
M/K(F^\?I$\+04_K2MLCQ$)')%]-V)^FZ<>;R^NH$5LW-:=*70J&1/C.)W=&G
M64*5,!WA&=)G,D]J(V(:<IUZ6O097%360?&3S6?AM9X>?;K92*+"Z! 82J<4
M3B50D*FJ(94^87H-DOV_8'V9H3\]MF]?>DHO$)SL_PWTO=\%-!L_^&(I2]\7
M2_\GZ4L_(<\H=4E??=(925L@=86T6PO2\]0E?:(=;LO$3]&TT;=4+:I.W]DC
ML&OZ=-]"6W>8EF&"#,/RPESQ2Z9/)<I(C(&!*<$5+77KY)\=^K1V1.#!2 M?
M5O++FO.K1@"[=[+.#GV:6\O7,TGT47Q#T,__ZO2A!K_R)=.GKJMH.:[3RJ^P
M%::V&DY*VMA_R?1I"WORD]4@#K_"E[TFF@WI+,WAGL6?.;,X,48!)+$TTFRB
M[VR0U[/X'V>6VJ:VY&?+6$,LYY]#GPA8Z-$Z70#Y,M$X;]4Z:==47P)]U(98
M+!-QK$FC`#)#ETH?Q8O2\/2LT\?:$$LUW9I17(/#37K%,* 4V#T[*K!K^H3
M@3)#>]K0&5:^28-IL-A?+GVL6>(<'TP!56-L!@_!3)\:I/JRZ=.;U0:3T:5J
MO8ST&2.Z7R)]AF0:3&%PC6.>7!R%OV+ZC#PR*$7U,C\9'82S,<#=TJ>V81A,
MT;QAS+7Y:Z OR6?]LNC31E =5(.VT\8\6;\(T%= G^9IDAXVT,+ >I0V64&G
M-7E?!GU&KJ1Z>5U0<98\U&[YEY& [M)7Y%^=<?HJ[.\_/V7I^V+I_SI]F6=)
MS^9W3_V7,R4C@Q%ABS]A,KL,-77#/V%3TS1@]IG-`0UC#0.!HHZ@C]U+5N^B
M? 'ZC,$??=6=Y-.;Z%/OO"03:(Y_$'T4D^AZ)=\#^M@BD@^"%DA+MEYI(D0&
M`G5D.F)R-]B=N*X7HEW1!YJ(.!!D6"V:]G5EIL\X;-J"U'Q5[*#H>IYT21]?
```

```
M@9OI2PI-9J9/)T>[16FN(-;/7?L17=/')AB_?Y=$2W?C2S#4%83Q7V89-6R2
M.$/ZJ&_:W4_#Y1[29V @)XQ)LAXR%#&),Q]?%@=@9*HK2KVYI 'F/#7'9PQ]
M$ MZ1I\6,Q8DGOG\,,S"5/K,6+6;N*SE3/09R6>%&0N_`'VZ\C+K7W8EA3X4
M87-'6Q)H=<0O8RR.:4(^2XRH3Y,^T_T$$WUF"%N/)Y/>)7U<E?(-0V=.G_$6
M@]Z>6,BI63')#:2+E4H*?732Z.,0XR+Z#.A3J> !"Y,B,PBG'OP0$2_3.&O2
M*N*'R?1U-<#=KW\-Z,3LT_2M%LC2%Y>"!'W!SO*B=T;Z!#-3%Z:G39\834&F
M`1_;%2;:-\O<^XL^596-OLM*)=H4<TBSLC\-^DA_-IAX9B!%['' 25L6<,DY[
MLE.E]LA D9$^K?3ITL<[G"%8QL=<)<BL_$SVQNS!"(>-$R[B)&=(GQ#U#&-@
MI)E9*J-#*.A,JD%0?0)S"]QEZMG]A?1>4!)]A@FC`M+2IT_@LT-?QKI&^O@,
MR' QE3ZF,H4%_H+T=;%\,70^U>DR3Q$5*/YP6WAVZ-.)Z(X^W< 81#%5Q8E0
MHNH_=SF!SQY]^)U$G\BE3"V0Q<P&%\"N-6 /UN>9Z4N-BG=UT5SR[-'7C82<
M41+$=[/X0/IGQ5_J>U@N&[_Z8BE+WQ=+YZ0#9NGK<3HG'?!_/7W_],?.M926
MOFS*IFS*IFS*IFS*IFS*IG]^DJ3\\LG+*A97Y[._MMZEU8N:<Y6<W/*&<*]X
MWJS:JN::W!>D_$G5M8MKFO&KL*RVLGEY8_7HDHKFBKYK)DE20?FXVN9E%>$5
M^#UN*OVEM +'"!Q[Q9$C]>87<'WMN?PPIRC[+T6C_$3_\&/OWKTX$R3!_DN)
M!#_1/P)1/IM.+\4[DB&=ZM&J0DZ8RIS0X!GPQ(T%DO&W)N))^%N2,)Y0Z8B9
MJ,J OS-D)B/62OC9P8M%>(MZBHAS.&HDK8?XFUHZS/BIGHI1%%'/X0(CN+U'
M^".=G'X4X503EWC5F*C6I)XC*B09OZE?2?@C&NV<:L+/RL?;135U-)KBK2V&
MFOIH=(4_WLYIUZBF`>?X6P5>M?O1>*N1$SH33?CC9OR$#I5(1@3^#G4@VE7\
MHGH,0V/H0 _QZ[S1\?,?)+.\(4$_+NESQ(#?Q)*X20A4/"BL"EQ'DO@D$FY^
M:B(*=/SAE (<6ZY>1,</DE7\K9IDJ,2*D0RWT@6MMCKMDO#'[<D*@M 8\'=H
M^%6^BOZ$6^D'J.&#8,"OBVJB)19)AQ\RKF)KX>))& 2MXLIQ-A/1`=XO`WX-
M8V<$XIB,G\8WIDJ-$;\ZL<0`ASMXD5;>`2-^WB*PXVQ0'*(Z`.U\&G#\JA!&
M.SI;&# 6:X]$8LAR-'P:'#?2W]G2TL*P&]6PF@#HZ-24F@%_`4BB3)S^=*+C
MG+1.QN(D_G2JM5+H)_RM7 UQ_$+P.V,67 %']8JB*F.8JO8$?BVEQY_@@T?7
MU9Y$.MU$DZ[53-/7B%\MP.N;<J+Y5J!)QM^>:&=EX['DF9V,WTQ_>OQQ8@:E
MN"B!08SQJ=49Y9=,ZN$T\ . _QTP7)Q^WE\0'1&%%;5#1DX8M$B/\&.(5?Q,
M9E )[" LJLH".*W^[!G^%C$!2%6(ZH"0J(2UF6T<`(.U-TM,)OPZ_?C%1%!8
MGJ@87WY%30:E8\:?(I^@"X55^HEXZ&C*,%'N2,3TD=&Q=AKT?!?T$T&H9\!/
M+&@1W*6*+;@H% ,.C>M&-6;":.P8BI%E8;!V`_UH@XTDP\'L/-,0@AZ6C#Z8
M&;_)#8-_(B1&Q<_<.?PDC(P4KM"AZ1AN%9?1R'6!/TZ5H!W,^"E/"HLA$0H%
MJHX*J%;9R 6CVDCB#U-[S"0*[<X1,':HCJ):G:LZ0:P1BYE^<VO\NA$_G9@E
MA$W0(:PF]4!TX'3P=[*IKQH8.A&B%@VDUVB!]N;LRLP?LW>LXA=62>#OP&A"
MG:FLUPGL;(E8NL&?JB#:F5$QXH?'095:=,V@I2:NKHU2DL21E G<P589!OR=
M;D&%:K ,),'+I5PF^E7U:[@*EY%,AV[@@5_X#&I-`P9X%1@%$WY59M/B;VF%
M#TVBHN)'B7B!<3(03.\S9XS)RAKQL^FJ(V=<!O=;L XPX!^0A-_0`4ZX><V2
M%C_Y+.P'G!.2>*U*:^)$2'12,+Y%-3X:X28?V""10"5D3G7O44/@UXLW0395
M;.A:"UP(S>E-%?\D_!ROKE\Q8 `9\;="I0F"8VS.,J!ZT=!**GZ-/7H)$(<Z
M,;U4)UL9<7QM:B]5BCEC3.PWXT\6N3@(1&E5V3#\^G5ANC3$HIDDC: 5TKQW
MO5&H&6XA=2E@7>-9YG_R\@;&"YZEXD=IC2\"R"<O.4]:>893>%DZE&%F;$UV
M,77\ZN) PT+7V!+2B)__XOC55:K PJHG:V!=>'7V:PQ@W@CAUT>)ET_&SWK.
M%ILZ2)17^X,Q2C;[?.%BQB\8Q*OJR&B$<20Q7VV9DMF#%*0R"ZP90PYE'B*O
M8N@PT$"5F*:6AE<48%W7/36V\*6NF/&C`76DM'4)$E1;>TL:]%#GO(,""7C.
M.HE#^)3D')KM&G03[[4!/R:;D@:]'D%0A4SO%IH@AY961TEVLU-$2TSX4Q<_
MK"B'4C.&J<-XSW,MJBMN3OHPJ_C->B$)/\@W3GVU<J=@4JI?P6VPGC7H$'-B
M^,G/XS3J5:BY%I)G@^(P$D9^KYXM2"<[O.%.'OY+UDZ$G[EE`-'OY 1^&/"[
M3:ZEL1@%'LBG%+9%HX_^,/\U`W[FNFBETPXNNX*19%.&X]#PL[K,R<&%]*+!
M@C+=X3<;!QT_J\#D4!6ME!0)]02_R3CH%KZ5-<)71.GYDS&.FE2*7Q(%5/Q<
MV@B_%I5,33W";W8Z5?PPWBW0#&+%F*&VCO^X4#-I4QI_CF.$]#/=DPE_2,<O
M92@BT"3CY^S!7X8_P]34^-^9B)H#T$GE#!T0^(6!%$Y+!OQP3D5J[1*_<73$
ME-$FF[;D2J4J$K6("RWMD;"464*-(\!KJ*,@?NG-&]#'VELB,5$<X6>IRP[H
M:WMC+P3>=,/;R4)7:(15QPC*78VP/L2<U2)')QRIVA]Q)37 RH,=K8FN&:0-
M,<.O>OB,Q"2'V(!6^]5),4PIDP;5<:GX!<$,IB]>TI%#A6F!#[-M46,UZ9-@
M.<,O"K+?1%M*,I)*JX5VF/<8BUEF3 ;'1!U/'B+4%AL&DAE("%D$2K8],@`:
MI2"M'&L=T"II*S>"I'A\@CNXR*_$W4 /58U6,LQ#0RV&6^L]$!A]*)5Z.R'6
MK'ZG!5,-@Q!G[GP7B862";_&</ATJ<SOE)BNI*4P!T!4XW#=L'1*/]&U1'0;
M[B900VFX(P0=#0MVT'VF#CB?<,2ZQB_"1KH\1M*@Q\UC!HPAZ"[PQ^"BDOL-
M4>X2/U&+<OIT#:<1S;C$@R0:423!##_^=H,?ZT4JIV7--V-%FY*Y48H@1!*,
M?HKCM':)O[,]IGG4&?!'D_1,I[TU$F\%_QG]K5TI(:(&^$64`JK1=-=5H).2
M]5@T!JPD^@Q_5W:8$HTOPX.]`;$T*C$N*:WL.OO+()'VCEB'X']+5U: U8/5
M0%5N/=+@/Y&;(E,=,4N<EDKMD*!(=_C),<&T(H_4>/]#2Q%WBCIM/V%A"P["
MWRW]K (DFO_2(RG:-;A<R4MH3$P5?ZPG^"U +T@WW[@G_*TMR2J)"3^3GXX3
M2BR3KV0H3VQO%YB3;^EUM+2*T),!QM?F'9T=QV.0U>[PTZQ%*8$Y:<D,6E,,
M3EQ$>4%_1 WE9TYQFO_LQB//F[$1>]A:FC?.:T OD)/=V1%N;SG>'7XVJ4@'
```

```
MG> EDQ@*&43?U#G(^]C*VD0[;>TMX6[P\YMI3%6GB="2%B85B, 9E7#SSN$^
M"</?T=8>$3?$,B8N-\P"JD-KK($0+:Y%N8Z.6[@N;:&H'QDHN2/6#7YQ0POT
MLWDL:#9<9_=$PAP+U]70T G&]7A+I*.]&_R"?;&(>F=1[8U(L.)T=TV$\J!N
M6<A"=Y5$SS*FM$X8PJUJK18VI57\[+8[X6>F.(Y;-FQK5.:481U(JR7^B]^W
MCK<9\-,-`KY:QJR4<KO$G[K%B(.U6T403W0@SKG0V4&<H\B16":TQ[O#GQX,
MK=W*AAL1]0@MJX7E$0M_P1_ 3W3#GTP^< OT&O!W8B0[J9 0`[8_`DLHKO)(
ML+JAOPL7F'@-_* 4DXOSGR4&9O6 /RH9KJ2F+I;YN)=!BH#C[V2WE7G COQ_
M'EI%5K)TN0KH&C\\6MPA)['G@\U*TT\>CR/7[XSQ8^L#X>=!K3;!1O)!P8].
M?G^8\$<[>K2*26D7!J0=CCCAUV\`D%C%H"$02* <-0H%=%KXQ;SEJ[A<W M)
M=+);XAAH$AD26XHFLANK)*LQ0TPH'?YDNLD4$WZBJBFJ`'\K*3"ZYR-B:K"7
M_%80Q]^5!*;!W\%'DNG[2#P7O.\@_%BPT\Z$3CMP\WL<HFXL4R@G`_Z8A3E\
M$2+=TBFW=G:VRL3_]A9R4[$F[;3CS&-=]$?;AY(^<37"2JKXV<R,1&,QN&;1
M$/B.92CDG>'O;+/$2$5H.'&_J1L'EZ3;$+:3<YD\1,*Q2%M!(FPA_*0/6ELA
M373?&@-B,' 8?IVX#.2'6PTBABVO5"$2+H@@@ '7`L(/627\,'2GBY_)<1-D
M0TMMW)[&V@K"A!^-T0TPAI^\I":LB5B$R$QBIL2\S;!D\)!QZPOH6I28.R*'
M,/V3\!\/$7ZC5*2)A>AM%W#\;GV,0%Q'(FJQQ$.$'],ST8I%#3S]%L+?TA0B
MU6"DN:L59)SMKPOG`HL!V JE!;&(2< /-Z05MX2!%'<>"7\'W=TPXLR,O[.C
MB8UE6,PI#@2'.B4XY:T*X<?-4]+U6*@S_!WA#HJ04BTU919/>'=L+&&:#/A;
M+) :6$6^K@/M)OS1=M)(!IQ=B'\LP?"3#&F%(JW UA2A?5<,/^V,:6U#K^!Q
MDBS*=//?R'[F'*=+F/X)R"(%$@Q$-+E;0ITQF-Q(HHV8AT*T&9/AQXV3SES"
M;A0?NB.:+L%MM71&8IVQ,## W8#B9<5SI8*F`J#"<H/P,_+"X G$!QMU.BUT
M:]@XI&P[1CK\-/?;8G&++!%!<:&7XQ(,'I8L"3?'S^B/8TP[00X:041)WY-(
MB=T-2I-:(.2=47<802X:"4@\ZU0X-Q<"& MUAN+,L>PD[P-[4J%'@;\CC)EB
MOB]EWJ>F)SA>%JR[HO!K:;N)Q-:!,4@^Q ?P>$<\RDAG$HSE8F>+`B47QH37
M-O=Q-J>?`9U0+Q+6U)98F"Q)6 H/(#Y$"'\D+H6P_U+@)_:20]L1ZXRT8O<5
M+% 2_G0,ZBS LP*1:(NE/4SJ76HC_-'6L!2#P4- "8+%`MB17+8[AZ\R6"@A
M;C*XK*UT4\!B"4LM4DMN`11]+&K!ADX:RRCPM[1'8ZUMK>$HE!/&0W ;#!+W
M$TWLYW?(T^"7P: 86@C!L\>>0L(/,9$D!0,.FC'BY-%VAK'MD$8@0^)MI1OA
M: AQ(RF"D<3XQCHM&,<FL%^RM$=;8C%,8HA/9V=G.-<0"D]-*7N.=/Q UBYA
M).,(OT!NX&6W89@EI2/2&7-#+0@[":>ABPZH<>5T^.,8Q0CP@W(E; %^\$22
MVEK;.]LAGCP03TJDBPZH0Y%&R6'.1PNB+1)XCO\QX&?#"_\#' -^OI..ASLR
M=D#S_E(I@-/75M"$\<5(0!_'P.<!X)(4P\P*=\ A!WYH!1X9-NU/`D[#/>FD
MAK0$HQ>VQ%NB"%,S;EAH2[,4S45L+4(.!5LU0MFPU;%NG_EV837TKF--81 X
M$+$T=0`_\()#8 ZT1+0`6C*&:<?K(BK$5]^B`;:O67=)C/<$4O /P*R-=6!;
M<[P=^"T%&-[CN&,`MB!D5*#NUQ8[^$6$B>[PZ;)H');4C=K8%2;'.J#]5?P*
MG/)8>PR_V]%XE,H(WUQO@-U@4N^_F@8U980A&%%+`?!#\79TYEK08+0]!N<X
M[B;Q4??AJW0=5Q&H*WLS^M2P.Y8YN(45AH<BHP:4-08A$L-L;@+7Q!8H;(=5
M>7"BG>U7;R'O'"?L0C>C-_"*IR98:LD2@1:((E:D6""7N4TQ*,UHK 7,83Y^
M)_WB"3SD$< 8DIR,/LT,`0]:<;\/LS>,,8U:PJTG+%%WI .CPHPBU0"=AN*"
M/\"='$],-P')'<;M/FA)R& G-#3F`[0=- +"CJP6"7LJ_C0IS0TAZBB[44#[
M[BFP#746+9"P>(M8Q&(7I,JM&MHN\*>[)\'!+2WM3> %VHB2-8;'`"/%;@DP
M]#'(L':;+R/^3$O<.%S5%C@HB*5AH2(5(%!N@:<`B1&WB2+D_:H,RH@_TS8.
M7,#:!R8;^&)8;Q6<D*(6F&_N[P%SG,<M!749\6?VGTD,>#4X9=&.<#1:@-6%
MNFVAA=]=5"=^)OQ=+(^(-(&_%3M&FK FU;PE<$XTI-XSRH"_*^-)!IP3V8K
M;"02U=<9G6I$0S.!&79T9$;/VV;L8T&,EI:H%HH2MZD9XJ[P=QW;3G+$6E65
MI=UF9Q?$G?]T^#/*CJ%UPV)!?:BOS71?E^-(B[_+T(R0T.3U:PM"`T;TZJ-R
M:?!GF+B&`NU)BS5H#,7 &PYB!=+@[THE\43#J*]FP7;HQA2:A(BE(.N&^:*!
M%HH$M]+ZB!1[6E>>/_>2C#_=WKTT"<L>$(V=?JT9BQ@W_NO GJ'O`1-YD23\
ML:Z\ZM/$SU%C_:%#S.;Q"^+G8J[?)Q6&^.SA9P.@XH0<='W3_?3QZP- :O5T
ML'<=@#:7@>\3.4WD*FW=)74T6T\7.Z@RRD6FU(T>ZQ)_]_=O3T=<3A__:4GC
MZ>,WW78[D]0U_B]&/%+7]&L/*IYYZFJ;7T^59%>IB_T7M'C_PBDSB5^8]UWC
M/PN\[PK_V>!]%_C/%OH,]Y?/$G.0TMT^/PW[UVW25M!?#OK4Q>475&C=-0!W
MZ*RB1U*?EJ7XR!?6E^D2.9X(@V9P$,]&ZO(N4S9E$R7Q#J)QS?4%_&3EKS$:
MPUYCE+M7XN\QZG6+>(U1K\L+QE>$FVL;ZO-[3;_>4EZQ<'IC575C+ZE@>OWX
MNMK*I06%`@_+25)>^=3J90UY](>C[E7,,!\7F'-?R%%1KRR8O*QZ6L6RZOR"
MJ3,G3YW@<?8OK:VO;AH]L[FQMGYQ4TY^_HAI#<W55^?[9M54UQ?7+*]?7+P\
M/*HXO+RIIGC&A)D3RHL7+F]N;J@OQO^%=1652XO#=14KBYN:*XCBXA'E4Z\>
MG7_%V/JJXI:*VN;B10V-Q55-M:S,L/$-]?75E<W55<7C)Y<-&YTOH;7-=\5^
M<W7^N#6'U_QH]=BV^K9[VZ:WC6U;V+9BS8_6_/3NQ];\<O78N^XOH^HS11-K
M#C ZVFYKN[GMWC7'USV.DOM6C\V_-@G_FIWWS[O[B34_7//!FK^L>6?-2_>\
MON:%-?O6/0_(MM7C\G%3849U1=7T^KJ5?70FYYC8*5XXM9N/U'YUI#PJ.R_L
MEIT%,ZI7%,NC;6D;Z\5?+55>-E'.+Y_8T+C,F<?^\E:/\%9#.6(4Z[11K.\W
MKH$0S&Q>65==T']AT\S:6ZO+&QKJ9M76:[+3?V/DKDTC9E4TUH.2JPLG-M0W
MCQY?4]'85-U<4#1STN2)Y5,FSYP_?M+8&6!F7WZYH:ZAL:"PDO!4-;245T>:
```

```
M^[$+HMV/^[ <Z_" -75K&HO7-+3-;+L)PS6-8V 4]9-0KG$9IZ[?HB8,W,KI
M]>A+G\F5#?7\U5R?L[[GX%]Q<1'CPE% !HO7<A7C&&-X+5=4<"HUG?EKN<XP
M:9.:)2R3Q/DXOSI +<=_"+"65\OI%W0MH:,TY<WU-#*.&S:(]21OW%"6(:^^
M=>TC:L^<9TS3\_2@D#E/* SE&8E?==[8GS3YI'0*!^Y[IQR?4]7#4@X.!":C
MN<B^A^-CPX'=>=KQ1QPOXB@08RR8V?V1/[.RHJZZRM*_K#927==45MTXN;ZR
MIE>D+TT[,>$&X/UWI14+J^ORV5^AW8O8Z^\L0BU,U=3"`&WN.]I6MZUI6]\V
M9?7<MIHU!]K&MRW!+&UK6X=?<U;7=JQ;_]FZGZQ>LN;X74UKMD$W_GC-=U:K
M[\I+L5/')=;>"*'\*C0SU:UIZGT]]$A![X5+IS6D(.>JM5=-M[ASDG';#+CS
M%BZ=4]T$=NHZU,5TJ(O3OI_3'A&\BJFO"NRU0.,5+_[5ZL>NQ[P?^E'?7%);
M4=>PF.'G/ZVG06-!9=TX,LXF\DX8R+.45S<NJZVOJ#/1U6]J;3WER9[T0JXB
MHN<,GD4OKK$EJ1?I;VAJTN,.F$X8U108_J? 2)TGPVBB)<-(^R?#\M+.YB^4
MT)T=.#WMW>SK[R\)K T\'OA1X-7 L<"BX"W!;P1_%'PEV!QZ,G2N?(&<(_>1
M_T7VR=/D<KE:OE=^2OZY_*K\GOR1_)E\KM5FO=E::6VTMECOM&ZP/FQ]W/H]
MZP^MPZPEUAKK*NLFZW;K;NO/K?]IM=A*;:ML>VWOV([;XK;^]J_;W[%;'"['
M0XYK''<[/G;L<G[FG.E^U%WC6>Y9Z]GJ><'SD<?M);.X!W3>'%@7>#CP_< 6
M[R?>`;[;`C\-' HD`G)P3'!!L"IX9_!8L'=H2*@T% [M"AT,'0D="TG21/DV
M1[&\&;3VLY9:VZU[K7^U)JR#;*-M;;:[;:_;;G3XG+-<6UQ/N8ZXXB[%/=<=
M]K[KG> O]\_QO^I_R_]?_M[>:N\/O%?[&GSW^'[H^ZVOTW>AW^>_W?^X_P5_
M;N"*@#LP)Q#S)KS-O@=\NWUO^4[Y+O6O\6_W6P(C`_Z )$O2;M ^VEOE?<B[
MQWN]+^+;Y'O*][K/Z?^%;Z3_6?]+@=S@=<&FX./!>+!O:&+HH="KH3^&BF6_
M7";/EA?(-?(C\F[Y@/R&;+&.L,ZP;K6^9K7:+/9S7+]W=RBMWH6^%ZU7VC;:
M+K!/L&^S_]QN=30[GG(<=7S-N<BYSOF8\V?.=YV?.R]QN5W7N6:Y%KM:7.VN
M!UW_YOJQZQ>N_W3]V=7I*G!_SSU!6:!L5_8I/L\\SR.>7WG(#0E#ZDZ"JE-!
M*=0[9 D5AHI"@\#AH:'BT/#0B-"HD!QRA)20/S0F5!*:!,Z7A<I#LT/S0@M"
M5:&:4!U&HCD4":T*14-K0['0EM CH:VA[:$=H9^&7@A]$OHT]%GH\]#O0[_&
M.+WGJ? .\=[FC7JW> ]Z#WLE7V_?E;ZH;Q_X6>@?Y9?],_SW^[_E_X[_-?^5
M@3_XY<"\P).!SP*S,?(UP7"P.1@)K@I&@VN#L>#&X*;@?<$MP4>"6X/;@SN"
M3P5W!9\)[@[N">X-[@ON#QX('@R^$3P4?"=X.'@D>!1R<SQXM5PI/RZ7V&ZS
MQ6R%\D1Y#>3[%?E7<H'U>NOMUA? X1MM*VQ/V0KM9?:8?8M]MWV/_5V[XGC$
M<<*QT5GBNAD2M,?UCNNPJY=[GGNW^[A;4HJ5X<I$Y:_*?RD%GFI(\P;E?N6[
MRM/*CY6#RN^4H\IT\'JI9Y/GVYY7/%(9A 3\KK'7V</V9GO$OLH>M:]%6QOM
MF^SWH<5GT.9A^U'[,?MQ^TE[W'[*+CEZ.T8Y' [%X7>,<90X)CE*'66.=8Y:
MYTKGMYWGN+:[SG-?Y;[1?;U[OOL1]W;WT^Z?N0<JMWK"F%MW>1[W_,S[?<]K
M7G]P3E"2ALI!2-L\R%M$7B5'Y0?!C;WR[^2$G&LML!;+5?*?,(.NL99;9UL;
M,,]WRQW6!ZT_L/[(^ISU'>L@V25_#?/K#>NGUL^M0VQ>VRNVW]O^B)G^INU3
M6R_[(/MP^RB[;'?8%;O?/L9>8I]D+P4GR^VS[?/L"^Q5=FF!) U'_[>'GL+L
M?2:T.[0GM#>T+[0_= !S^63H%&1D'C34QL"FP'V!+8%'`EL#VP,[`@>A`]X)
M' X<"1R%WCH>.!D8&AP>'!$<%92#CJ 2]$,[U*5(QYX4.;"DR'9YBAPWVN_"
M2+SJN,AYO?L'REO*..5RSS)/N>=13W_O;[TS?;6^L.]6WP;??-]JWV;?=WVC
M?8_XGO#]V/=K7RGTR6S_//\"?Y6_QE_G#_L?@8;8X7_*O\O_C'^W?X]_K_^8
M_Z0_[C_EEP*]`Y9 8: HH 3&!$H"DP*E@;) >6!V0,*&K2TP(1>A-X^C)]\/
MOA7L#!:'BMW#W2/<H]RRV^%6W'[W&'>)>X:[V1UQQ]S_YEZH*,I*Y9N0O /*
MN\IVSRC/3SW'/:70:G'/.N\Q[TEOW'N*S3>+K]!7Y*OQ-?L>\CWGV^L[Z/O(
M=YG_'/]Y_JO]=O\$_[_Z%_MO\:_PM_I_@)F8'_ $*@-_#?PC$'%&G6N=,>=&
MYR;G?<XMSD><6YW;G3N<!YU'G,><QYTGG7'G*:?DZNVRN I=1:Y!KB&NH:YB
MUVA7B6NV:X&KRE7CJG.%7<VNB&N5*^I:ZXJY-KH>=NUS[76]P>;4$==1US'7
M<==)Z.A3+LG=VVUQ%[J+W(/<0]Q#W55VFC4[[+O8'-ECWVO?9]]O/V _:'_#
M?LC>VU'H*'(,<@QQ#'44.X8[1F#.R)@U\QQ5CAI'G2,,?1EQK')$'6L=,<=&
MQQ['/L=^QP''0<<;CD..=QR''4>@38\YCCN&.H<[1SA'.66GPZDX_<XQSA+G
M)&>I<ROLVP[K4]9=UF=@Y_; QNRSOFO]`[1TB:W<-L^VP%9EJ['5V<*V9EL$
M]B]J6PLML]&VR7:?;8OM$=M6VW;;#NB67;9G;+MM>S!K]MGVVP[8#MK>L!V"
MK3QL.V([:CL&F]G?/A#S)WGV2')OV2(7RD7R('F(/ J6HT2>))?"?I2+.5T%
M*U(GKY/ODG? ENR5]\G[85$.PJ8<DM^1#\M'Y*/R,;F/M3\LC&(=`[L]";.Y
MC,WV>=8%UBK8\3IKV-ILC<">1ZUKK3'K1MCU^ZQ;K(]8:0FZ"NIKC_7/MG?M
MU9@C_V._S7$?>.=P5F#<![NJ76M<WW6][/IOUSCWW>X'W=]V=[KG*UN5\SP3
M/8V>)STW>C=Y#WD=OHF^2M^]ON_XCL,?&>MO]Q_U6P-S`\L"ZP//8'8/"89@
M)]=!8^?!YMP%O8!&-\%.X=0AORX_;?? FC<[O^E\TOFJ<R$DZ$+E&FC@<9YS
M/7,\Q=[MWMW>O=Y]WOW>`[ Q;Z#%=[P?P)>P^*_P_S?L^D3_3?X'_3_"+!SB
MAW7V#PX$`E,#*Z!KG@V^'#P_=)S:VTK/M4J27YX"'KQM'6Q[&'HN:'_6?JUC
MN>,W#JOS=6C>RUT37;M=?=TON]]P_\&]4RGR/.3I5'9YGO..\2WV2=YSO%=Y
M2WQ+H1]>]?W>]X3_@-^-MM_U_V?P2C;3YP46!*H"-8&Z0#C0'(@$5@6B@6M"
M&Z"/MH1^$_J0Z-C%Z7A2O@_^P7D8IY_),Z"+3UAS;"VV)VPK[ _9E\&GVNQX
MP/&PXS''-L<3CIV.[SF>=CSK>-[Q,\<HYTW.6S%'A[BB[DWN_W(KRGSE4FBL
M<;Z;?+=ZWO <\A: O@V^EWW_X[O.7^F_P[\T\*> %Q;TD^!%H;;0BZ'?0D>#
```

```
M@+V25(53L3Q%;I+_G_P+>:+U8^L,2/%%D-.[[;6.3D>A<ZESA^-39ZW+ZOZQ
M.^'.50J4?LH`Y3SE`N5BY3+E:\I5&*>PLDU9[[G>^ZKWN/]OX/UE@8+ M8'.
MP*Z@=!!^"-QDW5J?A$]">GH,\SDR>QP;0YM"]QG\CG2VY8W0H= [H</P%X_"
M8SP.6Q.'M3%:E'C@5$ *]@Y:@H7!HN"@X)#@T&!QBI4I"4X*E@;+@N7!V<%Y
MS".M@>4Y4\_D/O\6_]84&['/OQ^R<M#_AO^0_QW_8?\1S)!C_N,IEF-08$A@
M:* X,#PP(C J( <<L"7^)&N2+&/1P+<#WPGL@T5]`Q;5ZPM"%B;ZIOBF^69
M)K[NN]FWT+?(M\17[VOTK8"=N\.WQG>G;[WO;MBZ!WP/^Q[S;8.UV^G[GN]I
MW[.^YWT_\_T<TO.*[S7XNF_"+W[7]P??^[X/?!_Z/O%]ZOO,][FOES_?WQ?V
MY5S_8/]%_DO]P_Q7PLI,]G_='_/O\#SEV>5YQK/;L\>SU[//L]]SP'.0Y-+S
MCN>PYXCGJ.<8K-A)3]QSRB-Y>WLMWD)OD7<0?,BAWF+O<.\([RBO['5X%:_?
M.\9;XIWD+?66><N]L[WSO O@B]=XZ[QA;[,WXET%GW.M-^;=Z'W8>Z5O).:
MS>?RD5U)MJM3W&O<=[K70X-M=C_@?MC]F'N;^PGW3GC/3[N?=3\/[^KGF/&O
MN%]SO^Y^T_V6^Q/WI^X!RFBE%/)^I5*B5"EURC>4NY0GE+>5!?#]ZN")13RK
M/%'X8S'/1GB"]WFVP/O>ZMGND>R][19[H;T(OM,0^U![,3RH$?"A2.NOA(4K
M<Y6ZYL%VIK.<FUSW847SB&LK/, =\$MWN9Z!-MH#:[K/M=]UP'405O50-W9U
MA#P''O%M\C>P=OJ9_);\@:Q ^R?K_GW6`]:#\/H.P0<\;#UB/0K?K]@VW#;"
M-LHFVQPVQ>:WC8$5G(1U7QELX6S8OJXMWV&V,CQEDPY+T@'X@__M;PI<!$F]
M-C@Y>&[@RL U`6<@&)@8F &Y71NX%[KYVX&7`V\&W@U\B)GZ>6 @9J8C.!U:
M:C[TP'^$7@]]'(JX5[LW8*2^Z?Z)^[?N?LI2^.$O*!]ZIGCG>Q=[EWF;O+=Z
M[_,^XOTN;,,OX<G]T7O4>\*;YQOD&^H;[KO6Y_=-\,V![-_J6PN-_5WX1B_[
MWO:=]/W=)_D'^,^'['[-/\)O\RNP69/]L^#G+?8W^._!C%WGW^9_Q4^>P5OP
M".)8_Q;9!MF&V(9VPZ54GX&X]5VL5]^TO64;C)7>S?9OV=?87[:?M 6P(CAI
M;X3??[[C:XXECM6.;SN>A/=RQ-'J>M;U@6NTV^P?#)6+Y>'R"/@)LNR0%7@+
M8S+X"V&Y&:N!J/PH]/H!>:!UE-5_FIX!]XPD!$W]L!&7R&OE#OE;B!C,L0ZT
MY3GW.1^#S/W*Y74_Y]ZG_$/Q^5R!ML"!P'N!C[&R"P:_'K3!PN2PI5&YO%->
M:%UJ76F]P_87VUK[4_#M3ME?AP1?YCY7&:8\"=_V[TH?;W_O0._YW@N]EW@O
M]_[:_Y[_<MCO[0%G\/;@H- BLE=%'-]&N=+Z:WFG=8!MBJW!Y@3'FVU/VKX)
MK^LCV]]MO>%G76:?9=\.^W6'(\^US/48YM%^U\>NHUC9_=T]T3/-4^&YWUOI
MDXIS) 7X-F.M])F<9[W4>B]Z_.^8%>]9/[->:PO:9MDFV*<Y\UP7NG:YYT!F
MSPD^1W3(.5()Q6!D/U9MN<[O.O_#6>#:C+EZ`U9KWX/?X%)>4V3$0=9[ONGY
MON<R[W>\O_ N\G<@*E$(?^#-X.=!:4R.M \H_@1N_<3_*__;L +7!L8%9F%N
MK X\@/7QWL!O`Q\$"H*#0Y=CG5X;>CO4$KH[]*W0]T+/A5[!S/A;: 4\OT[Y
M;:QS?X>5V\^MEV"=>X5]"M:@O1SS'7V<;SJO=4UP7>JZVW6%YQJ/']2\[/FK
MYUSOPYXWL8:XSE?G6^=[!JOT58B''//W@OT9&+@X<'G %K@.%N:6P)V!;P9V
M!5X*O!7X*/ +__O^`&;N8M!_3^")P$]@:Z2R'&DMYGFI4J:4*[.5>8A#5"DU
MT)1AI5F)**N4J+)6B2D;E4W*?<H6Y1%XC=LQ>U]2?JO\7CFIG._Q823:/ .\
M7N_=WL>\[WLO]OT:L[?0YX0M>LXWS_^0_T[_\_Y/_ IB1WV"ZX,7AZX.30\]
M"P_@/T*OA<I@G0-8"\S&2L"\#M@$#W8+UO=;'=L=.Q!1V>5XQK$;JX.]:=<'
MGSH^=^0[SW$.=GJ<`6<C8BZ]L=:QN::[ICH?=O[4.=)U"\;V_[GWN8<H(Q19
M<6!5YE?&P"I,4O(Q,R^4OR:/EKV(/$R3-V'>[<*,6R>_)+\)[_R$_ \YWUID
M'6J]TBI;G5:O=0FB:P>@<TGC'K,>MYZ$;CEEE6R];19;88]T3 LB'1L@\1_8
M+G-("W*8#[T!FKX(,SQB?=ZZW_HH5B$7V*^P-]KOM7_?OL2^U?Z$_26[RW&G
MXWYP995C`WCQ:\<%SF*GVUGOW.E\WWD[//R1[I/N@9XUGD'0IA?#,[@26C (
MOV)HL Z>U19X.F@(@25,&XEB1G@"-/2-T!/0TV]"(C] 5 A^;=)H[U#V*'N5
M7R-F\C=EJ,?I^;KG&YY_@T=PT/.!YQ//8.]%7H_W8V60YW;$-,[Q6KTSO7.]
MR[T/(MKVGC??5P:;O@+^R1]\'_LL6%-,@$\6#6X+_C[X'E;]0]+$LE;)O:'#
MAM@>LWT(S_Y^>Q_'K8Y?.H+.5Q!%>\%5C^C.?O=!S-!#[G?<A]U'W$?=QZ 5
M3KKC[E.(^O16+$JA4J0,4H8H0UD,:(0R*FG$NY9V*9HC^>'OFB-4QDC<X-"E
MH2M#4T+3,*=O#[6''H4__LO0/\#A@[!+%_O'^*LA]3NA$S[V7X!53 7TZA/P
M[?8RW^Y,?-L9P66("<?@Q6[ITG<->6]P_\E]A?*)<@(R0/9UB_O?W>N5^9[5
MWG7>!Y2[O/\/FLSE^87W5UZ[[T;?`+_#_YC_5O^+_GZ!/V&U=\P[T+?*]S@T
MRE'?'/^-@1;,VK^X!KK=\+T:$3G[7/F:9YSG7L^//6]Y$I[QD++?('YQB2_D
MJ_#%?$_ZUD-3;78]@+7?8ZYMKB=<.UW?<ST-._B\ZU77KUR_=_W)E>?N[[[&
M;7?/<?^K>X7[5O<=B(UM=;_H_@4B9*^Z_^K^V)VG]%<&*M<JURG3E9G*(J5>
MV:S\4/D-O+;_4B[P7.8)>BH]BSWMG@ZL7'_H><W3Z?F[A[S.)Q6WE^(!9<YR
MYVSG/.<"9Y6SQEGG#&--&G&NRA E><JYR_F,<[=SCW,O+.)^YP'$3=YP'G*^
MXSR,^,E1+8(2=(W#JG**:YIKANLFU]<1<5SH6N1:XJIW-;I6N&YUW8$U]IVN
M3#:9V^/7K*]#8QQF?LCUMG^SO6C[AVV<O171Q<_LNYAN2Q_Y..F(.TXY)&=O
MI\59Z"QR#G(.<0[%S$^-A_2'5Z' AR#_@;P'BB6NE6/R1FBU^^0M6*MNE;<C
M"O$4--PSB$7LR1B-."Z?E./R*5FR]K9:K(70?X.L0Z #BZW#$:48!4WH0*S"
MGQ2MD#;EL#N<<^SU]C;T:R=6YG=#8]V)5? NK'O_P_%;QQ\=.<YCCO]Q6-"3
ML+/5>1TBY;NAL=^'K>N-V)0/G%WBZN,ZUS467O8MT&H7N1>Z&]Q[W;V5D/(]
M93%6Q@V^)E^+[S9?JZ_-U^[[)& )?C_T+_"OALF-\+1"\DWRK7(>HLB_0W_Z
M@?*AUBN@N:> WKFX4S+>6FMMPMV(_=8_6_]AO=AFM?VGS6N?;G_=]BZ\CR)H
```

```
MW2IX^7?;U]M^;OMOFV0_WS[2'H+G7VN_`]KX6_:Y\)^_!;_Y6=LOX"_GV2^R
M_PM6V]+6'+867R"_!#^Z&K'C%^VWV]^RCW9\`U;LQ^C][S"6I<Y?.Q]Q/>=Z
M%_W\@?LO[DN5*Y2 ,EZQ*E,@W[=[ZC#S!OF;_#,#YP7=P0F(,OXH>!DTS2OP
M%BCNP&W%/GBT1;8K;9)CL&.D8ZKC-MQC^ SK^VN5I]R[W,] 1^X!O_9!/TY0
MJI7WE4+/#["2>\/3Z+W+>Y/W%>]0WSN^C?ZK@I\@CGA[<$WP:?]/_2]A73L0
M*];K`X\&7P^]A_L#%%_@?>HO3Y<G69?ASM+KMOL<WW'^V#D1'E.G*P=ZX3WW
M1^Z_(<9^PO,3K$?_[EN(-LA;.NR=C95GR#_-3][!!?YBK'+;`H\&A@='!W.@
MYU>$?@&K\Z>0=#!'VH@V_B<@25<C#CY5KL#\>=#Z;]:(;2G&XW+[./N3]C_;
M?^=X#_-@IK/:V8#X^DO..YWW.Y^&Y+S)9.>$\V_.7$0WWW#]T765V^6>Y?:Y
M:[ *+%%N5IZ'=_L:_!6;9[_R!^7/RF1/J^<76,-68>5QC_=YQ*(F^Z;[WX96
ME@[GT+?8I%'R(MEGJ[0WV%]Q_L;YJ=.)-5ZMZP>NB=!;OT<$)0B;L4EI\[1X
M7_3\T/L6HECGP]\Y$%@26 ?O#@B.YTC/(%9L\1?ZB_R#$-$:ZB]&%->-&#2/
M0#?[(_Y5_JA_K7]ZL )1BM7!+=X=WEW>9Q EVY,2)SOL/8)5T3'O\91X\2#?
M$*R3K/"W%B!V7(<8>#/N<:W"O9NUT,A;?;MP5VP/HLG[?/M]!Q!3?L-W"&-_
MV'<$<G8,D;Z3OCCN\4C^WGZR]#]77E:.*W'EE")Y>GLLGD)/D6>01_:,\4SR
ME'K*$&V?C97S`D^5IX:MGYLSKJ!Y!.%5W,N*IXD0E*>)`V1>0;_@>LGU)F;,
MIZX+W9<C%C#&O< =1GQ]E3OJ7HLH^T;$T.YS;V&69+M[A]L\!_:[#QC\A<_<
MG[MK8.M3_=I_<=@=4QS3'#,<?;&.JW?0FNXNQSWP._=EU,I]X7->YOR:\RIG
M"'KL9N="Z+([G&L@FSL@F9DL"L7BS\>*Y!*7T^5Q!1!'"."8$E9(=+]1^-:
M<)7\`_E#Q(FKL,)I_/_:.=,`G^J^C?_-3&A"]L::G31Q]O_9S]BFP<B8E,$P
MMO @$14I5$),D<92)LTCV9/]+CM)DRUK5(J85"BRY=;(\SEG<B<CN>^ZWSV]
M\2[FG-_Y?J_K<UV_@4[G!%3Z;)YC_QVQ<.0&L.D^UTVR,M&22^1__,KHC\FG
MY6)*21)@/_/V.7*DI$DR3V 6JGN=<E(IR4\WG"W9G[U>&RW551])GG% KV<<
MX1NJ8#J0G71SGK467_Z9]17$LH!]F]W0_L1>:ROXD)7.5EC9-VBA2*<H7/$N
M9X(CNS/=)6YUK[WWLO=9X LC0@/YXS;FS+ND7K%B!V;TH" SOD6JS<\Y$OV[
MB03N@JPHB]@A9]5Z*(M#6D^40T@W>:/3R4]S]+9H@GO(>G>9T7 #/S5>9*T/
MTN -SC?.+3#"*6BZ`?[?627"C[U"*;CSIW'9ZP0!I]^?9[-)*81&^%G]48L)
M%X!!W<]IR\05;@F?09U4T\L:E8UGR)T*F\W-B69Y&-QDZRWK;?M3^[SSE+O=
M;>:M##QF1#"KT]BN3<338C74?Q\I6CXO3U(6,[&&PN0O:950K[ELMC]6K>UA
MPX_"3-[2'X.VO0L9GHZOFF/7A!^^Z93G.6YU@V<8%Q$:P1_580I;A5[B4'3'
M8]+STCSRF"EXJ/>99%O"*TCT9Y*73X<!1MN5X)RS[20(3PMW,IKR67>M^[*[
MB)]ACUO)ZX([2/=FH6\7>)?=8C@WU6O@M8'S/N--@N.N]C8PPW<RQ3_W+GMG
M_']#4D1H#]YB#7XA1[^LER==?1>-5D]_@OT@F,\QT0I8Y:W53+/_P17,LW8[
ML]S;O0I>;=1_8VCR<OZ?VSD3;=&VE]P9_#__2 OYWYV(WWL4-3?[)E7<]7*P
M&EH<25@R*BY/M:Z#R16&.CX4[A5.@316E^^6ZTNMI '292E>OH^T*X,O:08,
MY/J)UP%.:4Z^I+CP53E87<53&BFM<''I-^%RZT.'V@K)\,!^Z+=KU=O70A74
MC7 =+7:S?&BYN(8DY2#-C'-B&2DLM<6;3I1>EU9(1=$QA<B&\[Y-`1:Y5#@,
M!]K'-RE)':2N4B]))7$:+^]44MC*.]4E6DDZ'$_@.2H8>XU29F5+MA+@U]G7
MI>9EG70WURF'C]E ]Z(>B<&+WC3>ON]1(T+K\& 9[GNDK(?=@A"4NU!!R3BN
MA[W^I J<$[NNT]NI@#_J#ME?!)&)Y[0N(%,X[XVVTNEY9%A3((99U@QK-IV/
MA9"2F]V%>7N[NET;JAA'=MR)73T"FCC77@!1W&X?M@O!6!(#DC\`#KK,V><<
M)"VY[%0GA^CKWBSS'@_YG&9.-]>;'[#C3UUWMU>!@M:Q8BW!4BP=&AIG->:9
M)N*L6ULI5BI[OUN^S9^)3EZL+T?YK&&G?Z5_K9_'N]5G;_L[^T8;^^]A_C>S
MB?]^Y_[;/K_2<O#SV?YH^9?)X_*^S(N0M8)*>;[ 7I"F=%CM$K3Y+J9*)=5%
MU?92)ZB3U$7J,O5S=9G<1=G,S"G#7A\#(]RMGE,OD=F96AI*98YV1MN&(G'"
M?0(M<K42N<*$\GB0Q$9-@BG_/2GT]?;];PE%7LO#U]$=A>FXH07",KHT48%_
M^S/W=K,3X_=9>W:^%.($F71$J"+Z]P=2ILYVV&F*MFY)=CS!G>;&TXLZH[;3
MAI&%E"3;L7EZKY/=/!@^&BZLM]#O8MNMX"T>TJ/0G*DWK35O='*CR7P=<S'J
MN:MU;>/@WR.-5^^@8FI)B&-YMI"J]B!E?41]F>Q[!\JA#-JNJJ;@9$>A8!<&
MB<])SLM/>-D;-W&NUT#R]\R.X/3>:*M<W:[X?2>I-7PU5>GT:^.BG%!5F$DC
M[Q0Z(4UX1B@M:N(0L0WO]EL(=#%.:R=.Z7_OC(;&1P2>,A46L0[J<$0X+13@
M?)83.W/BZDOQTO]*C7@""^7WU..J`5FI&"ZFSX7(+]#O,1H9R9R'T48!YG0,
M,SG;+N<T<&JZ][D/D/M6\![TW@IZ`A&A;/XX)O^(NGU(&1R.T*.A2DWU5GH'
MO;!1Q1 Y6]W@^T.-S58;NSMN;#H,+):L-A-5==SMXBWB]X:=%+>)7XLEI3ND
MNE([]$4[$I0LX7E:EAGB7#;G.D[_,;[RFI(A-9+NESI+_6&[S_+47N*9+87P
M>,R;]Y0ZG/A/8*#'H* 7K,M6*;L<?K"V79_]DLP7TE/HB\)_$EKS)5G [3R+
MJO0Y+XJAA1%!^W0/S/![,IDF_)1I[D/0P 'N8#CJ&%=$HWWMM:43,-8['FBP
MXJ3Z-4CT3;T!6GT5JK@AQ*RGT1=F=X@)_D_#->^EZS??ZF".,L>9&_"5!=DN
MAM74:F6U89_T8)L\:CV/KEU,DES:3G9R^)?G6E7(V7P_WY$^PB2H_@:>_G9R
M[QJD'BEHR!4D#=N=:'Z*C60QAMB$>7)&; @UF2I+RDQYD?P>3&2;O$_^7CXC
M%^#<5N;,ZIS49.5AI9C:41E,?I9.:^(-4K2URB:^O<_XZDXI/RNE(5ZU<%G-
MH'J/,:/GXOU/JX7I5#ZA3=2RPF^S48[B[0KIH741H43>?5F(?DO<TS/"1%*O
M#O(`ML LN86\1MXMEU#2H),;<)3183?<G73R3+@"N^2\7@VG.]GXW!AH[H-'
MA'9$^%6/T&_]AHQ\;0:_Z7JEM]#/UT+R2;FMTIG]\CCIU<A@PKR!FWJ;YL=&
```

```
M9;O2`C?UJKJ7S+=JT% Y#4](T+OQO-]U)KCWP1)_<\"]PW?H49R5:#2&2\?V
M`YCTJ7R=T&KT,/*:GZ%#>#C.2P*]JFMG7'ZZ6"0?24S-QTRS4-3GH4N%M+LU
M5Y-1R@G:`;V9\05\.0N7=<DT\5G="1C]Q",A7X*:D6]N',HW(X1\TW#X-7YU
M!O/O6F5=XYI9EY>S^OSS]YGJ4_D(:'8^VIE_-W;+MP47YMMXN>+5B4_H5$1H
M*6=E-NQKFU6#Z52);^64E69?A+*5<1:0D]=QN_ANC>RCB-<4-?N6,$=X&U>_
M3'A/6"VL)W'Z2-@F[!3V0BZ_X/Y6.;4RRF.<6D M#EF_B%/II-7DQ#8/=PL/
M0&W,@KX-U%\GD=L#U[H-7QIO###&LA$W&Z] DUKHS])W.*77AMQD&,N#35B.
M]E,SM.@0<ZSI]]]];5] N)=OY$/8PY<\B\K!DZA'KSR,1F@HQ@<*82 *8(&X
M,YAWGTBE<#P]E?[0@:;T79>HZZ[:Q9\;;<T"YJUFV+1,SVS$M.D-(5M@S6)"
M^5X?8<\9K48KHR[]#$G7F%4N?<YX&.A]\-U2X7+A:N$9L,]=] 4*A-OB?G?J
M18VF)$_KC4N&0;ZT@'3I)/N\A%76&FH_9Z>2L@QRGG9VHL-SG-JNZIKN=^X/
MKH:K;,J7VQ_'L)',\;!7F+9L$B=B"MOG9Z&;.(>V["A(<'-I'+2W-1LX2SXL
M?RSOI6%<5U&90YN5NOC,U7)%)5E-(TW\0"VE==!VJE\Q@2*@5B^0>4QCST_"
M/<[7EFD?:=]IM<*]]5GZ$?U.HSWS9#<):7.F[3JSLAZJ$AGPSO9,VASAF':,
M[L1IYSPI\B].A%N??'$;N7B&LEK9HT9KX\QYYG[W"*GU1F\EI^\DWTVBW$JN
M!;'9KWRAA"'_CZM#F(A%E<EJ)[I^[4BP!Y.K3*)QT9B-][@^1'\%35S<*&.D
ML?.V&CN-+^S+9I35P@H)D:$9_%L*TJ2(L:O:=6&4-BW9BB15Z6[CH/>[4-@D
MO"K*8@/.P0K(TSYTWJU2,9+ZLU)+OM5!4.Y/>59WH$'2X645U:IJ2S*8*EI-
MSFL3.N]]X'ASR.^W:8W"":CD%\EY3M/-*8VV-U#O3^LQ1B52RU'&0=1:5YS2
M:GS98>LXCNR2%8J+#+IV2X4^8@U41H:<J$21W63CZDMK.CV<T3SU'5IIM&1K
MM&06SL)O?S<.&.W20$?68=OW0R^N(K-TX:RGS.+XIWYXPAU6<=KM_>SQ.-03
M=BR>+IW$_)13G"Y9'XC(#O>B>Y\WW:?A29$!7VDF3$.QQ'//X@>QH319>E;K
MS;M_FK_YF%G#.LE=A:VTKP_3%BV)VKF'?&<$F<%L2-M).5JY'?=?7YF"XCT<
M_@:]6Y0O0$:3=('OS-7'&Q.-)/,!;A7TL!K8+>DM]R._;>A4<JNY0]S7W5"G
MR.#.2)IC\*][P8WSFO!O^]D;[+W 7GK;^P!R<IK["^N9*ZN8<I7Y>M]!E4\7
MWY>2:4M.DE+E5/%AZ6GI+?S]+O+G"U)E663R]I+;B)]+D70/GI1[*-]S&^2<
M\D_E$EG-+>JM:E&UA%I&+:=6XMW65.]2[PDTKY^U-U";, %:J*W4!]2VZE?*
M2[0EXNE*1X8*\XT7M4I89:QR5B6KJE73NHLVCT^J#<NQ&K UFG("6UV3Y8RU
MQM%!G6Q-)85<;:VW/K ^LK;1X=YK%24?O9EFWT;S@M.4;?@=9[>ZT$,X*$9#
M55TV08Y85"HAC:-=OQ>.48<<Z$=NHQ22EDF+A?)HWXW202; 3])0&,M'POE
ME<I,OI%B.Y[7+U([N;N\7CXBUT2OQ"EMR75>43Y&F=12.ZC'U'[Z=^;WYH_F
M.?.?;,4"UBW6K1:_8S)@C'6#^SM=87(;Q<>E2.43<J?6S)N/^+]J\AA441VE
M.?K\O-(2!U$.YS!77XA_7Z5OUEN8;6F+]S<?1:,F<]ME@O.JTQTETHNN96A\
M9*"E.W(K:)3PDO :FW8:N[8B\S/,U]=,:XL'Z:.MY>O;I7U%'^FLEL)L&$UN
MDQX.T0",X<W<;9E6(]Y%%MW?)?0&M_"T;;L+.45WSE\H*S)4A'?Y*<U7P50A
M&\EF%[[1$^8=[+;>$)T[[1>M!*>O$P6S&&X]9 ^VT^&*L^QW[!A:D+4=T?&X
M+Q!MW<^MGI(DX>^0@G_MG(/&#N*>TS3W4_=C[R5W#5W0,FY-)G<3ND>=W$?<
M#]WOW>)P(</K[(U#<6WVTJ27:0G-E!9+V_G"SD-3*\N2',]-IKYRHM17>D[>
M+#=5.BI^;^B@?(M23VFI/((">EGY`&8\2'V&.?D=/0)1\U.=0EHC[0':16^2
M3_>%6@VG73@Y_&9X6;@HFTAG=AS0CY&E#\%UOFB<,VPSM# RZ/QTHQ4]B)9/
MNC.1GVP._>C5SH?<A?B*N1'KWN^.<L^Y)6!6HN?0<SU*UO4</\'/= :Z>JT#
M_; ;GST,/?&E&(W3^E;:)1^7.RL-H(+=E5'LG.TXT>5,]_U**\CF2G6]>D2]
M`R>Y%3I9!\_</MQ2/ZF_:,S6$XRC1@_SD#7/WA>^&S*RA?2FM_$:^NQ]6/$]
MW(<8SEN-#"9\@CW6]L':?+QYJM$E< 4#C2?Y^4;BJ2<P(:<9,]G@B_'2:XQ0
MZ !3ZMOP#S":B\S4@O"9DM"9ROB+NI 9#2[3$.UZ'TRF'42F.Q/W4>;Y4%C,
M&&;O)'*5Z:1*"WB2*^B0;.(.Q"Y]/UVQ')[K*=1VKAY!RE2,C*D\GJP6MR,D
M0R?A;VPT(VUZT&C'Z>U)QCX053R<?#V=33N%73N#9L%">@6KT/#9VG;\]6=D
M`4=Y-J?1U;]H4>%H>I1E:9%6@]_78S.8I$;QX41N9J2$.Z*>>L'T'X?:/,NW
M\!+,YC7VQDQXU6)HU1I8U69(U2?A_<J7Z.1C.!"_812E1I-9ET4Q5T,OUR-W
M-TG=X^D<)-,XZ(AV[H5R?AS=_"Q-@Y?($%Y#/\^D8^#GE&L@TYNA`Y] I0_#
MI'^ 2%^$1Q>$1I>$15>&1-?5!$W3;+H&"30-6FL/0@6ZH$CZXH>?1!6/1!5/
M0!-/0Q'/Q2$OASYO0(EMASQ_ACH^BC8^#1WXA7L7T9"!LNSD:E"!>NADDYD5
M#P](A@9T9-;T(N$:Q'<R0AF#/Y@$`9D._U@`_5B!5]B$5]BE-""1JBK<Q>R*
M%]K0*YA($^ .\9[ V[4F2^\L?H0.CJ?5E"RU0_-W1_$_"CL8"CD8`S>8A/J?
MSCQ:@/)?`2_8!"W8!2OX$E)P# ]P'@<0`2,H!B$H#Q^H!<&2< ,N&ZD93B"T
M(S)T@-F3/PWUM>9\XQC\<1B[>PZW`??;/]BW.I4=DXY;+SIN&4R:%4[VO_HV
MQ>G3Q+'5B]"LZ<?FN'G&^5=:S3[AG4*[-8O[#[/-^5<EO'MP#TEXARJXI3X\
MIU,TR.)XDNFPEE4PE4/7N*04]&=QR%$<[S!5$0+E9>/Q1BM/<7870E)M"&AN
MN A?9 K\; ;3*Y-3?" <RRP;Q#>YD9MON7KFKZ0L`K=4C/=;GKRQ%FFCA'-R
M\4W-4,</\JZ[X)VO4(F1^*<)*.9IY ]S21^6HRXVX*.VXZ,^PT4=Q4.=IB_R
M"Z0QFJU9%C]5+? 0RK]\5!Y)S!!?%5\/?%3H$%J&.92#H\VE'VISBV ^2OTI
M/'4V7C:3B?\MOGJ\[;?Q,_^+?7R?]<?8#SK#[6G.N\XJ>EHC:%@MI5=UUN]:
M_>ZM77L2?=<SVSC**;EH^KS>)G5/@,MGD#H<@-</@L9O1&7FTGZK8M> H/BW
M*16XCTVRT)B)G&@GY;N?EM<.&$$3/]U.A79-^;?)_%_KXE]]:OL%=]G^DZS]
```

```
MCPG_#OKOY='^<5#\@7HV[<$9.-@<O0I=@YY&)TYO%J<UBO9!DC&<69?-?,O!
MEVUDKA57QK,10W2#UC%-BY#AI; CLK2%9'RYJLWD' T]6<>FO/&]M>O=VTM@
M0R3A(E*X1=J)+=$3MA\Z%>E;^Y#_]1S@WF@=0V%G#N<=[#=J\&3[\=Q6<2H*
MD]>TQM/-)V6*XD2E\BZ7<DJ+</KZH!9&<'=R*1HAUXE%QPZGO[<'DI.(4NT6
M<*79)%?^':>*M"%C^7LS>;:E`Q^3Q#,:H9_0==CW>-[YMX;"F]IJQI#\]"/1
MRH;15>'<#.*+V(%WBV7VO8O&"@6SSD9+C4 ?+^5F2R[<8:"7YY?.DFXG\I.F
M\S9/\(:B>#-Q,+ \9I03]+-B8$-UX$(Z>RZ!9ET*K;J>[#C_SN%HFG13V&];
MU9[L99]Q7X#4IG(2MH;]Z7,!SMH8[I#)G#YK1''V_)Y )M_-M_@DA:0JG00N
MQXKE2QC!-WZ ;]?F>_QC#GXU#YK]%_+7/%*>PW2M1W?JVIN(-TY#?+*4*(P1
MEPHKZ?/E]7]+L_FJT//M@Y);RD1/8J)GLO7V,,/_/*NY-@<(,8_MZ]X%N%&;
M[^_K\OF__X Z1FB>]P]ZK1][K] 4G6=5MZ?:I9RQW)8?XIYQ>^,QWS%6TJ+:
MC6<_3@<STKS=K !9:@-56LOO!ZB JQN&FYN,B_\I4)]=N94QA ;PYW1!SMB7
M:;BED=\^P6\\V.<<H9_>B'LC[=T>[DIT_V[WH"M[GM><MD$6=V?7HAP_I0G1
M4W\,HC4.73E'7\G<V$N?ZZ@NTW/=8A[G#O 6JY&]TI;IWE=W3](_N)V^:'W#
M,UI"/AZA]37.J([3F6JMA,#+:.%Y=%*J.T-HR9^A;]?;'0MIB:25,H1[?F>\
MJ6XIJ+K_]O+>7-Y;\]_8#CGFUX3HC[X*OY'@-X"RF5'[:2&<@.#%H/3J0"P2
MT; G^/Y2X08QX:>85MFHURCF4N-@^IREI9Z&EAY,T^85O2=O?!5OUO\=! =X
MHR=XF[GLV2)!HE>#]Z<$-T,2.;6I`;?T;PJ-"'9M)GG=?+*Z5<%=H3U!9_T$
MV:1/+HM +2O248^EGV[334\,;LMVXQ0/Y!R/0(=D! HD5#PJZ+$T%WH+[Y/6
M1'(OZ8Q@B;N%-+&]\!P]O2WB2;$4S8'VTC!ZD1_BH6^7JP>_K^)>8:HP2U@B
MK.6.Y)W<7P^C&8>);XH?BL=A7#*W,X9(;Y"2?"/=1H=28!+XO9PH_\I*Z H1
M*^A&N\7^UAM_?E?Z2KN;>TY_J7%[<XWC&',=_>]L;M?X]_M^?V<>;NU?HPW%
M,8T[A>D,_GI7Z,HW[W^E&WD/N6CF"U+%7R=>MNQ/Y!3^/O_O&L[?D<6)RV8'
M-N9T%8$3+_7W7[ 1D\@39G#2\@B9SLP_I%;48CF)_7!5Z=Q+VQ.<OR+LQ-AP
M:#S??W W)N_>TG_TNTW^_[\__>__`%!+`P04````" ``>$XDTP;4%!P!``"(
M`@``" ```$-,3T-!3"Y(;5'+:L,P$#PGD'_0,2V!W-M3Z8,>2G]!K*6U+9"T
M1BNET-)_KR7;D9/4-\]C9SQ6%IC%LR4%5OSLMD,P)XCX(([WPJ%K,(C[XVX[
M$JFQ1JWQ-GD5#?DBV&PR`69^.Y'1@@TI\BPA1=JK'L93K0>'=X\W>N.C*!WV
MV9D%8GQNKDCH1LM94^LND93BD*)TR P=SJ&.NQ*Y5F (%"[Y56:/=CBGE')"
MDU3D''@]NZSQ.%2^-19E0- R$_OWI\^7CU?1OXWP04R.)K6UQQ>8*(= ;H@U
MJ3 -XBI\VL!F+'DVG4<M<B#CN(KFJD'5+RMS#!77Q#.<^^=RE;,$R^?4/S.Y
M&$[+?H4ZB(MXT#I<06R^IP/37M>W_SE0U+]E^C]02P,$% ````@``'A.))P5
M^RRG`@``,@@```8```!#4TE/+DB=54V/VC 0/1>)_V!I+W2%M&U5]4!/6Z!:
M5):@0-5#55G&GH#5Q(YLA]6V:G][;2<D,81EMYS"^'GFS=?S%8.$"T"K682C
M+ZCZO>GWKMH'R^D"3^,8H;?AP7@>K:;^Y%V_U^_1E&B-QBLN?_=[>;%).1WU
M>Z^<83!?KN_BZ>T$K]:W\1K'T=?U;#%%9J> ,)P4@AHN!18D@]<?[:6__I;[
M=(3VDC.$9&'RPN ,M"9;&- =4>@ZTUM_(8" 4E*%@%Q)`]0`<Y2X,-:KYA);
MC-@"WI""#9S5?7A_-]=HG$I*TM'(XJ@4&J>2L.&)59,]=%A!,$QEEA'!T/5-
M$/-!<6-#/IHJ!T8,.8[Y0+C!EG.6FU/GYXD<A_+536V_JF)LBN3EV9WGKRNW
M+H,A<@C-?Y4-;. :#%9&#UR'CHX\O:80WL\Y?D]5E"F98RY<ZVV&":BN8#0%
MHD(F/FHU!T!_8OO535,7&91LRXGM0NE"YX[C!9BTH"K=7"K;W6#LVG2EAMI!
MKOB>& B'%P39I("IT3A)Y8.MCC!*IEU1&=?/QM9=>:*]Y;HU92TWKG8V^1;%
M$[2UG=>/VD#F%PSO25I L&9MG2CO-,"&5*42VA!E+'NRK62A/+6A#\96E9XG
M.)[K^%,I>XQNW/]Q='^_C*,E<L-F5S!WQKO;Q60^M:!=;.^OO9<FT9KC;-*P
MMC^73#-G+@3LOW]X_R/T.):9-?SQY6@TU T]&J&R/MZ"3F3585XLK6ZY@,HD
M\2O?6J6V$@P*H?E6`/-%)HRI(0I,;A*&J$IB]YFGK;EHB\?_.@H8M7>_FDEM
MK",'VH/:V$UI]OEPZ7BED<V[M9L=B5_>X /RHB(<@.>TOG[5@A3M6Q6^6O64
M-X&[!3T`>8DYE96Z,(&RG(0X]R26`_H/4$L#!!0````(``!X3B27H R:?@``
M`-<````(````0U1/2T5.+DA+SDDL+E9P#LG/3LU3J.;E*BA-RLE,MN+EXBS+
MSTQ1@('TU)+XXI*BS+QTC>2,Q"(%K934XA(=!0A;J[@H6=,:J*4TKS@S/2\U
M12$SKP2LI30>R(K/2*V ZB*D,B4U.3,W,0==-8I3BK,S"^)S4A-3@(Z)+RY(
M3$Y%4UX+Q !02P,$% ````@``'A.))G4Y*'*!@``]A4```<```!%0T]&1BY(
ME5A;;]I(%'XF4O[#M)4J4J646R.TU:Y$`B2L"$1 U62[*\O@,;'6V);'9,->
M_OM^YXQM+O% Z@>$/=^Y^ES]SG,#1[KB9C*QNE>C7L^ZZ;8[W7&O/^B>GKS#
MD1=(P^GIR:</XEH&,O;F@H]/3\2'DNOY4CQ*VY$QW]N5<)6D#TIE&23Q^EPL
MHG-1J53.&*'D//'"(,6H4OG)=ISX7"CO;WDN7-]>;($=.[$UU7J9V#-%_S]I
M9>BON/4B)9;V`CH%J^4,_,1*24=X@2#-'IVXDI)DUFG+;OMW$^NV?=V_LFHE
M7-7G:JU5/8 :]*?303=%7M0/("_[UQGL$,.:-?G6OF-DJUJM'16MX=7GB_I!
M,*2GC %EOGAM="[Z?=&?M _[0HNJI^I?')8#F,8UCG/,M;\XIGT*)6QC5_U7
MZ]_0>C6/O"7 -.[X>V]D^C>/>C^%$I;=KRW8B5 [ED)SX$"=AZ[[2=)OY;$B
M3 9>MCN04;X_$^4R_;[YN5#\F7C_7OQ^>@+;!%^'P/4?0C?.D).;S"M,NNWT
MY\R#H4L[<(0?VHYPPWAI)^="+D1 ?WWA.P($T2HIS-+VZ.O4^HT5*%6;-<09
M>W-H+Z42H2M4).<>N*0E115Z;]*]FEK3[OVT5'I;2>1S\K80T6E/VX2@BE.,
MN)Q,"#!3JOA\S"S>5F(SBTD*40<@J1AEE(.09$U]S\0#B&:*:!H1K131,B$N
```

```
M-6!6?-X?]MFC7N 9/-H#A!!X[A4C[E)W1&9WW*>0YQ3"`;#5=/B%JR1>S1/!
M.631H87"+_Y!3.%:!<I;4*JIQS!.2J[%[>)+"7Q$M;+3/)A9(4V@YH'2-/5*
MAJ8(3"/O):47$%WB+:&X)FQ6!&ZE>"_P2 J5V,O(1(=V%R6QIFM5M,%1B#.(
M34*ANZ&).,"Q5K:VJZRFHJ;L(8&,QH91`O]I!A<5;LRA6\936(ILP]F9F9@:
M>"J<%*<[!O_WA?HL/:_#ZSM-?.8EBFJ#2*E_XH[?L\;=06]P78JE'\YMGAF\
MP(7Q4#^*(-*-PR6[)L5W[[M7)3V1>$K(9SE?P5[<E8,0BL92A?X3Z% #9$R6
MQ-*5L0SF4NEIHV<-AL-1J>13$&:ES2AN,'FX1:J2<BA!Z^4L] ^@V^/:Q;=Q
MKEWMXB/,%LB_Q)<?9>!X=I C&_4M9*-^&+FQ.$7.O,46;%,/2^E0UQE;N6_+
M:(!H4S"_",0.U9"Z`<(.TY"F"<)^TIB6`9-ZAT&MJA'$CB%0K7H01)T,J+H1
MU7D8#D;M#O$"*Q-J<C,>7?Y*(' B$%<?W>,VZ5!<AFR #I0A>Z\,)>M(4H[R
MNS0DEVT]<='(Z] 3XI/2XD IL:V$\G=3@1#\G-%(BMDZ0>2+"/,WT"@KO6]B
MYL1K$R=GPPFI3059<S+ 9SF<RA#:V4$TKPIYS>$[$26Z4A3 73*$X51.9K9B
M[[%U/(M0.4D>D13%#DV9D V:"5R3,6'#?H )+$-M(R;P2L:$S'T]CT6$:4C]
MR:HTX"S<HS@M/$7UGDY,A'--^+WYAZ:%Z^;AQR@.4=,4)+^*R0(11=2?*:1L
M?R59Z46TH=XMX)\A)2O@60<TMF,Z+\R#^:,=EY058)C[WM+J4R)D_.AYL<+*
MHHC=-,?H<:T\JL'T%&:?"]OW\!J0-E: ^<7$A??./#Z?O#A9;9B8B'1,YZTQ
M5=8<V*"8!UDKIU#5K3SA-A[;?^EH(W]GO QLT 5S-@C6'3:;!FD@]H,`]2JE
MSN<)3;W3[ R5!XYD(7F ;H:*+>%'!@MZ&]!#\X )&QY;*IB9:$LVXP7%>M%X
MT32.%RDUCQ=\PK6>TA2E*42XX=U[:57/W@93[']#F$P?[M!!KVE]9)FVSTZ0
MSGGF#_I+.P\4?T'9H<D6M/CR`%IGM5SJDKL#&HZX0:'U') 0A!@,#%*NQZ.O
MO+(R/:U>0,'97H!U:W=PW:&[8ZG8#D!%_+<DT^TK[+L:W3V0>=HWY'D'>QIW
M*G<5:+]R;9RM$8D2.R!OH+R#KF@7D%_$$=$O9/*"1]-#74O-WM\\#!+;@YW<
M&L+ +W UKQA$VS30<HX6T]*VIH>68E+J`SDE%\Q7!]WN,JMC3F^I/+3L'>G5
MDN+EY1&OE/Q!8N]$#SN\J.E!"-<^Y'[:'7:Z$VS@/ 7A(D-INNKU>KC3^?7S
M+P*%CL<8BE"5B+FON\$.-[V[LBH%LO16RA_$BD\1R[F>Q;;0VIJS+X;PYIH+
MV<>,IC?=L:6'PSTB\>^^US 2PA>T3^"[*NI<^O[("P69=36ZO>T.279=V[!W
MKG==.M;Z[R=F?JQ5IWAZ1X.^*Z#$FZ+/MJS#_U!+`P04````" ``>$XDO"B#
M260"``#,!@``"0```%-)3T-/3E,N2(652V^;0!2%UQ,I_X$ZB[26B!]]I6IE
M"8\G-@HP= ;JNFJ%'(,;5 <DW,K)VKONJB[Z=WMG, 3&.-YX\#W'G+F?[\!9
MG"Q6O\)(^[")DS#=K"]N!Z<G9T6UA7F<7MRV:B4O_1$ELBC*RR2,EAHW*:8.
M#XIU`A+4XR1JDAY%BV+#"AS*;%@\PFS3,3R3.JBK>H@S"N050JBGBA]]TRL"
M$.I7$X9P1S8+7 -?$^'Y0A#JWE]V(>#TI-/6MND6;^/M[[_?_OQ[/J'<TP<N
M?Z&U.WNW^&R+$,]@XI.9SABU;C;9UTS0.>B$6 2^.)EG#P>,KL$,.[>+K74K
MW=5M>0?2!S;HLLF&)P1?!]RW9?3Y[/R8S9$^YX!/8,][B))0*_O81^=R?2#P
M-:)C!']2T65A$[J*\VETTG@<W<YV#)VT'4>GV ZBD[ZGT,7)SRA+YBLMRK(T
MTQ9I&*UKX+B/,>$PS-630!@+,".&1X(KTX)!UBL-"W$,7;J,NH1Y,Z17VBS$
M$1["KU[6A:'AC^ ,`B#?=2GSR CIKY14B_(R]'5=X^5]W]2%*3,?=_JVKC$R
M-CD<^&!J.B,Z1?IE8YN%^JY1]2:PPF9["B-1+0DU(++I2$H*(-%((2F(A(2I
M;0M)0:. ZZET?.Z*22CWJD!B!":ITHK"201[IDVH#Q.N]U1*%C%8`%>4"56E
M5 XJ?(-Q4"@5Q_P*_H7<T( J?V#J?065Z[,Q*8CT`9:<ZNA^-]7KA[N;=)5/
M=*>=ES6\2A>@:9HEUN!NGLR_1]E[X2D<\+99I,E:VZVE1S[0X13%2PUBGNV]
M4F30?U!+`P04````" ``>$XD3+^]U4$"```&"0``!P```%5.250Q+DBM5D]K
MVS 4/\?@[R#8I0MLK@,;+!L[U&EH8%E8FL*@@Z!8SXE663*RG+1T.W2&'LH.
M@QUVVE?9=9=]D7V+R7:6N98S8DC('[_?3^_IZ>GWI#C.H_V];.L!#3B!`)UQ
MJMP3;6N#<MC8SKZGXSY+"* 72Y^]\QB.8X@?+Z+HI<$)KJ1@]>2I(IZ26\B^
MD&$],P2>U#/'EVI[0&^!I>J_K>5&#,J.>RZ7GQ4(3;(5N:B+HF3&J%_8MG5M
M6]-I#L4+(-V6XZ!![QC=_?SV_=.O=)Q^33_<G*=,_\YMJS490BA0._ON/,]M
M3'E6$(VMG]P"UT\#!2%J]RF#*M:C<<3P517V&& 9^Q* FQZR"KU)M+@JV"N!
M"4Z4"&HFS9*65R0)HRHSACF-%<BX2IP`,P8/A18U2%^$(>;$6()@0L[ 2-9+
MI 2N")7@*VFL?,"C1*TH)V)5G[:')>D807OCT="HM]Y6;!2FB.)G4=8;MZ%.
M02G*YU6/&4Z,U;U^]O3PT !=]TG'A(^,;!=P4<4"W9\YMA24H.DTP+'R,6,H
MWUQ/Z_3B8#*:O==%RQ+5AXQ\6#?\WKYO=ZOQ+&MN]_E*6MK=Z9_,&DQT7VV[
M.VZ$V,"EHM'_UK'V78U8EG73XA:*;[:7>3\TG:AHBMV]BB9H,'[='[M['#48
MFW?0UN&1I$NL(#_6TUM]D)_=G'_Y_?F'9O);H-LRF58I>G%I'$P\$4:":W&T
MT6C%B]@?]6?/-Q5<:JWSOU=5?I1EI\.^_S[H\M# MM ?4$L#!!0````(``!X
M3B12J^F220$``&T#```'````54Y)5#(N2*U134O#0! ])Y#_,%"0&JK!'JMX
M:15%I-"D>*BPI)M)N[+9#9OMAZB'-N!!/ @>//E7O'KQC_@OW*14E.HM`[NS
M;Q[,>SOC>3O5A6/76"PBC*$OF&Z>&&P`$_B-O:KE!.63".%@2OEEFX=9AMGN
M.$T/-S@IM)+\;]+745NK?\ACJ9(U4[%]6AB&H%!H0@O2R9 SNL*.?>/8A)2E
M;(Q1R_(\..T<P</[R^OR(^_ES_GM8I!SDT>.;07GF$APBWMOW^"I9!$0$H>9
MIB'G4!)G>-V1,U$/NL,KI!I<'\VV5 ,NNKT.;!FZ`8$_9K'V=:@1RN>V:9<J
M-C6%TD1^;V3[B\'3Y^.;8X,))K0%238BW*R:<$D;OQ!)PGG1H_Q=R]KL8?WP
MN1I&/6C+))4"A7:A.Q.H"A=WYE2\`9QK5&*]`K=,U:O4S)A9[-A?4$L#!!0`
M```(``!X3B1G3U#,"0$``#D#```'````54Y)5#,N2-/7UZ4>X.52SDS+2TE-
```

```
M4PC-RRPQ]@#R@9S,O%0X7Y_:UN4EYY2FI"K8E"7GQ#CG)!87IQ;K9104V&'(
MY>>5%.7G8)<,+DEQ+BG"(>F67Y2+R\Q<W-I<,A-S\M-A<E3V=S+(IPHA(*<9
M*U@I%)0FY60F0_B\7-6\7/'Q8*'BC-04*TY]?05/%U>%KN/3YS:=:0YJGMQ<
MTQC=G .DTWFY.$/\"U+S((Y5T$*P#:UYN0J*,LL22U+!)C2W`?6$-D9/>-FS
M#R@#MM"*$U.&,SX^+;&X)#DQ)P?J/HT08#@5Y.>EYI5H*?B7YZ46:0+-K@5B
M*@=*:D5):E$>+%2TP!3U;5%.S4O)3./E`@!02P,$% ````@``'A.) (/=< _
M`0``I@,```<```!53DE4-"Y(K5+-2L- $#XGD'<8Z*4&-"@]5?&06+$'*=CT
M5"&DR:1=W>R&9%H+ZJ$&>A /@@=/OHI7+[Z(;^$FL2*VO65A=_CFF_]9R]JM
M[QAZ@T4BQ @&@E'K3&$%F,!?;-6=3@1\&B(<S0)^Z7 _RS#;FR3)\1HG!:62
M;R;[%#J4;B%/91IO9CISVNYF3XFD6'$U]QT4G8);E-:"-B33$6=!A0W]UM ]
MKU1E$PS;FF5![]Z0#CQ^O;P^?^47^DM\MACE7<FSHFFLSLDF 6<G]PT)WCK$$
MLW@KW(W],8)9BO\6!VL6I68F60B>%_D9!3[G\!/>485>-]W>Z H#`K./ZKND
M.\HA2=G,)RS+S9>JP,%B^/SU]*Z8LKNVMLYH?^)7PVBZCHP3*5"0";T;4<6^
M5[?F#>"<,!6K%9BEJ#]+0XV'18;^#5!+`P04````" ``>$XDIEY_'30!``"<
M`P``!P```%5.250U+DC3U]>E'N#E4LY,RTM)35,(S<LL,?4`\H&<S+Q4.%^?
MVM;E)>>4IJ0JV)0EY\0XYR06%Z<6ZV44%-AAR.7GE13EYV"7#"Y)<2XIPB'I
MEE^4BUW&J;2D)#\/)D=EKR6#/*,0`K+=5,%*H: T*2<S&<+GY:KFY8J/!PL5
M9Z2F6''JZRMXNK@J=!V?/K?I3'-0\^3FFL;HYAP@G<[+Q1GBDYB4FJ.@!:8,
MK4$B3IDE3B5Y"EH0&IN8$4BL+#\S12$^/BVQN"0Y,2='`:K<&>B4;(T0_Z2L
MU.02!:W@5&"<%VGBUF"$4T-!46998DDJV ?-;4 WAS9&3WC9LP\H`_:P%2>F
M#">2^9#PT0AQSL\MR,]+S2O14O OSX.870O$5(Z4U(J2U*(\6*QH@2GJVZ(,
M#)[,-%XN`%!+`P04````" ``>$XD@ZHNN@8!```<`P``!P```%5.250V+DC3
MU]>E'N#E4LY,RTM)35,(S<LL,?,`\H&<S+Q4.%^?VM;E)>>4IJ0JV)0EY\0X
MYR06%Z<6ZV44%-AAR.7GE13EYV"7#"Y)<2XIPB'IEE^4BUW&)3,Q)S\=)D=E
MKR6#/*,0`K+=3,%*H: T*2<S&<+GY:KFY8J/!PL59Z2F6''JZRMXNK@J=!V?
M/K?I3'-0\^3FFL;HYAP@G<[+Q0G4E%<"<:R"%H)M:,W+55"46998D@HVH;D-
MJ">T,7K"RYY]0!FPA5:<F#*<\?%IB<4ER8DY.5#W:80XY^<6Y.>EYI5H*?B7
MYZ46:0+-K@5B*@=*:D5):E$>+%2 ?@%2U+=%.34O)3.-EPL`4$L#!!0````(
M``!X3B1MZ28NM ```/X"```'````4TE/+DE#3[U1.P[", QU*!)CF)@S<@R.
MEJ-%XB(@%B8H8F% F.?$S0<%56+ SJOS_(N3$AFH<VL2.2^(-K!;P $[P- R
MQCQB??%QD??)B&(30H 5#\=%S,F(BDL^OPE*1919W5D>4]1.>6FC[LRGO!+0
M?F4>M&QX6Y?'&'-ES)WEY:2O_*)RE?-:'A^M<)9Q&BXMJOPXXK]Y?9\._Y G
M\.C@):4',L# [ ?0(W"K<*]P`O; 2O^Q/N8\WE!+`P04````" ``>$XDIW#E
M:IP"```P" ``"0```%-)3S,R+DU!2ZU4;4_B0!#^WJ3_88V-H9S;** ?\$B.
MER+%"@00<PE?RK;$%6B;%@5SN?]^,]O=@G?F$DT);9^9W9EG9G9V3@DM[J=K
M,WL\<88#TB"M=LNZN-2UTV()3O@R](,ENM<U> &34;IOWMD=9VS.+0MV!*'/
MEX43C\;#OMV>`E_*HVK%"O:!K@U;_:[CVI-<&RV>R81'XMN>1JL@%/ AY-M+
M@=R(>6N!;!8MEP+-=8T0L:>:[\Y<(:H)-'U*`L_/E5<YND:D:V-[HB(10L<>
MV7@,1DFMF#(*?[F17 I5<E3+T95 A\BN4=8UUVD=:#IV%P6!"ZYVN^LV;R_!
M,QWZA/88H3M"5X0FE- W0E_ASP&"WJL1N@"XH[&7X(>':T)G>W@"0O?2505=
M.48).L:<QTGT'+!M>N/7YR]I<B/5/&3K%S_X2YR_LK6L`^TUY-J:+U#O6RS=
M0/(CI,":T.8C#Z=O<9 V`/C1+KV![RB)V$'16?!L1ZMCHY"M2L%.$H$5X\/_
M0\8XX/B/1&7X]5RQN,9/>![A&5+EL#_J#6:$WF-[Y>GR+[- *^5>W$\G23V/
MT&F,!XSQRA!G->L"'#O*,;;KX,X>`^1K'JZJE<+[M.FZ, . @%WLY/4W2FHJ
MF&(=[M_[>RBT<)&$5ETHDT!5+,R-;^(HV8(S%%A<K6RV`A8>N^6];",_B&%>
MZIJN&24YXLSZ<0Y9Y&*<()9W'I* BH,LCJ3E#.:8"A;;)#_.SD[4<G;()OFF
M%%G!S/.#1K&>'^FR`AWO4KSO-T%D)A0&Z""=V$NMISBN_Q.:SUBU@DPRF%_$
M*)?)[]P(3NUS1BR./S9:2*-L?&&]LNEC$AH99? `P:+]%ZW+PCIA5A*D'Y@G
MTCZ[GV#_'7JFP);!IOD#4$L#!!0```(``!X3B2;NH%SS04``/\*```*`````
M4D5!1$U%+E185*U6[T\3=QA_?23\#]^7FS]JQ6DB<\Y:(4A@=<"0!"8[>@?4
M';WF[@IASL1[OLE&"_U%6RY9LA\AQCF=+L8XLS%T&D%J2DQ<LNR%N"UN3(TF
MY]O-%WN^W[M>6\:;)=(`Y7@^S\_/\WDZN&/PI;P:&QH;A.[#H5U-@AY1PVI4
M)\.J1HY&HI(ZH>_=3;KD<;^OB9F]G(!.R)T^DNRQQAL;""%S)^@`->@(;:&M
M- "K9B!5/**(D]V&&%&C8-->FJ0!.CU[)]L));B5_7+F#[!3.JS :5B$7Z%,
M@1ZGQ[@S.DY3-$03]!0LP57S( O6V-#D(R232/Z=79M]Y)B=,/OI#'Z/P#+S
M2S_D[U<Q5BN=+M[-%LBAGHZV77Z_OX= F>%@R?D)Y^&^XYGY<7#+-?YLVD[S
M]"0L3:]G?X$;F"^#78%;< &NP668=Z$$W2R:@6I$5AM+,K'@5O<,O^<S3U(?
MLYXX&"^I-X*ASIW;]N[Q^V$9UM#P2B4K;BBPH-;OS8(N&YN!G+;L\I'TCRF]
M^,_<`8[B/'#^]9J/M$84&;M;@H=(D0Y5E(@8-U0RC(]),PF\TQ/"J1V@03J-
M-:>P]M%J$D)'1#=(/$:&-74,/3>3X*&N4.<V:N*LDK2=6[\-Y?QOE@QV<2!]
MI@;;JFICHL'*Y5_-9'-4YL9T&JZ8@?2(%4O<+ Q@IIX/UJJ('D,6$:^$P]%8
MW" 3G-G<;?Z%M;J!2"U83IZ.TA:PD^W520N=\IBJ31(I/A9S4O(H:C".EIT,
M-ZVF2Q[!7LB:5TT7FP5"9NA1VD>/S2H;(6P2LN'E/22J<4D0F@E<@K+SE!$"
MK:^EGF:_GOV(,SW"VN"R\SMX;A[GP04!B7_>FD+S2PR>?S=G57A:O)OJ@ZOP
```

```
MV"D],V5]"K8+F;V=N,'^90UPQCN%#*M1@Z7!DL7)MV&C*EYJ4P^.RN'W:Y*/
M2]XD>?DS"ZFU#8G4-RP8US0Y:A IHLEA0YMT(&8@?S'UE!?XF Y3%0?5]U^H
MJJ!X#8F59K].<!D3&$4U^\'NZ4VLS]V!TD:0(B- #VNR''52[.EUC2[#$]S;
M>7CL3):^Q92HKEK2)BLQKUJ/BBN.)-$N>I+Q:6.B?,.V$;XU[73:,RNGGUD/
MW!7.G<)R<<Y3*XGOL5^#4RO)$*P6CV9.09E4M!J6\]]82E7J$*>H85$A%/BR
M+%4]3#TI%I!UE5#GO%Q=,$+-""P@Q4[#=2CENHN%] B<07ZLXQ.V6XO8"6YL
M'G=CU=3K^N6/)86IQ3ZF%/O)/E&2M/V"4!4+4K,Z**[.[D#)T1 WE1H/R$BF
M4O\#CP@!E_IL'6P9*\!F'.G>WC?S7OJBIUE(<Q=Q"6U6:U;(R432Q7&YOABR
M3X]\@(EMFH?M12QE<G ^]1D\<#T-R7*,!:(:!AX'>^XF_.7U7@Z/JNC78*T2
MBM^F/[&>NZS!!+WA>DN.EZ&^Y:J.R6DC#'THU$UJ*(5-<&-P_?::NJF"N\'0
M.";&=9EEVV'V<Z4\!U\@&>[#4NX>W'2-= 5KPK3E,!_3Q.RCXE"V4&,P(4:,
M[3$\`C'4#B%X^ AK%+O1>?R)NX^FU_' /<.&NU4V-NSV$<;#W _<0[*]<($-
M[J"J*6)4(L&M6P_&(XJ$B@HV[P?>5F[$;NQ\W1ED)' .1/H>7O&?"D$D\EDT
MNE4!UAYE]MKC(XD7>#JG+-1"KB%F2R^&\OMVDNW[\5<3@9^AS%2/:0(RQ^N/
MS<5T&8=3,@.Y/]D,,=H*^PC -_\TBE:(TQ-5Y!AV.\^@8"<^9[LU\Q UAT'L
M_&U82Z]7]L[15_R<@.!,,'O9250(&IJR-0A+.&?=[#<#_.]>_'L2'?=A9[E0
M.B[2$DI$1:@770>;J'@-I,:P[O@R<K?ANY-T"&&LWJ_P4HX56JN'A XBH0+L
M4UB5O^AFHU_L[(XMW6RUC%&91.4)E&T\%9IHR"0219ZRQV/.V0V+FD3>)*^0
MR1U1\NH6_ 3Y+U!+`0(4`!0````(``!X3B078%U5\A ``'9(```(````````
M````( `````````!.54Y5+D)-4%!+`0(4`!0````(``!X3B0S1G3K#0<``':6
M```)````````````( ```!@1``!4251,12Y"35!02P$"% `4````" ``>$XD
MPE^+YP<"``!Y!@``"@`````````" ```!,& ``0U1/2T5.+D-04%!+`0(4
M`!0````(``!X3B2GK!AHI@L``#LH```)````````````( ```'L:``!%0T]&
M1BY#4%!02P$"% `4````" ``>$XDUGO6PC$,```S)@``"0`````````" `
M``!()@``3$]#04PN0U!04$L!`A0`% ````@``'A.)%)^FUJ>% ``@%,```<`
M`````````@````H#(``%-)3RY#4%!02P$"% `4````" ``>$XD@98T1ET!
M``"7! ``"0`````````" ```!C1P``4TE/,S(N0U!04$L!`A0`% ````@`
M`'A.)'[,Y+4#`@``?P,```H`````````@````YT@``%1(4D5!1"Y#4%!0
M2P$"% `4````" ``>$XDQ-0LMDD#```-$0``"0`````````" ````22P``
M54Y)5#$N0U!04$L!`A0`% ````@``'A.)*U.>BC8`0``.P4```D````````
M```@````@DX``%5.250R+D-04%!+`0(4`!0````(``!X3B0Z$UOSD@```.<!
M```)````````````( ```(%0``!53DE4,RY#4%!02P$"% `4````" ``>$XD
MUGOF9+\```!^`@``"0`````````" ````Z40``54Y)5#0N0U!04$L!`A0`
M% ````@``'A.)/_Z$DGW```7P,```D````````````@````(%(``%5.250U
M+D-04%!+`0(4`!0````(``!X3B1U^P^DD@```.<!```)````````````( ``
M`#Y3``!53DE4-BY#4%!02P$"% `4````" ``>$XD)TM"/K #``!?"P``"0``
M`````````" ```#W4P``54Y)5#$N1$9-4$L!`A0`% ````@``'A.)/^$]*3I
M`0``>00```D````````````@````SE<``%5.250R+D1&35!+`0(4`!0````(
M``!X3B0NH=#G\P```#$!```)````````````( ```-Y9``!53DE4,RY$1DU0
M2P$"% `4````" ``>$XD\&1CVN0;``#)X@``"0`````````" ```#X6@``
M54Y)5#0N1$9-4$L!`A0`% ````@``'A.)*"V[JY=`@``5 4```D````````
M```@````W<``%5.250U+D1&35!+`0(4`!0````(``!X3B1J"^T`_@```((!
M```)````````````( ```(=Y``!53DE4-BY$1DU02P$"% `4````" ``>$XD
M*8.\6$FI`@``U@4`"0`````````" ```"L>@``4TE/,S(N15A%4$L!`A0`
M% ````@``'A.)-,&U!0<`0``B (```@````````````@````'"0#`$-,3T-!
M3"Y(4$L!`A0`% ````@``'A.))P5^RRG`@``,@@```8````````````@````
M7B4#`$-324\N2%!+`0(4`!0````(``!X3B27H R:?@```-<````(````````
M````( ```"DH`P!#5$]+14XN2%!+`0(4`!0````(``!X3B29U.2AR@8``/85
M```'````````````( ```,TH`P!%0T]&1BY(4$L!`A0`% ````@``'A.)+PH
M@TED`@``S 8```D````````````@````O"\#`%-)3T-/3E,N2%!+`0(4`!0`
M```(``!X3B1,O[W500(```8)```'````````````( ```$<R`P!53DE4,2Y(
M4$L!`A0`% ````@``'A.)%*KZ9))`0``;0,```<````````````@````K30#
M`%5.250R+DA02P$"% `4````" ``>$XD9T]0S D!```Y`P``!P`````````
M`" ````;-@,`54Y)5#,N2%!+`0(4`!0````(``!X3B0"#W7 /P$``*8#```'
M````````````( ```$DW`P!53DE4-"Y(4$L!`A0`% ````@``'A.)*9>?QTT
M`0``G ,```<````````````@````K3@#`%5.250U+DA02P$"% `4````" ``
M>$XD@ZHNN@8!```<`P``!P`````````" ````&.@,`54Y)5#8N2%!+`0(4
M`!0````(``!X3B1MZ28NM ```/X"```'````````````( ```#$[`P!324\N
M24-/4$L!`A0`% ````@``'A.)*=PY6J<`@``, @```D````````````@````
M"CP#`%-)3S,R+DU!2U!+`0(4`!0````(``!X3B2;NH%SS04``/\*```*````
M````````( ```,T^`P!214%$344N5%A44$L%!@````C`",`< <``,)$`P``
!````
`
end
```

--MESSAGE FILE 443 END: ./1 SCEE/yaroze/beginners/000000180html.html

--MESSAGE FILE 444 START: ./1 SCEE/yaroze/beginners/000000181html.html
Path: chuka.playstation.co.uk!news
From: Christoph Luerig <cpluerig@immd9.informatik.uni-erlangen.de>
Newsgroups: scee.yaroze.beginners
Subject: Contest Conditions
Date: Tue, 10 Mar 1998 19:28:33 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <35058651.2233BBED@immd9.informatik.uni-erlangen.de>
NNTP-Posting-Host: faui90.informatik.uni-erlangen.de
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04C-SGI [en] (X11; I; IRIX 6.3 IP32)

Hello!

I start programming on the playstation using the Metroworks CodeWarrior.

For the most comptetions, that are announced around this are, the explicit

usage of NY Playstation libraries is required. Does this imply, that it is not allowed

to make use of the MW IO functions to access files on the PC, or is it not

even allowed to use the CodeWarrior at all to compile the final version, as

this development environment adopts the libraries shipped with the NY?

Thanks

Christoph

--MESSAGE FILE 444 END: ./1 SCEE/yaroze/beginners/000000181html.html

--MESSAGE FILE 445 START: ./1 SCEE/yaroze/beginners/000000182html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Contest Conditions
Date: 11 Mar 1998 10:51:08 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 28
Sender: news@chuka.playstation.co.uk
Message-ID: <6e5qas$p6r1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

    by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id CAA13469
    for <news@playstation.co.uk>; Wed, 11 Mar 1998 02:55:47 -0800 (PST)
From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

Hello!
I start programming on the playstation using the Metroworks CodeWarrior.
For the most comptetions, that are announced around this are, the explicit
usage of NY Playstation libraries is required. Does this imply, that it is
not allowed
to make use of the MW IO functions to access files on the PC, or is it not
even allowed to use the CodeWarrior at all to compile the final version, as
this development environment adopts the libraries shipped with the NY?
Thanks
Christoph

You can feel free to use both CodeWarrior and the MW IO functions.

     Lewis

--MESSAGE FILE 445 END: ./1 SCEE/yaroze/beginners/000000182html.html

--MESSAGE FILE 446 START: ./1 SCEE/yaroze/beginners/000000183html.html
Path: chuka.playstation.co.uk!news
From: alan@alanyuen.demon.co.uk (Alan Yuen)
Newsgroups: scee.yaroze.beginners
Subject: Re: HELP! problem using sciocons with NT4
Date: Wed, 11 Mar 1998 22:54:36 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <350715c8.7525410@news.playstation.co.uk>
References: <35056032.17C2@mdx.ac.uk>
Reply-To: alan@alanyuen.demon.co.uk
NNTP-Posting-Host: alanyuen.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Slow the baud rate down by half to 56700 or something like that. It
should work, it did for me. Enjoy the downloading time. :-P

On Tue, 10 Mar 1998 15:45:54 +0000, Stephen Fernandez
<sf054@mdx.ac.uk> wrote:

>the auto batch file loads all the tmds and tims
>but then right at the end i get the error message
>synch error
>
>does anyone know the solution to this?
>
>PS i heard mention of an GUI interface for sciocons under NT
>yet couldnt acess the file i think it was by a dlawton or jlawton
>
>
>cheers...
>steve.f

/\/\/\/\/\(o.O)
Yep Luen (Alan) Yuen
alan@alanyuen.demon.co.uk
http://www.playstation.co.uk/~alanyuen/

--MESSAGE FILE 446 END: ./1 SCEE/yaroze/beginners/000000183html.html

--MESSAGE FILE 447 START: ./1 SCEE/yaroze/beginners/000000184html.html
Path: chuka.playstation.co.uk!news
From: Stephen Fernandez <sf054@mdx.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: HELP! problem using sciocons with NT4
Date: Sat, 14 Mar 1998 14:44:54 +0000
Organization: InterPlanetaryCraft
Lines: 18
Message-ID: <350A97E6.3566@mdx.ac.uk>
References: <35056032.17C2@mdx.ac.uk> <6e3u3e$6nq1@chuka.playstation.co.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)
CC: johnt@nettech.demon.co.uk

JohnT wrote:
>
> There is a 32-bit version of Siocons available from someone's web site but I
> am unable to remember where/who's!! (Useless aren't I!! ;) So instead I have
> attached the zip file to this message (hope SCEE don't mind binaries here ;)
>
> JohnT
>

Thanks for posting it, but i downloaded it and tried it and it didnt
seem to work at all, whatever menu item i chose the program seemed to
freeze up and all the documentation appears to be in Japanese....

any advice as to what im doing wrong?

cheers

steve.f
--MESSAGE FILE 447 END: ./1 SCEE/yaroze/beginners/000000184html.html

--MESSAGE FILE 448 START: ./1 SCEE/yaroze/beginners/000000185html.html
Path: chuka.playstation.co.uk!news
From: Anna <amarsh@bournemouth.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Bugger Timutil
Date: Tue, 17 Mar 1998 00:52:54 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <350DC966.1D6EFDCE@bournemouth.ac.uk>
NNTP-Posting-Host: pc5188.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

Having a bugger of a time with timutil.

I have 2 images, a texture and a background sprite (240 x 240). Now, I
just converted these to tim's without a thought for the frame buffer,
and amazingly enough they worked fine. It was then suggested to me by
some bright spark that I check the positions of the two images in the
frame buffer using timutil. This I did, and suddenly the texture is all
buggered up. They're not overlapping in memory, they're not overlapping

in the frame buffer, they're fine in the preview of the timutil window, but in the yaroze, cack. In the program, I load the sprite first, and this comes out fine, and then the texture, which comes out all bizarre shapes and colours. The sprite is 8 bit, the texture 4 bit, they both have they're own cluts, but would the differing bit depths make any difference? It seems bizarre that they were both working until timutil came on the scene - is their something I don't know about this program?

Any suggestions would be greatly recieved.

Cheers,

Anna.

--MESSAGE FILE 448 END: ./1 SCEE/yaroze/beginners/000000185html.html

--MESSAGE FILE 449 START: ./1 SCEE/yaroze/beginners/000000186html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Bugger Timutil
Date: Mon, 16 Mar 1998 17:56:21 -0800
Organization: Cisco Systems
Lines: 39
Message-ID: <350DD845.469C45A4@netmagic.net>
References: <350DC966.1D6EFDCE@bournemouth.ac.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Your graphic data is not overlapping, but did you check your CLUT locations. The graphic data does NOT contain the cluts. I suggest you load the sprite graphic and texture graphic in TimUtil (at the same time), go to the "TIM Layout..." window, and make sure the CLUTs are:

- X-aligned on 16-pixel boundaries
- they are not inside your frame buffer
- they are not at the same locations. E.g. you could probably use (0,480)-(255,480) for the 8-bit CLUT and (0,481)-(15,481) for the 4-bit CLUT.

- e?
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/

Anna wrote:
>
> Having a bugger of a time with timutil.
>
> I have 2 images, a texture and a background sprite (240 x 240). Now, I
> just converted these to tim's without a thought for the frame buffer,
> and amazingly enough they worked fine. It was then suggested to me by
> some bright spark that I check the positions of the two images in the
> frame buffer using timutil. This I did, and suddenly the texture is all
> buggered up. They're not overlapping in memory, they're not overlapping
> in the frame buffer, they're fine in the preview of the timutil window,
> but in the yaroze, cack. In the program, I load the sprite first, and
> this comes out fine, and then the texture, which comes out all bizarre

> shapes and colours. The sprite is 8 bit, the texture 4 bit, they both
> have they're own cluts, but would the differing bit depths make any
> difference? It seems bizarre that they were both working until timutil
> came on the scene - is their something I don't know about this program?
>
> Any suggestions would be greatly recieved.
>
> Cheers,
>
> Anna.
--MESSAGE FILE 449 END: ./1 SCEE/yaroze/beginners/000000186html.html

--MESSAGE FILE 450 START: ./1 SCEE/yaroze/beginners/000000187html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Sprite sizes
Date: Tue, 17 Mar 1998 10:02:24 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <6elhe2$dud28@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Is there a minimum size for sprites? I tried a 4x4 sprite over the weekend
and nothing appeared! However, on second thoughts, as the image of the
sprite was in a 16x16 grid that is used for background cells (the small
sprite used to be displayed by the background routine) the actual image of
the sprite is in the center of the cell. Could it have been because the
sprite did not start on a 16 pixel boundary along the X axis?

JohnT

 Contact me at http://wwp.mirabilis.com/9461567
    Send e-mail to johnt@nettech.demon.co.uk
   Visit my web site at www.coco.net.uk/johnt

--MESSAGE FILE 450 END: ./1 SCEE/yaroze/beginners/000000187html.html

--MESSAGE FILE 451 START: ./1 SCEE/yaroze/beginners/000000188html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Bugger Timutil
Date: 17 Mar 1998 11:03:40 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 44
Sender: news@chuka.playstation.co.uk
Message-ID: <6ellac$ein1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

    by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id DAA08586
    for <news@playstation.co.uk>; Tue, 17 Mar 1998 03:08:22 -0800 (PST)
From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

Several possibilities
(1) the GsSPRITE that you use to display the images with,
     the attribute member needs setting to reflect the
     bit-depth (4,8,16) of the TIM being used;
     bits 24 and 25 if I remember, see the SCEE
     samples <2d> and <2d2>; comparing your program's way
     of handling TIMs to these samples may locate the trouble

(2) do you have the previous tims/bmps intact?
     if timutil suddenly made things go wrong, surely
     it must have saved changes to the TIMs;
     comparing previous and current may show the
     vital difference.

     Lewis

Having a bugger of a time with timutil.
I have 2 images, a texture and a background sprite (240 x 240). Now, I just converted these to tim's without a thought for the frame buffer, and amazingly enough they worked fine. It was then suggested to me by some bright spark that I check the positions of the two images in the frame buffer using timutil. This I did, and suddenly the texture is all buggered up. They're not overlapping in memory, they're not overlapping in the frame buffer, they're fine in the preview of the timutil window, but in the yaroze, cack. In the program, I load the sprite first, and this comes out fine, and then the texture, which comes out all bizarre shapes and colours. The sprite is 8 bit, the texture 4 bit, they both have they're own cluts, but would the differing bit depths make any difference? It seems bizarre that they were both working until timutil came on the scene - is their something I don't know about this program?
Any suggestions would be greatly recieved.
Cheers,
Anna.

--MESSAGE FILE 451 END: ./1 SCEE/yaroze/beginners/000000188html.html

--MESSAGE FILE 452 START: ./1 SCEE/yaroze/beginners/000000189html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Sprite sizes
Date: 17 Mar 1998 11:04:24 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 30
Sender: news@chuka.playstation.co.uk
Message-ID: <6ellbo$eiv1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

Sprites can be as small as you like, down to 1x1 pixels.
You can display sprites anywhere on screen, no alignment
needed; alignments affect textures' pixel and clut areas in VRAM.
Must be due to something else.

     Lewis

Is there a minimum size for sprites? I tried a 4x4 sprite over the weekend
and nothing appeared! However, on second thoughts, as the image of the
sprite was in a 16x16 grid that is used for background cells (the small
sprite used to be displayed by the background routine) the actual image of
the sprite is in the center of the cell. Could it have been because the
sprite did not start on a 16 pixel boundary along the X axis?
JohnT

 Contact me at http://wwp.mirabilis.com/9461567
    Send e-mail to johnt@nettech.demon.co.uk
   Visit my web site at www.coco.net.uk/johnt

--MESSAGE FILE 452 END: ./1 SCEE/yaroze/beginners/000000189html.html

--MESSAGE FILE 453 START: ./1 SCEE/yaroze/beginners/000000190html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Sprite sizes
Date: Tue, 17 Mar 1998 13:42:33 -0800
Organization: Cisco Systems
Lines: 30
Message-ID: <350EEE49.F515326E@netmagic.net>
References: <6ellbo$eiv1@emeka.playstation.co.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Lewis_Evans@Playstation.sony.com wrote:
>
> From: Lewis_Evans@Playstation.sony.com
> To: news@playstation.co.uk
>
> Sprites can be as small as you like, down to 1x1 pixels.
> You can display sprites anywhere on screen, no alignment
> needed; alignments affect textures' pixel and clut areas in VRAM.
> Must be due to something else.
>
>   Lewis
>
> Is there a minimum size for sprites? I tried a 4x4 sprite over the weekend
> and nothing appeared! However, on second thoughts, as the image of the
> sprite was in a 16x16 grid that is used for background cells (the small
> sprite used to be displayed by the background routine) the actual image of
> the sprite is in the center of the cell. Could it have been because the
> sprite did not start on a 16 pixel boundary along the X axis?
> JohnT

John, if you meant whether or not the sprite image data in VRAM had

to be aligned on 16-pixel boundaries (not in the frame buffer), then
yes. As a general rule, I align all my sprites onto 16x/16y pixel
boundaries and I've had no problems ever since starting to do that.
As for CLUTs, I align them only on 16x pixel boundaries.

Maybe this helps?
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 453 END: ./1 SCEE/yaroze/beginners/000000190html.html

--MESSAGE FILE 454 START: ./1 SCEE/yaroze/beginners/000000191html.html
Path: chuka.playstation.co.uk!news
From: Anna <amarsh@bournemouth.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: More Bugger Timutil!!
Date: Wed, 18 Mar 1998 03:16:21 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <350F3C85.55F0601E@bournemouth.ac.uk>
NNTP-Posting-Host: pc5188.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

A-HAAAAA! Well, fixed the problem I was having last night when I
realised that the rearranging the Tim layout in TimUtil means that you
have to reset the Sprite 'u' and 'v' attributes to take into account the
texture page offset thingy.

Unfortunately this only works for the sprite. The texture now loads and
displays itself, but appears to borrow the sprites clut, as it appears
in the sprites colours. I've checked to ensure that the cluts don't
overlap in the timlayout, so I'm wondering if there's some similar tpage
offset thingy for the textures?

cheers,

Anna.

--MESSAGE FILE 454 END: ./1 SCEE/yaroze/beginners/000000191html.html

--MESSAGE FILE 455 START: ./1 SCEE/yaroze/beginners/000000192html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: More Bugger Timutil!!
Date: Wed, 18 Mar 1998 06:31:35 -0800
Organization: Cisco Systems
Lines: 30
Message-ID: <350FDAC7.DEA67135@netmagic.net>
References: <350F3C85.55F0601E@bournemouth.ac.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Anna wrote:
>

> A-HAAAAA! Well, fixed the problem I was having last night when I
> realised that the rearranging the Tim layout in TimUtil means that you
> have to reset the Sprite 'u' and 'v' attributes to take into account the
> texture page offset thingy.
>
> Unfortunately this only works for the sprite. The texture now loads and
> displays itself, but appears to borrow the sprites clut, as it appears
> in the sprites colours. I've checked to ensure that the cluts don't
> overlap in the timlayout, so I'm wondering if there's some similar tpage
> offset thingy for the textures?

Probably.

After checking things out, everything seems to be at least paragraph-
aligned (16-byte boundaries). Even stuff being loaded into plain ol'
RAM needed to be aligned properly for things like SsVabTransfer() and
LoadImage().

Btw: <advertisement>
     I have a sprite loader mini library avaiable. If you get the
     Mine Field source code pack (see scee.yaroze.mydemos), you'll
     find it in the "library/" subdirectory. That should handle all
     the u, v, attribute settings, and so on, automatically. :)
     </advertisement>

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 455 END: ./1 SCEE/yaroze/beginners/000000192html.html

--MESSAGE FILE 456 START: ./1 SCEE/yaroze/beginners/000000193html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: More Bugger Timutil!!
Date: 18 Mar 1998 15:50:07 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 32
Sender: news@chuka.playstation.co.uk
Message-ID: <6eoqff$iac1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 18 Mar 1998 15:54:02 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id PAA20371
    for <news@playstation.co.uk>; Wed, 18 Mar 1998 15:53:43 GMT
From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

Have you set the cx, cy sprite members according to
the TIM - GsIMAGE.cx, cy members?

See SCEE samples <2d> and 'Between The Eyes'
for nice way to link a sprite to a TIM; works for any
position or bit-depth of TIM, after linking the sprite
is ready for GsSortSprite.

     Lewis

A-HAAAAA! Well, fixed the problem I was having last night when I
realised that the rearranging the Tim layout in TimUtil means that you

have to reset the Sprite 'u' and 'v' attributes to take into account the texture page offset thingy.
Unfortunately this only works for the sprite. The texture now loads and displays itself, but appears to borrow the sprites clut, as it appears in the sprites colours. I've checked to ensure that the cluts don't overlap in the timlayout, so I'm wondering if there's some similar tpage offset thingy for the textures?
cheers,
Anna.

--MESSAGE FILE 456 END: ./1 SCEE/yaroze/beginners/000000193html.html

--MESSAGE FILE 457 START: ./1 SCEE/yaroze/beginners/000000194html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Sprite sizes
Date: Wed, 18 Mar 1998 21:34:22 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 44
Message-ID: <6epebh$l5r10@chuka.playstation.co.uk>
References: <6ellbo$eiv1@emeka.playstation.co.uk>
<350EEE49.F515326E@netmagic.net>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Elliott Lee wrote in message <350EEE49.F515326E@netmagic.net>...
>Lewis_Evans@Playstation.sony.com wrote:
>>
>> From: Lewis_Evans@Playstation.sony.com
>> To: news@playstation.co.uk
>>
>> Sprites can be as small as you like, down to 1x1 pixels.
>> You can display sprites anywhere on screen, no alignment
>> needed; alignments affect textures' pixel and clut areas in VRAM.
>> Must be due to something else.
>>
>>   Lewis
>>
>> Is there a minimum size for sprites? I tried a 4x4 sprite over the
weekend
>> and nothing appeared! However, on second thoughts, as the image of the
>> sprite was in a 16x16 grid that is used for background cells (the small
>> sprite used to be displayed by the background routine) the actual image
of
>> the sprite is in the center of the cell. Could it have been because the
>> sprite did not start on a 16 pixel boundary along the X axis?
>> JohnT
>
>John, if you meant whether or not the sprite image data in VRAM had
>to be aligned on 16-pixel boundaries (not in the frame buffer), then
>yes. As a general rule, I align all my sprites onto 16x/16y pixel
>boundaries and I've had no problems ever since starting to do that.
>As for CLUTs, I align them only on 16x pixel boundaries.
>
That is exactly what I meant! It would be a sad machine if the sprites could only be placed on the screen on 16 pixel boundaries!! ;) Think of all the extra sprite images just to make one move a pixel at a time!!

JohnT

Contact me at http://wwp.mirabilis.com/9461567
    Send e-mail to johnt@nettech.demon.co.uk
   Visit my web site at www.coco.net.uk/johnt

--MESSAGE FILE 457 END: ./1 SCEE/yaroze/beginners/000000194html.html

--MESSAGE FILE 458 START: ./1 SCEE/yaroze/beginners/000000195html.html
Path: chuka.playstation.co.uk!news
From: Harald Ploch <harald.ploch@telecom.at>
Newsgroups: scee.yaroze.beginners
Subject: screen flickering
Date: Thu, 19 Mar 1998 22:14:54 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <35118ACE.6369@telecom.at>
NNTP-Posting-Host: LP07PORT27.highway.telekom.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (WinNT; I)

Hi!!

When I switch on my PlayStation the scree flickers blue. Sometimes that
happens while loading a program.

I am not sure if this is a hardware bug or a feature ?

Please help,

Thanx.
--MESSAGE FILE 458 END: ./1 SCEE/yaroze/beginners/000000195html.html

--MESSAGE FILE 459 START: ./1 SCEE/yaroze/beginners/000000196html.html
Path: chuka.playstation.co.uk!news
From: Harald Ploch <harald.ploch@telecom.at>
Newsgroups: scee.yaroze.beginners
Subject: What is the WorkBase
Date: Thu, 19 Mar 1998 22:16:37 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <35118B35.5B98@telecom.at>
NNTP-Posting-Host: LP07PORT27.highway.telekom.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (WinNT; I)

Hi!

What is the WorkBase and how is it related to ordering tables ?

Thanx,

Harald Ploch.

--MESSAGE FILE 459 END: ./1 SCEE/yaroze/beginners/000000196html.html

--MESSAGE FILE 460 START: ./1 SCEE/yaroze/beginners/000000197html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: screen flickering
Date: Fri, 20 Mar 1998 12:43:19 +0000
Organization: The Hex Heroes
Lines: 16
Message-ID: <35126467.680C@writeme.com>
References: <35118ACE.6369@telecom.at>
NNTP-Posting-Host: atl4-005.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Harald Ploch wrote:

> Hi!!
>
> When I switch on my PlayStation the screen flickers blue. Sometimes
> that happens while loading a program.

Have you checked that the PlayStation to monitor lead isn't dicky? I
used to have that problem on the Amiga (One of the RGB channels
occasionally cut out)...

> I am not sure if this is a hardware bug or a feature ?

Are they not the same thing? :)

James (~mrfrosty).
--MESSAGE FILE 460 END: ./1 SCEE/yaroze/beginners/000000197html.html

--MESSAGE FILE 461 START: ./1 SCEE/yaroze/beginners/000000198html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: screen flickering
Date: Fri, 20 Mar 1998 11:52:00 -0800
Organization: Cisco Systems
Lines: 28
Message-ID: <3512C8E0.90FC9AAF@netmagic.net>
References: <35118ACE.6369@telecom.at> <35126467.680C@writeme.com>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

James Rutherford wrote:
>
> Harald Ploch wrote:
>
> > Hi!!
> >
> > When I switch on my PlayStation the screen flickers blue. Sometimes
> > that happens while loading a program.
>

> Have you checked that the PlayStation to monitor lead isn't dicky? I
> used to have that problem on the Amiga (One of the RGB channels
> occasionally cut out)...
>
> > I am not sure if this is a hardware bug or a feature ?
>
> Are they not the same thing? :)
>
> James (~mrfrosty).

Have you tried your Yaroze on another TV as well? Mine goes blue
when it does not detect an incoming video signal. Sometimes it
flickers when the Yaroze is switching between the brick wall
console screen and the program it is about to run or has just
terminated...

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 461 END: ./1 SCEE/yaroze/beginners/000000198html.html

--MESSAGE FILE 462 START: ./1 SCEE/yaroze/beginners/000000199html.html
Path: chuka.playstation.co.uk!news
From: Scott Campbell <SCampb@aol.com>
Newsgroups: scee.yaroze.beginners
Subject: Displaying a sprite
Date: Sat, 21 Mar 1998 00:56:40 -0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 236
Message-ID: <351380C8.73EA@aol.com>
NNTP-Posting-Host: 172-67-26.ipt.aol.com
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------1C5D394338E"
X-Mailer: Mozilla 2.02 (Win95; I)

This is a multi-part message in MIME format.

--------------1C5D394338E
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

I have been beating my head against a brick wall. So before it does any
damage........

Could someone PLEASE have a look at the code attached and tell me why
when the GsSortClear call is taken out the sprite is displayed against
the brick background, BUT when I insert this command back in the same
place as in all the examples the screen clears and NO sprite is
displayed.

AND, why can't I get .h files to work, even if I specify full paths or
put them in the same location as the source. Any demo's I download
compile fine!!

Thanks in advance.

ScoTT

 ScoTT Campbell   CS3
                   Computing Science Dept.
 E-Mail: campbels@dcs.gla.ac.uk   University of Glasgow
     or   SCampb8044@aol.com

```
 Visit me: www.dcs.gla.ac.uk/~campbels
       or  www.netyaroze-europe.com/~escotia (Member's only)
-------------------------------------------------------------

"The first rule is not to lose. The second rule is never to
 forget the first rule." - Warren Buffet

--------------1C5D394338E
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="spriteout"

/*********************************************************/
/* An attempt at displaying a sprite                     */
/* Author: ScoTT Campbell                                */
/* Date: 9/3/98                                          */
/*********************************************************/

#include <libps.h>
//#include "c:\WINDOWS\Desktop\sprite16march\Pad.h"
//#include "c:\WINDOWS\Desktop\sprite16march\screen.h"

#define PADk       (1<< 8)
#define PADselect  PADk


// All possible combinations for screen
// Choose video mode then one height and one width

#define Video_Mode MODE_PAL
//#define Video_Mode MODE_NTSC


//#define Screen_Height 240 // NTSC
//#define Screen_Height 480 // NTSC
#define Screen_Height 256   // PAL
//#define Screen_Height 512 // PAL

//#define Screen_Width  256
#define Screen_Width  320
//#define Screen_Width  384
//#define Screen_Width  512
//#define Screen_Width  640

// Ordering table related definitions
#define OT_Multiple 1
#define OT_Length (1 << OT_Multiple)

GsOT worldOT[2];  // OT headers
GsOT_TAG OTElements[2][OT_Length]; // OT's


//Primitive related definitions
#define Sprite_Address 0xa0090000 // Where sprite will be placed in memory
#define Max_Sprites 1    // Number of sprites to be displayed
#define Num_Sprites (Max_Sprites + 1)

GsSPRITE sprite; // Sprite handler

PACKET packetArray[2][Num_Sprites * sizeof(GsSPRITE)];


// Controller related definitions
```

```
volatile unsigned char *padbuff1, *padbuff2;


// Function definitions

void InitialiseGraphics();
// Sets up graphics according to MACROS defined in screen.h

void InitialiseOTs();
// Sets up ordering table headers

void InitialiseControllers();
// Sets up the controller buffers

unsigned long int PadRead();
// Returns value from controller 1

void InitialiseSprite();
// Sets up sprite in frame buffer


int main()
{
    int activeBuffer;

    InitialiseGraphics();
    InitialiseOTs();
    InitialiseControllers();
    InitialiseSprite();


    while(!((PadRead()) & PADselect)) // SELECT defined in pad.h
    {

        activeBuffer = GsGetActiveBuff(); // Find out which buffer we want to
draw in

        GsSetWorkBase((PACKET*)packetArray[activeBuffer]); // Set drawing command
storage address

        GsClearOt(0,0,&worldOT[activeBuffer]); // Clear the current ordering
table

        GsSortFastSprite(&sprite,&worldOT[activeBuffer],0); // Put sprite into
current OT


        DrawSync(0); // Wait for current drawing to finish

        VSync(0); // Wait for screen to finish drawing

        GsSwapDispBuff(); // Swap drawing buffer with display buffer

        GsSortClear(60,120,120,&worldOT[activeBuffer]); // Clear the screen to
cyan

        GsDrawOt(&worldOT[activeBuffer]); // Draw the OT we just processed

    }

    return(0);
}
```

```
void InitialiseGraphics()
// Needs global definitions from screen.h
{
    SetVideoMode(Video_Mode); // PAL or NTSC - defined in screen.h
    GsInitGraph(Screen_Width, Screen_Height,4,0,0); // Defines screen resolution
to Screen_Width & Screen_Height,
                                                    // sets non-interlace with gpu
offset, dither off and 16-bit video mode
    GsDefDispBuff(0,0,0,Screen_Height); // Define double buffers
}


void InitialiseOTs()
// Initialises WorldOT's (headers)
{
    int i;

    for(i=0;i<2;i++)
    {
        worldOT[i].length = OT_Length;
        worldOT[i].org = OTElements[i];
    }
}


void InitialiseControllers()
// Get addresses of controllers' buffers
{
    GetPadBuf(&padbuff1, &padbuff2);
}


unsigned long int PadRead()
// Read from controller 1
{
    return (~(*(padbuff1+3) | *(padbuff1+2) << 8 | *(padbuff2+3) << 16 |
*(padbuff2+2) << 24));
}


void InitialiseSprite()
{
    RECT rect;
    GsIMAGE timData;

    // Get info at Sprite_Address and put into timData
    GsGetTimInfo((unsigned long*)(Sprite_Address+4), &timData);

    // Load sprite into frame buffer
    rect.x = timData.px;
    rect.y = timData.py;
    rect.w = timData.pw;
    rect.h = timData.ph;
    LoadImage(&rect, timData.pixel);

    // Load sprites CLUT into frame buffer
    rect.x = timData.cx;
    rect.y = timData.cy;
    rect.w = timData.cw;
    rect.h = timData.ch;
    LoadImage(&rect, timData.clut);

    sprite.attribute = 0x1000000;
    sprite.x = ((Screen_Width/2)-timData.pw);
```

```
    sprite.y = ((Screen_Height/2)-timData.ph);
    sprite.w = (timData.pw * 2);
    sprite.h = (timData.ph);
    sprite.tpage = GetTPage(1, 0, timData.px, timData.py);
    sprite.u = 0;
    sprite.v = 0;
    sprite.cx = timData.cx;
    sprite.cy = timData.cy;
    sprite.r = 128;
    sprite.g = 128;
    sprite.b = 128;
    sprite.mx = 0;
    sprite.my = 0;
    sprite.scalex = ONE;
    sprite.scaley = ONE;
    sprite.rotate = 0;

    DrawSync(0);
}



--------------1C5D394338E--

--MESSAGE FILE 462 END: ./1 SCEE/yaroze/beginners/000000199html.html


--MESSAGE FILE 463 START: ./1 SCEE/yaroze/beginners/000000200html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Displaying a sprite
Date: Fri, 20 Mar 1998 18:59:58 -0800
Organization: Cisco Systems
Lines: 288
Message-ID: <35132D2E.8D466F27@netmagic.net>
References: <351380C8.73EA@aol.com>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

I think that you have the ordering wrong, which is why things are
getting messed up.

In general, you should have the GsSortClear() call to clear everything
in the frame buffer, but you don't have to.  The order of your calls
is (just to be more compact):

    while{
    GsGetActiveBuff();
    GsSetWorkBase();
    GsClearOt();
    GsSortFastSprite();
    DrawSync();
    VSync();
    GsSwapDispBuff();
    GsSortClear();
    GsDrawOt();
    }

Let's take a step back before we go over this first.  The GPU and
```

the CPU are two completely separate units. The way graphics get plopped on the screen is for the CPU to tell the GPU where the Ordering Table ("laundry list" :P) is and when to begin drawing. So, you stack the things to be drawn into the OT in the order you want to see them rendered, hence all the GsSort???() functions.

When you have your OT all set up the way you want it, you tell the GPU to begin drawing it by calling GsDrawOt(). Then you have to WAIT for the GPU to finish drawing before you can tell it to draw something again. The only way to stop the GPU is to send a reset signal to it. BUT, while the GPU is rendering one set of graphics in one frame, you should be creating and sorting your next graphics in the new OT. So, the flow of events should be:

1. Tell the GPU to start drawing
2. Logically switch OTs so you're going to operate on the OT that ISN'T currently being read by the GPU.
3. Clear that OT---if you don't, you'll still have all of your old drawing commands in there! (You can do some interesting effects with this.)
4. Order all of your new graphics in the OT.
5. Wait for the end of drawing of the GPU.
6. Wait for the vertical retrace. (You don't have to do this, but I would HIGHLY recommend it to avoid flicker.)
7. Swap the display buffers. (This is not the same as logically switching the OTs above.)
8. Go back to step 1.

The way you have the above set up, you begin drawing the OT and then you almost immediately clear it. I looked at some of the code that I've been writing, and the order is a little different. Try this:

```
while{
DrawSync();
VSync();
GsSwapDispBuff();
GsGetActiveBuff();
GsSetWorkBase();
GsClearOt();
GsSortClear();
GsSortFastSprite();
     GsDrawOt();
}
```

Hopefully this will work... :)
- e!

Scott Campbell wrote:
>
> I have been beating my head against a brick wall. So before it does any
> damage.....
>
> Could someone PLEASE have a look at the code attached and tell me why
> when the GsSortClear call is taken out the sprite is displayed against
> the brick background, BUT when I insert this command back in the same
> place as in all the examples the screen clears and NO sprite is
> displayed.
>
> AND, why can't I get .h files to work, even if I specify full paths or
> put them in the same location as the source. Any demo's I download
> compile fine!!

>
> Thanks in advance.
>
> ScoTT
>
> ---
> ScoTT Campbell   CS3
>   Computing Science Dept.
> E-Mail: campbels@dcs.gla.ac.uk   University of Glasgow
>   or   SCampb8044@aol.com
>
> Visit me: www.dcs.gla.ac.uk/~campbels
>   or www.netyaroze-europe.com/~escotia (Member's only)
> ---
>
> "The first rule is not to lose. The second rule is never to
> forget the first rule." - Warren Buffet
>
>

> /***/
> /* An attempt at displaying a sprite
*/
> /* Author: ScoTT Campbell
*/
> /* Date: 9/3/98
*/
> /***/
>
> #include <libps.h>
> //#include "c:\WINDOWS\Desktop\sprite16march\Pad.h"
> //#include "c:\WINDOWS\Desktop\sprite16march\screen.h"
>
> #define PADk   (1<< 8)
> #define PADselect PADk
>
> // All possible combinations for screen
> // Choose video mode then one height and one width
>
> #define Video_Mode MODE_PAL
> //#define Video_Mode MODE_NTSC
>
> //#define Screen_Height 240   // NTSC
> //#define Screen_Height 480   // NTSC
> #define Screen_Height 256   // PAL
> //#define Screen_Height 512   // PAL
>
> //#define Screen_Width 256
> #define Screen_Width 320
> //#define Screen_Width 384
> //#define Screen_Width 512
> //#define Screen_Width 640
>
> // Ordering table related definitions
> #define OT_Multiple 1
> #define OT_Length (1 << OT_Multiple)
>
> GsOT worldOT[2];   // OT headers
> GsOT_TAG OTElements[2][OT_Length]; // OT's
>
> //Primitive related definitions
> #define Sprite_Address 0xa0090000 // Where sprite will be placed in memory
> #define Max_Sprites 1   // Number of sprites to be displayed
> #define Num_Sprites (Max_Sprites + 1)

```
>
> GsSPRITE sprite; // Sprite handler
>
> PACKET packetArray[2][Num_Sprites * sizeof(GsSPRITE)];
>
> // Controller related definitions
> volatile unsigned char *padbuff1, *padbuff2;
>
> // Function definitions
>
> void InitialiseGraphics();
> // Sets up graphics according to MACROS defined in screen.h
>
> void InitialiseOTs();
> // Sets up ordering table headers
>
> void InitialiseControllers();
> // Sets up the controller buffers
>
> unsigned long int PadRead();
> // Returns value from controller 1
>
> void InitialiseSprite();
> // Sets up sprite in frame buffer
>
> int main()
> {
>         int activeBuffer;
>
>         InitialiseGraphics();
>         InitialiseOTs();
>         InitialiseControllers();
>         InitialiseSprite();
>
>
>         while(!((PadRead()) & PADselect)) // SELECT defined in pad.h
>         {
>
>                 activeBuffer = GsGetActiveBuff(); // Find out which buffer we
want to draw in
>
>                 GsSetWorkBase((PACKET*)packetArray[activeBuffer]); // Set
drawing command storage address
>
>                 GsClearOt(0,0,&worldOT[activeBuffer]); // Clear the current
ordering table
>
>                 GsSortFastSprite(&sprite,&worldOT[activeBuffer],0); // Put
sprite into current OT
>
>
>                 DrawSync(0); // Wait for current drawing to finish
>
>                 VSync(0); // Wait for screen to finish drawing
>
>                 GsSwapDispBuff(); // Swap drawing buffer with display buffer
>
>                 GsSortClear(60,120,120,&worldOT[activeBuffer]); // Clear the
screen to cyan
>
>                 GsDrawOt(&worldOT[activeBuffer]); // Draw the OT we just
processed
>
>         }
```

```
>
>         return(0);
> }
>
> void InitialiseGraphics()
> // Needs global definitions from screen.h
> {
>         SetVideoMode(Video_Mode); // PAL or NTSC - defined in screen.h
>         GsInitGraph(Screen_Width, Screen_Height,4,0,0); // Defines screen
resolution to Screen_Width & Screen_Height,
>
// sets non-interlace with gpu offset, dither off and 16-bit video mode
>         GsDefDispBuff(0,0,0,Screen_Height); // Define double buffers
> }
>
> void InitialiseOTs()
> // Initialises WorldOT's (headers)
> {
>         int i;
>
>         for(i=0;i<2;i++)
>         {
>                 worldOT[i].length = OT_Length;
>                 worldOT[i].org = OTElements[i];
>         }
> }
>
> void InitialiseControllers()
> // Get addresses of controllers' buffers
> {
>         GetPadBuf(&padbuff1, &padbuff2);
> }
>
> unsigned long int PadRead()
> // Read from controller 1
> {
>         return (~(*(padbuff1+3) | *(padbuff1+2) << 8 | *(padbuff2+3) << 16 |
*(padbuff2+2) << 24));
> }
>
> void InitialiseSprite()
> {
>         RECT rect;
>         GsIMAGE timData;
>
>         // Get info at Sprite_Address and put into timData
>         GsGetTimInfo((unsigned long*)(Sprite_Address+4), &timData);
>
>         // Load sprite into frame buffer
>         rect.x = timData.px;
>         rect.y = timData.py;
>         rect.w = timData.pw;
>         rect.h = timData.ph;
>         LoadImage(&rect, timData.pixel);
>
>         // Load sprites CLUT into frame buffer
>         rect.x = timData.cx;
>         rect.y = timData.cy;
>         rect.w = timData.cw;
>         rect.h = timData.ch;
>         LoadImage(&rect, timData.clut);
>
>         sprite.attribute = 0x1000000;
>         sprite.x = ((Screen_Width/2)-timData.pw);
```

```
>         sprite.y = ((Screen_Height/2)-timData.ph);
>         sprite.w = (timData.pw * 2);
>         sprite.h = (timData.ph);
>         sprite.tpage = GetTPage(1, 0, timData.px, timData.py);
>         sprite.u = 0;
>         sprite.v = 0;
>         sprite.cx = timData.cx;
>         sprite.cy = timData.cy;
>         sprite.r = 128;
>         sprite.g = 128;
>         sprite.b = 128;
>         sprite.mx = 0;
>         sprite.my = 0;
>         sprite.scalex = ONE;
>         sprite.scaley = ONE;
>         sprite.rotate = 0;
>
>         DrawSync(0);
> }
>

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 463 END: ./1 SCEE/yaroze/beginners/000000200html.html


--MESSAGE FILE 464 START: ./1 SCEE/yaroze/beginners/000000201html.html
Path: chuka.playstation.co.uk!news
From: Anna <amarsh@bournemouth.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Scaling 3D Models
Date: Sat, 21 Mar 1998 21:57:01 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <351437AD.B835CB21@bournemouth.ac.uk>
NNTP-Posting-Host: pc5188.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

 This is just a quick question, Is it possible to scale a 3D model
(like, a TMD model)?  I've seen the Scale Matrix function and had a bit
of a go with it, but it made the model disappear.    Just so I know if
it's worth carring on with this line of experimentation, or if its a
dead loss and you can't scale them at all.

Cheers,

Anna


--MESSAGE FILE 464 END: ./1 SCEE/yaroze/beginners/000000201html.html


--MESSAGE FILE 465 START: ./1 SCEE/yaroze/beginners/000000202html.html
Path: chuka.playstation.co.uk!news
From: Scott Campbell <SCampb@aol.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Still trying to display a sprite
Date: Sun, 22 Mar 1998 13:46:33 -0800
Organization: PlayStation Net Yaroze (SCEE)
```

Lines: 118
Message-ID: <351586B9.1FD0@aol.com>
References: <351380C8.73EA@aol.com> <35132D2E.8D466F27@netmagic.net>
NNTP-Posting-Host: 170-59-244.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

Thanks for the suggestion, but still no luck.

I cannot help but think it must be something other than the order of my
main loop. After all, it is basically a straight cut and paste from the
start up guide code or even Ira Rainey's tutorial code.

Any other suggestions? (Please)

ScoTT.

p.s I've removed the code from this message so as not do keep perpetualy
duplicating it.

 ScoTT Campbell   CS3
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     or   SCampb8044@aol.com

 Visit me: www.dcs.gla.ac.uk/~campbels
       or www.netyaroze-europe.com/~escotia (Member's only)

"The first rule is not to lose. The second rule is never to
 forget the first rule." - Warren Buffet

Elliott Lee wrote:
>
> I think that you have the ordering wrong, which is why things are
> getting messed up.
>
> In general, you should have the GsSortClear() call to clear everything
> in the frame buffer, but you don't have to. The order of your calls
> is (just to be more compact):
>
>   while{
>   GsGetActiveBuff();
>   GsSetWorkBase();
>   GsClearOt();
>   GsSortFastSprite();
>   DrawSync();
>   VSync();
>   GsSwapDispBuff();
>   GsSortClear();
>   GsDrawOt();
>   }
>
> Let's take a step back before we go over this first. The GPU and
> the CPU are two completely separate units. The way graphics get
> plopped on the screen is for the CPU to tell the GPU where the
> Ordering Table ("laundry list" :P) is and when to begin drawing.
> So, you stack the things to be drawn into the OT in the order

> you want to see them rendered, hence all the GsSort???()
> functions.
>   When you have your OT all set up the way you want it, you tell
> the GPU to begin drawing it by calling GsDrawOt(). Then you
> have to WAIT for the GPU to finish drawing before you can tell
> it to draw something again. The only way to stop the GPU is
> to send a reset signal to it. BUT, while the GPU is rendering
> one set of graphics in one frame, you should be creating and
> sorting your next graphics in the new OT. So, the flow of
> events should be:
>
>   1. Tell the GPU to start drawing
>   2. Logically switch OTs so you're going to operate on
>   the OT that ISN'T currently being read by the GPU.
>   3. Clear that OT---if you don't, you'll still have
>   all of your old drawing commands in there! (You
>   can do some interesting effects with this.)
>   4. Order all of your new graphics in the OT.
>   5. Wait for the end of drawing of the GPU.
>   6. Wait for the vertical retrace. (You don't have to
>   do this, but I would HIGHLY recommend it to avoid
>   flicker.)
>   7. Swap the display buffers. (This is not the same
>   as logically switching the OTs above.)
>   8. Go back to step 1.
>
> The way you have the above set up, you begin drawing the OT
> and then you almost immediately clear it. I looked at some of the
> code that I've been writing, and the order is a little
> different. Try this:
>
>   while{
>   DrawSync();
>   VSync();
>   GsSwapDispBuff();
>   GsGetActiveBuff();
>   GsSetWorkBase();
>   GsClearOt();
>   GsSortClear();
>   GsSortFastSprite();
>   GsDrawOt();
>   }
>
> Hopefully this will work... :)
> - e!
>
> Scott Campbell wrote:
> >
> > I have been beating my head against a brick wall. So before it does any
> > damage........
> >
> > Could someone PLEASE have a look at the code attached and tell me why
> > when the GsSortClear call is taken out the sprite is displayed against
> > the brick background, BUT when I insert this command back in the same
> > place as in all the examples the screen clears and NO sprite is
> > displayed.
> >
> > AND, why can't I get .h files to work, even if I specify full paths or
> > put them in the same location as the source. Any demo's I download
> > compile fine!!
> >
> > Thanks in advance.
> >
> >

ScoTT--
--MESSAGE FILE 465 END: ./1 SCEE/yaroze/beginners/000000202html.html

--MESSAGE FILE 466 START: ./1 SCEE/yaroze/beginners/000000203html.html
Path: chuka.playstation.co.uk!news
From: Scott Campbell <SCampb@aol.com>
Newsgroups: scee.yaroze.beginners
Subject: Beginners resources
Date: Sun, 22 Mar 1998 14:00:55 -0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <35158A17.5C19@aol.com>
NNTP-Posting-Host: 170-59-244.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

I am currently in the middle of (finally) making up a proper site,
instead of the single page that's there.

I want the links page to be somehwere that will be useful for beginners
like myself to find resources. As I'm sure many of you are aware, one of
the main difficulties when starting out is WHERE to start. The site (and
the books for that matter) are just a mish mash of information.

So please could you all mail me the addresses of the sites that you
found most useful when you started out. Or, if you have written some
code that you think would help a beginner and it is available on your
site, then please mail me your address so that I can add a link to it.

I've already got Ira Rainey's and Dr.Peter Passmore's sites earmarked.

I'm currently on holiday from Uni. so mail me at SCampb8044@aol.com.

Thanks a lot.

ScoTT.

p.s. If you haven't already could you please have a look at the problem
I've posted above

 ScoTT Campbell   CS3
                    Computing Science Dept.
 E-Mail: campbels@dcs.gla.ac.uk   University of Glasgow
     or   SCampb8044@aol.com

 Visit me: www.dcs.gla.ac.uk/~campbels
       or www.netyaroze-europe.com/~escotia   (Member's only)

"The first rule is not to lose. The second rule is never to
 forget the first rule." - Warren Buffet
--MESSAGE FILE 466 END: ./1 SCEE/yaroze/beginners/000000203html.html

--MESSAGE FILE 467 START: ./1 SCEE/yaroze/beginners/000000204html.html
Path: chuka.playstation.co.uk!news
From: Chris Chadwick <xjk18@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Displaying a sprite
Date: Mon, 23 Mar 1998 02:09:02 -0800

Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <351634BE.AE6@dial.pipex.com>
References: <351380C8.73EA@aol.com>
NNTP-Posting-Host: an202.du.pipex.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

Hi Scott,

I've just taken a quick look at your code and I think your
problem is that the packet buffers aren't big enough. The line:

PACKET packetArray[2][Num_Sprites * sizeof(GsSPRITE)];

This only gives the size of a GsSPRITE object for each buffer
which is enough for when you dont use a GsSortClear(), but when
you do there isnt enough buffer space since GsSortClear() adds
a primitive to the drawing command list, just like any other
'sort' does...

I seem to recall seeing the above line of code in someones
tutorial source - to me it's mis-leading. Each primitive sorted
into the packet buffers won't simply be the same size as a
GsSPRITE. In fact, I find that non-scaled, non-rotated sprites
use 24 PACKETS(bytes) and scaled/rotated sprites use 40 PACKETS.
I believe a sprite with scaling or rotation is actually added to
the packet buffer as a flat, texture-mapped polygon primitive.

24 PACKETS seems to be the accepted primitive size to use when
defining your buffers, but since some primitives can be larger
than this, its always a good idea to make your buffers somewhat
larger than simply 'num_sprites * 24'. Something like:
'(num_sprites+50) * 24' might be in order since we are talking
only 24 bytes per primitive!

Hope this helps and that I havent missed something else in your
code.

Cheers,

-Chris
--MESSAGE FILE 467 END: ./1 SCEE/yaroze/beginners/000000204html.html

--MESSAGE FILE 468 START: ./1 SCEE/yaroze/beginners/000000205html.html
Path: chuka.playstation.co.uk!news
From: Scott Campbell <SCampb@aol.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Found the answer above
Date: Mon, 23 Mar 1998 02:13:43 -0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <351635D7.5971@aol.com>
References: <351380C8.73EA@aol.com> <35132D2E.8D466F27@netmagic.net>
<351586B9.1FD0@aol.com>
NNTP-Posting-Host: 200-191-77.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

OK. I see someone else has already had this problem.
Strangely I got extra messages in the newsgroup when I changed from show all to show unread - hey presto a whole thread on the subject (well most of a thread then!).

Anyway, I understand the problem now. Using a sprite for NTSC with PAL buffers. I just don't understand the mechanics of why the problem occurs.

If someone would like to explain it all to me I would be grateful.

ScoTT.

 ScoTT Campbell   CS3
                   Computing Science Dept.
 E-Mail: campbels@dcs.gla.ac.uk   University of Glasgow
     or   SCampb8044@aol.com

 Visit me: www.dcs.gla.ac.uk/~campbels
       or www.netyaroze-europe.com/~escotia (Member's only)

"Chance favours the prepared mind." - Louis Pasteur.
--MESSAGE FILE 468 END: ./1 SCEE/yaroze/beginners/000000205html.html

--MESSAGE FILE 469 START: ./1 SCEE/yaroze/beginners/000000206html.html
Path: chuka.playstation.co.uk!news
From: Chris Chadwick <xjk18@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Displaying a sprite
Date: Mon, 23 Mar 1998 02:19:57 -0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <3516374D.777@dial.pipex.com>
References: <351380C8.73EA@aol.com> <351634BE.AE6@dial.pipex.com>
NNTP-Posting-Host: an202.du.pipex.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

Oops! Just realized that you actually have num_sprites defined as 2
so my above ramblings may not entirely solve your problem. Sorry,
but I should remember not to try and give advice when it's late...
--MESSAGE FILE 469 END: ./1 SCEE/yaroze/beginners/000000206html.html

--MESSAGE FILE 470 START: ./1 SCEE/yaroze/beginners/000000207html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scee.yaroze.beginners
Subject: Re: Displaying a sprite
Date: Mon, 23 Mar 1998 04:12:30 GMT
Organization: L4 Software
Lines: 26
Message-ID: <3515e00c.21656293@205.149.189.29>
References: <351380C8.73EA@aol.com> <351634BE.AE6@dial.pipex.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Newsreader: Forte Agent 1.5/32.452

On Mon, 23 Mar 1998 02:09:02 -0800, Chris Chadwick
<xjk18@dial.pipex.com> wrote:

>Hi Scott,
>
>I've just taken a quick look at your code and I think your
>problem is that the packet buffers aren't big enough. The line:
>
>PACKET packetArray[2][Num_Sprites * sizeof(GsSPRITE)];
>
>This only gives the size of a GsSPRITE object for each buffer
>which is enough for when you dont use a GsSortClear(), but when
>you do there isnt enough buffer space since GsSortClear() adds
>a primitive to the drawing command list, just like any other
>'sort' does...
>
>I seem to recall seeing the above line of code in someones
>tutorial source - to me it's mis-leading.

That was my tutorial code, and you're right it is not only misleading,
it is absolutely wrong. (Sorry, I'd only had the Yaroze for two days
when I wrote that.) I think all that code has been replaced with
corrected versions. I'll check to be certain. If anyone else is still
using this method, please change it to the num_sprite*24 method Chris
outlined.

--MESSAGE FILE 470 END: ./1 SCEE/yaroze/beginners/000000207html.html

--MESSAGE FILE 471 START: ./1 SCEE/yaroze/beginners/000000208html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Scaling 3D Models
Date: Mon, 23 Mar 1998 09:59:20 +0000
Organization: Mobius Codeworks Ltd.
Lines: 25
Message-ID: <35163278.D417AEA3@micronetics.com>
References: <351437AD.B835CB21@bournemouth.ac.uk>
Reply-To: jim@codeworks.demon.co.uk
NNTP-Posting-Host: 193.132.195.245
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)

Anna wrote:
>
> This is just a quick question, Is it possible to scale a 3D model
> (like, a TMD model)?

Yes.

> I've seen the Scale Matrix function and had a bit
> of a go with it, but it made the model disappear.

Did you check that 4096 is the fixed point representation of 1.0?
So if you want your tmd to appears 1:1 use a scale of [4096,4096,4096].
To double it in size use [8192:8192:8192] for example.

>Just so I know if
> it's worth carring on with this line of experimentation, or if its a

> dead loss and you can't scale them at all.

Scaling works fine, I've used it for a few things so far.

Could you post some code to demonstrate this?

Cheers

Jim
--MESSAGE FILE 471 END: ./1 SCEE/yaroze/beginners/000000208html.html

--MESSAGE FILE 472 START: ./1 SCEE/yaroze/beginners/000000209html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scee.yaroze.beginners
Subject: Re: Still trying to display a sprite
Date: Mon, 23 Mar 1998 15:38:35 GMT
Organization: L4 Software
Lines: 27
Message-ID: <35167fe9.2748362@205.149.189.29>
References: <351380C8.73EA@aol.com> <35132D2E.8D466F27@netmagic.net>
<351586B9.1FD0@aol.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Sun, 22 Mar 1998 13:46:33 -0800, Scott Campbell <SCampb@aol.com>
wrote:

>Thanks for the suggestion, but still no luck.
>
>I cannot help but think it must be something other than the order of my
>main loop. After all, it is basically a straight cut and paste from the
>start up guide code or even Ira Rainey's tutorial code.
>
>Any other suggestions? (Please)
>
>ScoTT.

Scott,

When you remove the GsSortClear(), does the sprite flicker against the
brick background? I've been trying to duplicate your problem and have
found that if I load the sprite graphics at a location of 0,0 in the
frame buffer and remove the GsSortClear(), I get a sprite that
flickers at 0,0 on the screen. When I Put the GsSortClear() back, I
just get a colored screen. This is because the sprite image data is
located in the display area and is overwritten when the GsSortClear()
is executed. If this sounds like what you are experiencing, make sure
your sprite image data is located in the Frame Buffer outside the
display area.

Mario
--MESSAGE FILE 472 END: ./1 SCEE/yaroze/beginners/000000209html.html

--MESSAGE FILE 473 START: ./1 SCEE/yaroze/beginners/000000210html.html
Path: chuka.playstation.co.uk!news
From: "James" <james.banks@nospam.virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: ARS cg_bload - How does it work ??

Date: Tue, 24 Mar 1998 10:54:48 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 605
Message-ID: <6f99u8$f1o26@chuka.playstation.co.uk>
NNTP-Posting-Host: p14-nightjar-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I have just set-up my Action Replay File Server with my Yaroze, could someone please tell me how the cg_bload works. Is it the same as the Metrowerks MWBload ?? The reason I am asking is because I have some TIM and TMD files on my hard disk in the same directory as the NY.PXE file that I download to the Yaroze. Whenever I try to use cg_bload to load them onto the Yaroze system I get the screen shot attached to this message. I have also tried to load them in using the full path of where the files are located but still no luck. I have also attached a short piece of code that tries to load in a TMD file.

Am I doing something wrong ??

Thanks,

James
--> remove nospam to reply <--

"How lucky I am!! Whenever I make a mistake people are sure to discover it."


```
begin 666 ars.bmp
M0DWR8@`````````'8````H````/ (``&<!```!``0``@```'QB``#.#@``V X`
M`````````````````````@ ``@ ```(" `( ```" `( `@( ``,# P " @( `
M``#_``#_````__\`_P```/\`_P#__P``____`/\`_P`^`````7C_B/^(/(@!
M" ```W__=_]W.7<"@ ```W__=_]W.7<"@ ```W\!?_____\V_P)W`H ```-_
M`WC_=_]W,W<`!?=X`````-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#
M?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_
M`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#
M?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_
M`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#
M?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`G@T``*9_P#\``-_`G@!" ``
M`W\">#4``IG_`/L``W\"> $(```#?P)X$ `%F0$``@D#D `$D D#D &0`P`#
MF0,``9D#D &0`P`#F0H``ID&``29`@`%F0(`!9D)```(F0"9``.9!0`"F0H`
M`ID&``.9! `#F0,```69`)D``Y #F?\`D@`#?P)X`0@```-_`G@0``*9!0`!
MF0.0``20"0.0``20"0.0``20"0.0`9 #``.9"@`"F0<``ID#``*9!0`"F0P`
M``69`)D``Y #D &0! `"F0H``ID%``&9`Y `!) )`Y `") )D D#D .0`9#_
M`)$``W\"> $(```#?P`%> "9``.0``20"0.0``60"9 `!0`!F0.0``20"0.0
M``20"0.0``20"0.0`9 0``*9!P`"F0,``ID%``*9# ``!9D`F0`#D .0`9 $
M``*9"@`"F04``9D#D `$D D#D `(D F0"0.0`Y !D/\`D0`#?P)X`0@```-_
M`G@#``.9! `#F0,``ID%``&9`Y `!) )`Y `!) )`Y `!) )`Y !D! ``ID'
M``*9`P`"F04``ID,``&9`Y !F0.0`Y !D 0``ID*``*9!0`!F0.0``20"0.0
M``20"0.0`9D#D .0`9#_`)$``W\"> $(```#?P%X`H .F0$)!)D#``29`P`$
MF0,``9D#D &0`@`$F1$`!)D%``*9`P`"F04`!)D*``:9`@D#D &0! `"F0H`
M!)D#``&9`Y `!) )`Y !D (`!ID""0.0`9#_`)$``W\"> $(```#?P)X`P`#
MF00``YD#``*9!0`!F0.0``20"0.0``20"0.0``20"0.0`9 0``*9!P`"F0,`
M`ID%``*9# `#F0()`Y #D &0! `"F0H``ID%``&9`Y `!) )`Y !D (``YD"
M"0.0`Y !D/\`D0`#?P)X`0@```-_``5X`)D``Y `!) )`Y `!9 )D `%``&9
M`Y `!) )`Y `!) )`Y `!) )`Y !D! ``ID'``*9`P`"F04``ID,``.9`@D#
MD .0`9 $``*9"@`"F04``9D#D `$D D#D &0`@`#F0()`Y #D &0_P"1``-_
M`G@!" ```W\">! ``ID%``&9`Y `!) )`Y `!) )`Y `!) )`Y !D! ``ID'
M``*9`P`"F04``ID,```%F0"9``.0`Y !D 0``ID*``*9!0`!F0.0``20"0.0
M``B0"9 )`Y #D &0_P"1``-_`G@!" ```W\">! `!9D"``29`P`$F00``YD#
M``29$0`%F0,`!)D`! "9!0`%F0D```B9`)D``YD#``:9" `%F0,``YD#``&9
M`Y `") )D D#D .9_P"2``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\"
```

```
M>"L`!ZH>``2J2 `$JO\`D@`#?P)X`0@```-_`GA0``*J3 `"JO\`D@`#?P)X
M`0@```-_`G@1``.J`P`%J@$``@H#H &@! `!H L``JH&``2J`@`%J@(`!:H#
M``*J! `!J@.@`: #``.J! `$J@(`!*H$``.J! `#J@4``ZH!"@*J`P``!*H`
M!*H+``*J_P"2``-_`G@!" ```W\">! ``:H#H `%H J@``4``:H#H &@`P`#
MJ@H``JH'``*J`P`"J@4``JH&``*J! `!J@.@``2@"@.@``2@"@.@`: %```'
MJ@"J``,*`@`#J@0``JH#`&J!: #H .@`: +``*J_P"2``-_`G@!" ```W\`
M!7@`J@`#H `$H H#H *@`PH`!PJ@"J %``&J`Z `!* *`Z !H D``JH'``*J
M`P`"J@4``JH&``*J! `!J@.@``2@"@.@``2@"@.@`: #``2J``0`J@T``JH#
M``&J!: #H .@`: +``*J_P"2``-_`G@!" ```W\"> ,``ZH$``.J!0`#J@`$
M`*H%``&J`Z `!* *`Z !H D``JH'``*J`P`"J@4``JH&``*J! `!J@.@``2@
M"@.@``2@"@.@`: "``2J`P`%J@H``JH#``&J!: #H .@`: +``*J_P"2``-_
M`G@!" ```W\!> * #JH"``.J`P`$J@,`!*H#``&J`Z !H D`!*H%``*J`P`"
MJ@4`!*H$``*J! `!J@.@``2@"@.@``2@"@.@``6@"J `!0`!J@.@`: *``*J
M`P`'J@(*`Z !H L``JK_`)(``W\"> $(```#?P)X`P`#J@0``ZH#``.J! `"
MJ@4``:H#H `$H H#H &@"0`"J@<``JH#``*J!0`"J@8``JH$``2J! `#J@,`
M`:H#H &@`P`$J@,``ZH*``2J`@`#J@$*`JH#``2J"P`"JO\`D@`#?P)X`0@`
M``-_``5X`*H``Z `!* *`Z `!J *H H#"@$*`JH%``&J`Z `!* *`Z !H D`
M`JH'``*J`P`"J@4``JH&``*J! `"JBD``JH.``*J"P`"JO\`D@`#?P)X`0@`
M``-_`G@0``&J`Z `!: *H `%``&J`Z `!* *`Z !H D``JH'``*J`P`"J@4`
M`JH&``*J! `"JBD``JH.``*J"P`"JO\`D@`#?P)X`0@```-_`G@1``.J`P`%
MJ@(`!*H#``&J`Z !H D`!:H#``2J``0`J@4`!:H#``2J``0`JCD``JH)``2J
M_P"2``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!
M" ```W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">/\`
M_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!
M" ```W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">/\`
M_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!
M" ```W\">/\`_P`S``-_`G@!" ```W\">#0``IG_`/P``W\"> $(```#?P)X
M-0`"F?\`^P`#?P)X`0@```-_`G@0``69`0`""0.0``20"0.0`9 #``.9`P`!
MF0.0`9 #``.9"@`"F08`!)D"``69`@`%F0D```B9`)D``YD%``*9"@`"F08`
M`YD$``.9`P``!9D`F0`#D .9_P"2``-_`G@!" ```W\">! ``ID%``&9`Y `
M!) )`Y `!) )`Y `!) )`Y !D ,``YD*``*9!P`"F0,``ID%``*9# ``!9D`
MF0`#D .0`9 $``*9"@`"F04``9D#D `$D D#D `(D F0"0.0`Y !D/\`D0`#
M?P)X`0@```-_``5X`)D``Y `!) )`Y `!9 )D `%``&9`Y `!) )`Y `!) )
M`Y `!) )`Y !D! ``ID'``*9`P`"F04``ID,```%F0"9``.0`Y !D 0``ID*
M``*9!0`!F0.0``20"0.0``B0"9 )`Y #D &0_P"1``-_`G@!" ```W\"> ,`
M`YD$``.9`P`"F04``9D#D `$D D#D `$D D#D `$D D#D &0$ `"F0<``ID#
M``*9!0`"F0P``9D#D &9`Y #D &0! `"F0H``ID%``&9`Y `!) )`Y `!) )
M`Y !F0.0`Y !D/\`D0`#?P)X`0@```-_`7@"@ Z9`0D$F0,`!)D#``29`P`!
MF0.0`9 "``29$0`$F04``ID#``*9!0`$F0H`!ID""0.0`9 $``*9"@`$F0,`
M`9D#D `$D D#D &0`@`&F0()`Y !D/\`D0`#?P)X`0@```-_`G@#``.9! `#
MF0,``ID%``&9`Y `!) )`Y `!) )`Y `!) )`Y !D! ``ID'``*9`P`"F04`
M`ID,``.9`@D#D .0`9 $``*9"@`"F04``9D#D `$D D#D &0`@`#F0()`Y #
MD &0_P"1``-_`G@!" ```W\`!7@`F0`#D `$D D#D `%D F0``4``9D#D `$
MD D#D `$D D#D `$D D#D &0$ `"F0<``ID#``*9!0`"F0P``YD""0.0`Y !
MD 0``ID*``*9!0`!F0.0``20"0.0`9 "``.9`@D#D .0`9#_`)$``W\"> $(
M```#?P)X$ `"F04``9D#D `$D D#D `$D D#D `$D D#D &0$ `"F0<``ID#
M``*9!0`"F0P```69`)D``Y #D &0! `"F0H``ID%``&9`Y `!) )`Y `") )
MD D#D .0`9#_`)$``W\"> $(```#?P)X$ `%F0(`!)D#``29! `#F0,`!)D1
M``69`P`$F0`$`)D%``69"0``")D`F0`#F0,`!ID(``69`P`#F0,``9D#D `(
MD F0"0.0`YG_`)(``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X*P`'
MJAX`!*I!``2J_P"9``-_`G@!" ```W\">% ``JI%``*J_P"9``-_`G@!" ``
M`W\">!$``ZH#``6J`0`""@.@`: $``&@"P`"J@8`!*H"``6J`@`%J@,``JH&
M``.J``0`J@8``ZH$``.J! `#J@4``ZH!"@*J`P``!*H`!*H+``*J_P"9``-_
M`G@!" ```W\">! ``:H#H `%H J@``4``:H#H &@`P`#J@H``JH'``*J`P`"
MJ@4``JH&``*J!0`"J@0``JH%``&J`J #"@`$"J #"@(``ZH$``*J`P`!J@6@
M`Z #H &@"P`"JO\`F0`#?P)X`0@```-_``5X`*H``Z `!* *`Z "H ,*``<*
MH J@!0`!J@.@``2@"@.@`: )``*J!P`"J@,``JH%``*J!@`"J@4``JH$``*J
M!0`"J@4``JH-``*J`P`!J@6@`Z #H &@"P`"JO\`F0`#?P)X`0@```-_`G@#
M``.J! `#J@4``ZH`! "J!0`!J@.@``2@"@.@`: )``*J!P`"J@,``JH%``*J
M!@`"J@4``JH$``*J!0`%J@(`!:H*``*J`P`!J@6@`Z #H &@"P`"JO\`F0`#
M?P)X`0@```-_`7@"@ ZJ`@`#J@,`!*H#``2J`P`!J@.@`: )``2J!0`"J@,`
M`JH%``2J! `"J@4``JH$``6J`0`""@.@``2@"@.@`: *``*J`P`'J@(*`Z !
MH L``JK_`)D``W\"> $(```#?P)X`P`#J@0``ZH#``.J! `"J@4``:H#H `$
MH H#H &@"0`"J@<``JH#``*J!0`"J@8``JH$``2J`P`!J@.@`: #``.J! `#
```

```
MJ@H`!*H"``.J`0H"J@,`!*H+``*J_P"9``-_`G@!" ```W\`!7@`J@`#H `$
MH H#H `&H J@"@,*``0H"J@4``:H#H `$H H#H &@"0`"J@<``JH#``*J!0`"
MJ@8``JH%``*J(0`"J@X``JH+``*J_P"9``-_`G@!" ```W\">! ``:H#H `%
MH J@``4``:H#H `$H H#H &@"0`"J@<``JH#``*J!0`"J@8``JH%``*J(0`"
MJ@X``JH+``*J_P"9``-_`G@!" ```W\">!$``ZH#``6J`@`$J@,``:H#H &@
M"0`%J@,`!*H`! "J!0`%J@,`!*HV``*J"0`$JO\`F0`#?P)X`0@```-_`GC_
M`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X
M`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_
M`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X
M`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_
M`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X
M`0@```-_`G@T``*9_P#\``-_`G@!" ```W\">#4``IG_`/L``W\"> $(```#
M?P)X$ `%F0$``@D#D `$D D#D &0`P`#F0,``9D#D &0`P`#F0H``ID&``29
M`@`%F0(`!9D)```(F0"9``.9!0`"F0H``ID&``.9! `#F0,```69`)D``Y #
MF?\`D@`#?P)X`0@```-_`G@0``*9!0`!F0.0``20"0.0``20"0.0``20"0.0
M`9 #``.9"@`"F0<``ID#``*9!0`"F0P```69`)D``Y #D &0! `"F0H``ID%
M``&9`Y `!) )`Y `") )D D#D .0`9#_`)$``W\"> $(```#?P`%> "9``.0
M``20"0.0``60"9 `!0`!F0.0``20"0.0``20"0.0``20"0.0`9 0``*9!P`"
MF0,``ID%``*9# ``!9D`F0`#D .0`9 $``*9"@`"F04``9D#D `$D D#D `(
MD F0"0.0`Y !D/\`D0`#?P)X`0@```-_`G@#``.9! `#F0,``ID%``&9`Y `
M!) )`Y `!) )`Y `!) )`Y !D! ``ID'``*9`P`"F04``ID,``&9`Y !F0.0
M`Y !D 0``ID*``*9!0`!F0.0``20"0.0``20"0.0`9D#D .0`9#_`)$``W\"
M> $(```#?P%X`H .F0$)!)D#``29`P`$F0,``9D#D &0`@`$F1$`!)D%``*9
M`P`"F04`!)D*``:9`@D#D &0! `"F0H`!)D#``&9`Y `!) )`Y !D (`!ID"
M"0.0`9#_`)$``W\"> $(```#?P)X`P`#F00``YD#``*9!0`!F0.0``20"0.0
M``20"0.0``20"0.0`9 0``*9!P`"F0,``ID%``*9# `#F0()`Y #D &0! `"
MF0H``ID%``&9`Y `!) )`Y !D (``YD""0.0`Y !D/\`D0`#?P)X`0@```-_
M``5X`)D``Y `!) )`Y `!9 )D `%``&9`Y `!) )`Y `!) )`Y `!) )`Y !
MD! ``ID'``*9`P`"F04``ID,``.9`@D#D .0`9 $``*9"@`"F04``9D#D `$
MD D#D &0`@`#F0()`Y #D &0_P"1``-_`G@!" ```W\">! ``ID%``&9`Y `
M!) )`Y `!) )`Y `!) )`Y !D! ``ID'```*9`P`"F04``ID,```%F0"9``.0
M`Y !D 0``ID*``*9!0`!F0.0``20"0.0``B0"9 )`Y #D &0_P"1``-_`G@!
M" ```W\">! `!9D"``29`P`$F00``YD#``29$0`%F0,`!)D`! "9!0`%F0D`
M``B9`)D``YD#``:9" `%F0,``YD#``&9`Y `") )D D#D .9_P"2``-_`G@!
M" ```W\">/\`_P`S``-_`G@!" ```W\">"L`!ZH>``2J# `"JD$`!*K_`(L`
M`W\"> $(```#?P)X4 `"J@X``JI#``*J_P"+``-_`G@!" ```W\">!$``ZH#
M``6J`0`""@.@`: $``&@"P`"J@8`!*H"``6J`@`%J@,``JH$``2J! `$J@,`
M!*H#``2J``0`J@8``ZH$``.J!0`#J@$*`JH#```$J@`$J@L``JK_`(L``W\"
M> $(```#?P)X$ `!J@.@``6@"J `!0`!J@.@`: #``.J"@`"J@<``JH#``*J
M!0`"J@8``JH'```%J@"J``.@``2@"@.@``2@"@.@``6@"J `!0`!J@*@`PH"
M``.J! `"J@,``:H%H .@`Z !H L``JK_`(L``W\"> $(```#?P`%> "J``.@
M``2@"@.@`J #"@`'"J *H 4``:H#H `$H H#H &@"0`"J@<``JH#``*J!0`"
MJ@8``JH%``2J`0`""@.@``2@"@.@``2@"@.@``6@"J `!0`"J@T``JH#``&J
M!: #H .@`: +``*J_P"+``-_`G@!" ```W\"> ,``ZH$``.J!0`#J@`$`*H%
M``&J`Z `!* *`Z !H D``JH'``*J`P`"J@4``JH&``*J! `$J@,``:H#H `$
MH H#H &@`P`$J@`$`*H%``6J"@`"J@,``:H%H .@`Z !H L``JK_`(L``W\"
M> $(```#?P%X`H .J@(``ZH#``2J`P`$J@,``:H#H &@"0`$J@4``JH#``*J
M!0`$J@0``JH$``*J!0`!J@.@``2@"@.@`: %```$J@`%J@$`@H#H &@"@`"
MJ@,`!ZH""@.@`: +``*J_P"+``-_`G@!" ```W\"> ,``ZH$``.J`P`#J@0`
M`JH%``&J`Z `!* *`Z !H D``JH'``*J`P`"J@4``JH&``*J!0`$J@,`!*H!
M``(*`Z !H ,``ZH#``&J`Z !H ,``ZH*``2J`@`#J@$*`JH#``2J"P`"JO\`
MBP`#?P)X`0@```-_``5X`*H``Z `!* *`Z `!J *H H#"@$*`JH%``&J`Z `
M!* *`Z !H D``JH'``*J`P`"J@4``JH&``*J-@`"J@X``JH+``*J_P"+``-_
M`G@!" ```W\">! ``:H#H `%H J@``4``:H#H `$H H#H &@"0`"J@<``JH#
M``*J!0`"J@8``JHV``*J#@`"J@L``JK_`(L``W\"> $(```#?P)X$0`#J@,`
M!:H"``2J`P`!J@.@`: )``6J`P`$J@`$`*H%``6J`P`$JD0``JH)``2J_P"+
M``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!" ``
M`W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S
M``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!" ``
M`W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S
M``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">/\`_P`S``-_`G@!" ``
M`W\">/\`_P`S``-_`G@!" ```W\">#0``IG_`/P`W\"> $(```#?P)X-0`"
MF?\`^P`#?P)X`0@```-_`G@0``69`0`""0.0``20"0.0`9 #``.9`P`!F0.0
M`9 #``.9"@`"F08`!)D"``69`@`%F0D```B9`)D``YD%``*9"@`"F08``YD$
```

```
M``.9`P``!9D`F0`#D .9_P"2``-_`G@!" ```W\">! ``ID%``&9`Y `!) )
M`Y `!) )`Y `!) )`Y !D ,``YD*``*9!P`"F0,``ID%``*9# ``!9D`F0`#
MD .0`9 $``*9"@`"F04``9D#D `$D D#D `(D F0"0.0`Y !D/\`D0`#?P)X
M`0@```-_``5X`)D``Y `!) )`Y `!9 )D `%``&9`Y `!) )`Y `!) )`Y `
M!) )`Y !D! ``ID'``*9`P`"F04``ID,```%F0"9``.0`Y !D 0``ID*``*9
M!0`!F0.0``20"0.0``B0"9 )`Y #D &0_P"1``-_`G@!" ```W\"> ,``YD$
M``.9`P`"F04``9D#D `$D D#D `$D D#D `$D D#D &0$ `"F0<``ID#``*9
M!0`"F0P``9D#D &9`Y #D &0! `"F0H``ID%``&9`Y `!) )`Y `!) )`Y !
MF0.0`Y !D/\`D0`#?P)X`0@```-_`7@"@ Z9`0D$F0,`!)D#``29`P`!F0.0
M`9 "``29$0`$F04``ID#``*9!0`$F0H`!ID""0.0`9 $``*9"@`$F0,``9D#
MD `$D D#D &0`@`&F0()`Y !D/\`D0`#?P)X`0@```-_`G@#``.9! `#F0,`
M`ID%``&9`Y `!) )`Y `!) )`Y `!) )`Y !D! ``ID'``*9`P`"F04``ID,
M``.9`@D#D .0`9 $``*9"@`"F04``9D#D `$D D#D &0`@`#F0()`Y #D &0
M_P"1``-_`G@!" ```W\`!7@`F0`#D `$D D#D `%D F0``4``9D#D `$D D#
MD `$D D#D `$D D#D &0$ `"F0<``ID#``*9!0`"F0P``YD""0.0`Y !D 0`
M`ID*``*9!0`!F0.0``20"0.0`9 "``.9`@D#D .0`9#_`)$``W\"> $(```#
M?P)X$ `"F04``9D#D `$D D#D `$D D#D `$D D#D &0$ `"F0<``ID#``*9
M!0`"F0P```69`)D``Y #D &0! `"F0H``ID%``&9`Y `!) )`Y `") )D D#
MD .0`9#_`)$``W\"> $(```#?P)X$ `%F0(`!)D#``29! `#F0,`!)D1``69
M`P`$F0`$`)D%``69"0``")D`F0`#F0,`!ID(``69`P`#F0,``9D#D `(D F0
M"0.0`YG_`)(``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X*P`'JAX`
M!*HZ``2J_P"@``-_`G@!" ```W\">% ``JH^``*J_P"@``-_`G@!" ```W\"
M>!$``ZH#``6J`0`""@.@`: $``&@"P`"J@8`!*H"``6J`@`%J@,``JH%``.J
M! `$J@`$`*H&``.J!0`#J@$*`JH#```$J@`$J@L``JK_`* ``W\"> $(```#
M?P)X$ `!J@.@``6@"J `!0`!J@.@`: #``.J"@`"J@<``JH#``*J!0`"J@8`
M`JH$``&J`Z `!* *`Z `!: *H `&``.J! `"J@,``:H%H .@`Z !H L``JK_
M`* ``W\"> $(```#?P`%> "J``.@``2@"@.@`J #"@`'"J *H 4``:H#H `$
MH H#H &@"0`"J@<``JH#``*J!0`"J@8``JH$``*J!0`!J@.@``6@"J `#0`"
MJ@,``:H%H .@`Z !H L``JK_`* ``W\"> $(```#?P)X`P`#J@0``ZH%``.J
M``0`J@4``:H#H `$H H#H &@"0`"J@<``JH#``*J!0`"J@8``JH$``*J!@`$
MJ@`$`*H-``*J`P`!J@6@`Z #H &@"P`"JO\`H `#?P)X`0@```-_`7@"@ ZJ
M`@`#J@,`!*H#``2J`P`!J@.@`: )``2J!0`"J@,``JH%``2J! `"J@0``:H#
MH &@!0``!*H`!:H*``*J`P`'J@(*`Z !H L``JK_`* ``W\"> $(```#?P)X
M`P`#J@0``ZH#``.J! `"J@4``:H#H `$H H#H &@"0`"J@<``JH#``*J!0`"
MJ@8``JH%``.J! `#J@,``:H#H &@"0`$J@(``ZH!"@*J`P`$J@L``JK_`* `
M`W\"> $(```#?P`%> "J``.@``2@"@.@``:@"J *`PH!"@*J!0`!J@.@``2@
M"@.@`: )``*J!P`"J@,``JH%``*J!@`"JB$``JH.``*J"P`"JO\`H `#?P)X
M`0@```-_`G@0``&J`Z `!: *H `%``&J`Z `!* *`Z !H D``JH'``*J`P`"
MJ@4``JH&``*J(0`"J@X``JH+``*J_P"@``-_`G@!" ```W\">!$``ZH#``6J
M`@`$J@,``:H#H &@"0`%J@,`!*H`! "J!0`%J@,`!*HO``*J"0`$JO\`H `#
M?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_
M`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#
M?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_
M`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#
M?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_
M`GC_`/\`,P`#?P)X`0@```-_`G@T``*9_P#\```-_`G@!" ```W\">#4``IG_
M`/L``W\"> $(```#?P)X$ `%F0$``@D#D `$D D#D &0`P`#F0,``9D#D &0
M`P`#F0H``ID&``29`@`%F0(`!9D)```(F0"9``.9!0`"F0H``ID&``.9! `#
MF0,```69`)D``Y #F?\`D@`#?P)X`0@```-_`G@0``*9!0`!F0.0``20"0.0
M``20"0.0``20"0.0`9 #``.9"@`"F0<``ID#``*9!0`"F0P```69`)D``Y #
MD &0! `"F0H``ID%``&9`Y `!) )`Y `") )D D#D .0`9#_`)$``W\"> $(
M```#?P`%> "9``.0``20"0.0``60"9 `!0`!F0.0``20"0.0``20"0.0``20
M"0.0`9 0``*9!P`"F0,``ID%``*9# ``!9D`F0`#D .0`9 $``*9"@`"F04`
M`9D#D `$D D#D `(D F0"0.0`Y !D/\`D0`#?P)X`0@```-_`G@#``.9! `#
MF0,``ID%``&9`Y `!) )`Y `!) )`Y `!) )`Y !D! ``ID'``*9`P`"F04`
M`ID,``&9`Y !F0.0`Y !D 0``ID*``*9!0`!F0.0``20"0.0``20"0.0`9D#
MD .0`9#_`)$``W\"> $(```#?P%X`H .F0$)!)D#``29`P`$F0,``9D#D &0
M`@`$F1$`!)D%``*9`P`"F04`!)D*```:9`@D#D &0! `"F0H`!)D#``&9`Y `
M!) )`Y !D (`!ID""0.0`9#_`)$``W\"> $(```#?P)X`P`#F00``YD#``*9
M!0`!F0.0``20"0.0``20"0.0``20"0.0`9 0``*9!P`"F0,``ID%``*9# `#
MF0()`Y #D &0! `"F0H``ID%``&9`Y `!) )`Y !D (``YD""0.0`Y !D/\`
MD0`#?P)X`0@```-_``5X`)D``Y `!) )`Y `!9 )D `%``&9`Y `!) )`Y `
M!) )`Y `!) )`Y !D! ``ID'``*9`P`"F04``ID,,``.9`@D#D .0`9 $``*9
M"@`"F04``9D#D `$D D#D &0`@`#F0()`Y #D &0_P"1``-_`G@!" ```W\"
```

```
M>! ``ID%``&9`Y `!) )`Y `!) )`Y `!) )`Y !D! ``ID'``*9`P`"F04`
M`ID,```%F0"9``.0`Y !D 0``ID*``*9!0`!F0.0``20"0.0``B0"9 )`Y #
MD &0_P"1``-_`G@!" ```W\">! `!9D"``29`P`$F00``YD#``29$0`%F0,`
M!)D`! "9!0`%F0D```B9`)D``YD#``:9" `%F0,``YD#``&9`Y `") )D D#
MD .9_P"2``-_`G@!" ```W\">/\`_P`S``-_`G@!" ```W\">"L`!ZH>``2J
M# `"JD$`!*K_`(L``W\"> $(```#?P)X4 `"J@X``JI#``*J_P"+``-_`G@!
M" ```W\">!$``ZH#``6J`0`""@.@`: $``&@"P`"J@8`!*H"``6J`@`%J@,`
M`JH$``2J! `$J@,`!*H#``2J``0`J@8``ZH$``.J!0`#J@,`!*H!"@*J`P`"
MJ@H``JK_`(L``W\"> $(```#?P)X$ `!J@.@``6@"J `!0`!J@.@`: #``.J
M"@`"J@<``JH#``*J!0`"J@8``JH'``%J@"J``.@``2@"@.@``2@"@.@``6@
M"J `!0`!J@*@`PH"``.J! `"J@8``6J`*H`!: !H H``JK_`(L``W\"> $(
M```#?P`%> "J``.@``2@"@.@`J #"@`'"J *H 4``:H#H `$H H#H &@"0`"
MJ@<``JH#``*J!0`"J@8``JH%``2J`0`""@.@``2@"@.@``2@"@.@``6@"J `
M!0`"J@T``JH&```%J@"J``6@`: *```*J_P"+``-_`G@!" ```W\"> ,``ZH$
M``.J!0`#J@`$`*H%``&J`Z `!* *`Z !H D``JH'``*J`P`"J@4``JH&``*J
M! `$J@,``:H#H `$H H#H &@`P`$J@`$`*H%``6J"@`"J@8```6J`*H`!: !
MH H``JK_`(L``W\"> $(```#?P%X`H .J@(``ZH#``2J`P`$J@,``:H#H &@
M"0`$J@4``JH#``*J!0`$J@0``JH$``*J!0`!J@.@``2@"@.@`: %```$J@`%
MJ@$``@H#H &@"@`"J@8```2J``>J"@`"JO\`BP`#?P)X`0@```-_`G@#``.J
M! `#J@,``ZH$``*J!0`!J@.@``2@"@.@`: )``*J!P`"J@,``JH%``*J!@`"
MJ@4`!*H#``2J`0`""@.@`: #``.J`P`!J@.@`: #``.J"@`$J@0``ZH"``.J
M`0H"J@L``JK_`(L``W\"> $(```#?P`%> "J``.@``2@"@.@``:@"J *`PH!
M"@*J!0`!J@.@``2@"@.@`: )``*J!P`"J@,``JH%``*J!@`"JC8``JH;``*J
M_P"+``-_`G@!" ```W\">! ``:H#H `%H J@``4``:H#H `$H H#H &@"0`"
MJ@<``JH#``*J!0`"J@8``JHV``*J&P`"JO\`BP`#?P)X`0@```-_`G@1``.J
M`P`%J@(`!*H#``&J`Z !H D`!:H#``2J``0`J@4`!:H#``2J/ `"JA$`!*K_
M`(L``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(
M```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_
M`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(
M```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_
M`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(
M```#?P)X_P#_`#,``W\"> $(```#?P)X- `"F?\`_ `#?P)X`0@```-_`G@U
M``*9_P#[``-_`G@!" ```W\">! `!9D!``()`Y `!) )`Y !D ,``YD#``&9
M`Y !D ,``YD*``*9!@`$F0(`!9D"``69"0``")D`F0`#F04``ID*``*9!@`#
MF00``YD#```%F0"9``.0`YG_`)(``W\"> $(```#?P)X$ `"F04``9D#D `$
MD D#D `$D D#D `$D D#D &0`P`#F0H``ID'``*9`P`"F04``ID,```%F0"9
M``.0`Y !D 0``ID*``*9!0`!F0.0``20"0.0``B0"9 )`Y #D &0_P"1``-_
M`G@!" ```W\`!7@`F0`#D `$D D#D `%D F0``4``9D#D `$D D#D `$D D#
MD `$D D#D &0$ `"F0<``ID#``*9!0`"F0P```69`)D``Y #D &0! `"F0H`
M`ID%``&9`Y `!) )`Y `") )D D#D .0`9#_`)$``W\"> $(```#?P)X`P`#
MF00``YD#``*9!0`!F0.0``20"0.0``20"0.0``20"0.0`9 0``*9!P`"F0,`
M`ID%``*9# `!F0.0`9D#D .0`9 $``*9"@`"F04``9D#D `$D D#D `$D D#
MD &9`Y #D &0_P"1``-_`G@!" ```W\!> * #ID!"029`P`$F0,`!)D#``&9
M`Y !D (`!)D1``29!0`"F0,``ID%``29"@`&F0()`Y !D 0``ID*``29`P`!
MF0.0``20"0.0`9 "``:9`@D#D &0_P"1``-_`G@!" ```W\"> ,``YD$``.9
M`P`"F04``9D#D `$D D#D `$D D#D `$D D#D &0$ `"F0<``ID#``*9!0`"
MF0P``YD""0.0`Y !D 0``ID*``*9!0`!F0.0``20"0.0`9 "``.9`@D#D .0
M`9#_`)$``W\"> $(```#?P`%> "9``.0``20"0.0``60"9 `!0`!F0.0``20
M"0.0``20"0.0``20"0.0`9 0``*9!P`"F0,``ID%``*9# `#F0()`Y #D &0
M! `"F0H``ID%``&9`Y `!) )`Y !D (``YD""0.0`Y !D/\`D0`#?P)X`0@`
M``-_`G@0``*9!0`!F0.0``20"0.0``20"0.0``20"0.0`9 0``*9!P`"F0,`
M`ID%``*9# ``!9D`F0`#D .0`9 $``*9"@`"F04``9D#D `$D D#D `(D F0
M"0.0`Y !D/\`D0`#?P)X`0@```-_`G@0``69`@`$F0,`!)D$``.9`P`$F1$`
M!9D#``29``0`F04`!9D)```(F0"9``.9`P`&F0@`!9D#``.9`P`!F0.0``B0
M"9 )`Y #F?\`D@`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`G@K``>J
M'@`$JCH`!*K_`* ``W\"> $(```#?P)X4 `"JCX``JK_`* ``W\"> $(```#
M?P)X$0`#J@,`!:H!``(*`Z !H 0``: +``*J!@`$J@(`!:H"``6J`P`"J@4`
M`ZH$``.J``0`J@,```2J``.J!0`#J@,`!*H!"@*J`P`"J@H``JK_`* ``W\"
M> $(```#?P)X$ `!J@.@``6@"J `!0`!J@.@`: #``.J"@`"J@<``JH#``*J
M!0`"J@8``JH$``&J`Z `!* *`Z #H 6@`: "``.J! `"J@8```6J`*H`!: !
MH H``JK_`* ``W\"> $(```#?P`%> "J``.@``2@"@.@`J #"@`'"J *H 4`
M`:H#H `$H H#H &@"0`"J@<``JH#``*J!0`"J@8``JH$``*J!0`!J@.@`Z %
MH &@"0`"J@8```6J`*H`!: !H H``JK_`* ``W\"> $(```#?P)X`P`#J@0`
M`ZH%``.J``0`J@4``:H#H `$H H#H &@"0`"J@<``JH#``*J!0`"J@8``JH$
```

```
M``*J!0`!J@.@`Z %H &@"0`"J@8```6J`*H`!: !H H``JK_`* ``W\"> $(
M```#?P%X`H .J@(``ZH#``2J`P`$J@,``:H#H &@"0`$J@4``JH#``*J!0`$
MJ@0``JH$``&J`Z `!* *`Z #H :J"0`"J@8```2J``>J"@`"JO\`H `#?P)X
M`0@```-_`G@#``.J! `#J@,``ZH$``*J!0`!J@.@``2@"@.@`: )``*J!P`"
MJ@,``JH%``*J!@`"J@4``ZH$``.J`@`#J@$*`JH)``2J! `#J@(``ZH!"@*J
M"P`"JO\`H `#?P)X`0@```-_``5X`*H``Z `!* *`Z `!J *H H#"@$*`JH%
M``&J`Z `!* *`Z !H D``JH'``*J`P`"J@4``JH&``*J(0`"JAL``JK_`* `
M`W\"> $(```#?P)X$ `!J@.@``6@"J `!0`!J@.@``2@"@.@`: )``*J!P`"
MJ@,``JH%``*J!@`"JB$``JH;``*J_P"@``-_`G@!" ```W\">!$``ZH#``6J
M`@`$J@,``:H#H &@"0`%J@,`!*H`! "J!0`%J@,`!*HG``*J$0`$JO\`H `#
M?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_
M`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#
M?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_
M`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#
M?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_`GC_`/\`,P`#?P)X`0@```-_
M`GC_`/\`,P`#?P)X`0@```-_`G@Z``+_$P`#_U(``O__`(P``W\"> $(```#
M?P)X.@`"_Q4``O]2``+__P"+``-_`G@!" ```W\`!7@`_P`#\ 'P`P`#_P,`
M!/\$``/_!0`#_P,``_\#``+_!@`$_P(`!/\#``'_`_ !\ ,``_\%``+_!0`#
M_P(`!/\+``/_`P`$_P,`!/\&``+_`P`#_P,`!?\`! #_!@`#_P0``_\$``/_
M`P`!_P/P`? $``'P# `#_P,`!/\#``3_!@`"_P,``_\#``7_`P`#_P8``O__
M`#8``W\"> $(```#?P`%> #_``/P``;P#_ /`P\$```'_P#_``,/``0`_P0`
M`?\#\ `%\ _P``4``?\#\ `$\ \#\ `$\ \#\ 'P`P`#_P4``O\$``+_! `!
M_P/P`? )``'_`_ `!/ /`_ `!/ /`_ !\ 4```7_`/\``_ `!? /\ `&``+_
M! `!_P/P`? #``/_`P`!_P+P`P\"#P/P`? #``/_"@`!_P/P``3P#P/P``3P
M#P/P`? %```%_P#_``/P``7P#_ `!0`!_P+P`P\$``+__P`V``-_`G@!" ``
M`W\`!7@`_P`#\ `%\ _P``8`!/\`! #_!@`"_P0``?\#\ `%\ _P``4``?\#
M\ `$\ \#\ `$\ \#\ 'P"P`"_P0``O\$```'_`_ !\ (`!?\!``(/`_ `!/ /
M`_ `!/ /`_ !\ (`!O\"#P/P`? #``+_!@`"_P,``O\,``+_!0`!_P/P``3P
M#P/P`? "``7_`0`"#P/P``3P#P/P``3P#P/P`? "``;_`@\#\ 'P`P`"_P0`
M`O\%``;__P`U``-_`G@!" ```W\`!7@`_P`#\ 'P`@`%_P(`!/\#``7_`P`"
M_P0``?\#\ `%\ _P``8`!/\!``(/`_ `!/ /`_ !\ L``O\$``+_! `!_P/P
M`? )``'_`_ `!/ /`_ `!/ /`_ `!/ /`_ `!/ /`_ !\ 0``O\%``+_`P`"
M_PP`!?\!``(/`_ `!/ /`_ !\ D``?\#\ `$\ \#\ `$\ \#\ `$\ \#\ `$
M\ \#\ 'P! `"_P,`!?\!``(/`_ !\/\`-@`#?P)X`0@```-_``1X``3_`P`!
M_P/P``7P#_ `!0`!_P/P`? #``+_! `!_P/P`? "``7_!0``!?\`_P`#\ `$
M\ \#\ 'P"P`"_P0``O\$```'_`_ !\ H``_\#``'_`_ `!/ /`_ `!/ /`_ !
M\ ,``_\%``+_! `$_P$`@\#\ 'P"0`!_P/P``3P#P/P``3P#P/P`? *``/_
M`P`!_P/P``3P#P/P``3P#P/P`? #``/_!0`"_P,``?\#\ `$\ \#\ 'P_P`V
M``-_`G@!" ```W\`!7@`_P`#\ 'P`P`#_P0`!/\#``/_`P`$_P,``O\%``'_
M`_ !\ ,``_\#``3_`P`$_P0``_\$``/_`P`$_P,`!/\#``7_`0`"#P/P``3P
M#P/P``3P#P/P``3P#P/P``3P#P/P`? %```%_P#_``/P`? #``/_"P`#_P,`
M!/\#```'_`_ !\ (`!?\!``(/`_ `!/ /`_ `!/ /`_ `!/ /`_ `!/ /`_ !
M\ 4``O\#``/_`P`!_P/P`?#_`#8`W\"> $(```#?P`%> #_``/P`? 8``+_
M! `"_QH``O\&``/_"P`"_P0``O\,``'_`_ `!/ /`_ `!/ /`_ !\ ,``O\$
M``'_`_ `!/ /`_ `!/ /`_ !\"P``?\#\ `$\ \#\ `$\ \#\ 'P`P`"_P0`
M`?\#\ `$\ \#\ 'P"@`"__\`. `#?P)X`0@```-_``5X`/\``_ !\!@``O\$
M``'_`_ !\!<``O\4``+_! `"_PP``?\#\ `$\ \#\ `$\ \#\ 'P`P`"_P0`
M`?\#\ `$\ \#\ `$\ \#\ 'P+ `!_P/P``3P#P/P``3P#P/P`? #``+_! `!
M_P/P``3P#P/P`? *``+__P`X``-_`G@!" ```W\`!'@`!/\@``/_& `"_PX`
M`O\*``+_#0`#_P0`!/\#``3_`P`"_P4``_\$``/_! `#_RX``_\$``3_`P`$
M_P,``O\%``/_! `#_PL``O__`#@``W\"> $(```#?P%X`H#_(O\B*R('``-_
M`G@!" ```W\!> * _R+_(BLB!P`#?P)X`0@```-_`7@"@/\B_R(K(@<``W\"
M> $(```#?P%X`H"&(@+_!2(%_P$B`B\#\@'R!"("_P0B`_\%(@+_`R(!_P/R
M`?($(@+_!"($_P,B`_\#(@`&_R+_(@DB`_\$(@/_`R(`!?\B_P`#\@`$\B\#
M\@3_`R(#_P4B`O\,(@+_!2("_P0B!/\`!"+_!B(#_P,B!?\#(@/_"R(#_P0B
M`_\$(@3_`R(#_P,B`?\#\@'R`R($_P`$(O\%(@+_!B($_P,B`_\#(@+_!2("
M_Y B!P`#?P)X`0@```-_`7@"@(8B`O\%(@+_!2(!_P/R`?($(@+_`R(!_P/R
M`?($(@+_`R(!_P/R`?($(@+_!2("_P,B`?\#\@`)\B_R+_(`""(!_P/R``3R
M+P/R``CR+_(O`_(`!/(O`_(!\@4B`?\#\@'R!"("_PLB`O\&(@+_`R(!_P/R
M``7R+_(`!2(!_P/R``7R+_(`!2(!_P+R`R\#(@+_`R(!_P/R``3R+P/R``3R
M+P/R``;R+_(O`R\"+P/R``3R+P/R``7R+_(`!2("_P<B`O\#(@'_`_(`!?(O
M\@`&(@+_CR('``-_`G@!" ```W\!> * AB("_P4B`O\%(@'_`_(!\@0B`O\#
M(@`%\B_R``0B`O\#(@'_`_(!\@0B`O\%(@+_`R(!_P/R``GR+_(O\@`((@'_
M`_(`!/(O`_(`"/(O\B\#\@`$\B\#\@'R!2(!_P/R`?($(@+_"B("_P<B`O\#
```

```
M(@'_`_(`!?(O\@`%(@'_`_(!\@,B`O\$(@+_!R("_P,B`?\#\@`$\B\#\@`$
M\B\#\@`%\B_R``4B`?\#\@`$\B\#\@`%\B_R``4B`O\'(@+_`R(!_P/R``7R
M+_(`!R("_XXB!P`#?P)X`0@```-_`7@"@(8B`O\%(@+_!2(%_P0B`O\%(@/_
M!"("_P,B!?\$(@+_!2("_P,B`?\#\@`$\B\#\@+_""("_P4B`?\#\@`$\B\#
M\@'_`_(#\@'_`_(!\@4B`O\'(@+_"B("_P<B`O\$(@3_``0B_P4B`?\#\@'R
M!"("_P,B!?\"(@;_`2\"_P4B`?\#\@`$\B\#\@'R`B(%_P(O!?(!\@(B!/\`
M!"+_!2("_P<B`O\#(@'_`_(`!?(O\@`'(@+_CB(```-_`G@!" ```W\!> *
MAB($_P,B`O\%(@'_`_(!\@,B!/\#(@/_!2("_P,B`?\#\@'R!"("_P4B`O\#
M(@'_`_(!\@(B!O\((@+_!2(!_P/R`?("(@;_`2\&_P$O!/\#(@+_!R("_PHB
M`O\&(@3_!2(`!/\B!?\!(@(O`_(!\@4B``7_(O\``_(!\@0B`O\#(@+_!2(!
M_P/R``3R+P/R``3R+P/R`_(%\@'R!"(`!/\B!?\"(@7_!"("_P,B`?\#\@'R
M`B(%_P0B`O^.(@<``W\"> $(```#?P%X`H"&(@'_`_(`!?(O\@`%(@'_`_(`
M"/(O\B\#\@+_!B("_P,B`?\#\@'R!"("_P4B`O\#(@'_`_(!\@(B`_\!+P+_
M""("_P4B`?\#\@'R`B(#_P(O`_(!_P/R`_(!\@4B`O\'(@+_"B("_P4B``C_
M(O\B`_\#(@'_`_(!\@,B`_\#(@7_`R(#_P4B`O\#(@+_!B(#_P0B!/\#(@/_
M`2("+P7R`?("(@/_`R(!_P/R``3R+P/R`?(#(@/_!"(#_P,B`?\#\@'R!"("
M_XXB!P`#?P)X`0@```-_`7@"@(8B`?\#\@`%\B_R``4B`?\#\@`(\B_R+P/R
M`O(#+P,B`O\#(@'_`_(!\@0B`O\%(@+_`R(!_P/R`?("(@/_`2\"_P@B`?\#
M\@`$\B\#\@'R`B(#_P(O`_(!_P/R`_(!\@4B`?\#\@'R!"("_PHB`O\%(@`&
M_R+_(BLB`?\#\@'R#"("_P@B`?\%\@'R+2("_XXB!P`#?P)X`0@```-_`7@"
M@(8B`?\#\@`%\B_R``8B`_\#(@`%_R+_``/R`_(!\@0B`O\$(@/_!2("_P4B
M`O\#(@'_`_(`"?(O\B_R``@B`?\#\@`$\B\#\@`(\B_R+P/R``3R+P/R`?(%
M(@'_`_(!\@0B`O\+(@+_!"(`!O\B_R(K(@'_`_(!\@PB`O\((@+_`R("_RPB
M`O^/(@<``W\"> $(```#?P%X`H"&(@3_`R("_P<B`?($(@`(_R+_(@/_`R(&
M_P,B`?($(@;_`B($_P,B`_\#(@`&_R+_(@DB`_\$(@/_`R(`!?\B_P`#\@`$
M\B\#\@3_`R(#_P,B!O\*(@+_`R(`!O\B_R(L(@/_#2("_P@B`O\#(@+_&"("
M_Q$B`O^0(@<``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X- `"F?\`
M_ `#?P)X`0@```-_`G@U``*9_P#[``-_`G@!" ```W\">! `!9D!``()`Y `
M!) )`Y !D ,``YD#``&9`Y !D ,``YD*``*9!@`$F0(`!9D"``69"0``")D`
MF0`#F04``ID*``*9!@`#F00``YD#```%F0"9``.0`YG_`)(``W\"> $(```#
M?P)X$ `"F04``9D#D `$D D#D `$D D#D `$D D#D &0`P`#F0H``ID'``*9
M`P`"F04``ID,```%F0"9``.0`Y !D 0``ID*``*9!0`!F0.0``20"0.0``B0
M"9 )`Y #D &0_P"1``-_`G@!" ```W\`!7@`F0`#D `$D D#D `%D F0``4`
M`9D#D `$D D#D `$D D#D `$D D#D &0$ `"F0<``ID#``*9!0`"F0P```69
M`)D``Y #D &0! `"F0H``ID%``&9`Y `!) )`Y `") )D D#D .0`9#_`)$`
M`W\"> $(```#?P)X`P`#F00``YD#``*9!0`!F0.0``20"0.0``20"0.0``20
M"0.0`9 0``*9!P`"F0,``ID%``*9# `!F0.0`9D#D .0`9 $``*9"@`"F04`
M`9D#D `$D D#D `$D D#D &9`Y #D &0_P"1``-_`G@!" ```W\!> * #ID!
M"029`P`$F0,`!)D#``&9`Y !D (`!)D1``29!0`"F0,``ID%``29"@`&F0()
M`Y !D 0``ID*``29`P`!F0.0``20"0.0`9 "``:9`@D#D &0_P"1``-_`G@!
M" ```W\"> ,``YD$``.9`P`"F04``9D#D `$D D#D `$D D#D `$D D#D &0
M$ `"F0<``ID#``*9!0`"F0P``YD""0.0`Y !D 0``ID*``*9!0`!F0.0``20
M"0.0`9 "``.9`@D#D .0`9#_`)$``W\"> $(```#?P`%> "9``.0``20"0.0
M``60"9 `!0`!F0.0``20"0.0``20"0.0``20"0.0`9 0``*9!P`"F0,``ID%
M``*9# `#F0()`Y #D &0! `"F0H``ID%``&9`Y `!) )`Y !D (``YD""0.0
M`Y !D/\`D0`#?P)X`0@```-_`G@0``*9!0`!F0.0``20"0.0``20"0.0``20
M"0.0`9 0``*9!P`"F0,``ID%``*9# ``!9D`F0`#D .0`9 $``*9"@`"F04`
M`9D#D `$D D#D `(D F0"0.0`Y !D/\`D0`#?P)X`0@```-_`G@0``69`@`$
MF0,`!)D$``.9`P`$F1$`!9D#``29``0`F04`!9D)```(F0"9``.9`P`&F0@`
M!9D#``.9`P`!F0.0``B0"9 )`Y #F?\`D@`#?P)X`0@```-_`GC_`/\`,P`#
M?P)X`0@```-_`G@K``>J'@`$JD\`!*K_`(L``W\"> $(```#?P)X4 `"JE,`
M`JK_`(L``W\"> $(```#?P)X$0`#J@,`!:H!``(*`Z !H 0``: +``*J!@`$
MJ@(`!:H"``6J`P`"J@@``:H#H .@`: #``.J! `$J@(`!*H$``.J! `#J@4`
M`ZH!"@*J`P``!*H`!*H+``*J_P"+``-_`G@!" ```W\">! ``:H#H `%H J@
M``4``:H#H &@`P`#J@H``JH'``*J`P`"J@4``JH&``*J!P``!:H`J@`#H `$
MH H#H `$H H#H &@!0``!ZH`J@`#"@(``ZH$``*J`P`!J@6@`Z #H &@"P`"
MJO\`BP`#?P)X`0@```-_``5X`*H``Z `!* *`Z "H ,*``<*H J@!0`!J@.@
M``2@"@.@`: )``*J!P`"J@,``JH%``*J!@`"J@<```6J`*H``Z `!* *`Z `
M!* *`Z !H ,`!*H`! "J#0`"J@,``:H%H .@`Z !H L``JK_`(L``W\"> $(
M```#?P)X`P`#J@0``ZH%``.J``0`J@4``:H#H `$H H#H &@"0`"J@<``JH#
M``*J!0`"J@8``JH&``*J`P`!J@.@``2@"@.@``2@"@.@`: "``2J`P`%J@H`
M`JH#``&J!: #H .@`: +``*J_P"+``-_`G@!" ```W\!> * #JH"``.J`P`$
MJ@,`!*H#``&J`Z !H D`!*H%``*J`P`"J@4`!*H$``*J!@`"J@,``:H#H `$
MH H#H `$H H#H `%H J@``4``:H#H &@"@`"J@,`!ZH""@.@`: +``*J_P"+
```

```
M``-_`G@!" ```W\"> ,``ZH$``.J`P`#J@0``JH%``&J`Z `!* *`Z !H D`
M`JH'``*J`P`"J@4``JH&``*J!0`"J@0`!*H$``.J`P`!J@.@`: #``2J`P`#
MJ@H`!*H"``.J`0H"J@,`!*H+``*J_P"+``-_`G@!" ```W\`!7@`J@`#H `$
MH H#H `&H J@"@,*`0H"J@4``:H#H `$H H#H &@"0`"J@<``JH#``*J!0`"
MJ@8``JH%``*J! `"JBD``JH.``*J"P`"JO\`BP`#?P)X`0@```-_`G@0``&J
M`Z `!: *H `%``&J`Z `!* *`Z !H D``JH'``*J`P`"J@4``JH&``*J! `"
MJ@4``JHI``*J#@`"J@L``JK_`(L``W\"> $(```#?P)X$0`#J@,`!:H"``2J
M`P`!J@.@`: )``6J`P`$J@`$`*H%``6J`P`$J@`$`*H%``*J.0`"J@D`!*K_
M`(L``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(
M```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_
M`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(
M```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_
M`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(```#?P)X_P#_`#,``W\"> $(
M```#?P%X`H#_1/]$,D0#?P)X`0@```-_``5X!+L``[0`!+1+`[0!M E$`KL'
M1 *[!40"NP-$`;L"M -+`DL#M `&M$NT2P-+`4L"NP9$`[L#1 &[`K0#2P%+
M`KL,1 *[!40!NP.T``6T2[0`#$0"NP=$`KL#1 &[`[0!M -$`[L&1 *[`T0"
MNP1$`;L#M &T`T0"NP9$`KL#1 &[`[0`!+1+`[0!M I$`KL-1 *[`T0!NP.T
M``6T2[0`!40!NP.T``2T2P.T`;0$1 *["D0!NP.T``6T2[0`!40!NP.T`;0*
M1 *["T0!NP.T``2T2P.T`;0$1 *[`T0!NP*T`TL`!$2["T0!NP.T``6T2[0`
M!40"NPU$`KL+1 &[`[0`!+1+`[0!M 1$`KL%1 *[`T0!NP.T``:T2[1+`TL)
M1 *[%40"NP-$`KL$1 &[`[0!M -$`KL$1 &[`[0!M 5$`KL#1 .[`T0!NP.T
M`;0D1 -_`G@!" ```W\`!7@$NP`#M `$M$L#M &T"40"NP=$`KL%1 *[`T0"
MNP5$``FT2[1+M `%1 *[!40!NP.T``6T2[0`!40"NPQ$`KL%1 &[`[0`!;1+
MM `,1 *[!T0"NP-$`;L#M `$M$L#M &T`T0$NP-$`KL$1 &[`[0!M -$`KL&
M1 *[`T0!NP.T``2T2P.T`;0*1 *[#40"NP-$`;L#M `%M$NT``5$`;L#M `$
MM$L#M &T!$0"NP-$!;L%1 *[`T0"NP1$`;L#M &T"D0"NPM$`;L#M `$M$L#
MM &T!$0"NP-$`KL&1 *[!$0%NP%$`DL#M `%M$NT``5$`KL-1 *["T0!NP.T
M``2T2P.T`;0$1 *[!40"NP-$`;L#M `%M$NT``U$`KL31 2[`T0"NP1$`;L#
MM &T`T0"NP1$`;L#M &T`T0$NPE$``6T2[0`)$0#?P)X`0@```-_``1X! 6[
M`40"2P.T`;0)1 *[!T0"NP5$`KL#1 6[!$0#NP)$!;L`!$2[!40!NP.T`;0"
M1 6[``1$NPQ$`KL%1 &[`[0`!;1+M `,1 *[!T0"NP1$!+L!1 )+`[0!M )$
M!+L$1 *[!40$NP-$`KL&1 *[`T0!NP.T``2T2P.T`;091 *[`T0!NP.T``6T
M2[0`!40!NP.T``2T2P.T`;0$1 *[#40"NP1$`KL#1 &[`[0!M!=$`;L#M `$
MM$L#M &T!$0"NP-$!;L#1 *["T0!NP.T``6T2[0`!40"NQI$`;L#M `$M$L#
MM &T!$0"NP5$`KL#1 &[`[0!M )$!;L>1 2[!$0"NP5$!+L#1 *[!$0!NP.T
M`;0"1 2[#$0#NR1$`W\"> $(```#?P`%> 2[``.T`;0"1 2["D0$NP5$`KL%
M1 *[`T0!NP.T`;0#1 .[`T0!NP.T`;0"1 6[`40"2P.T``2T2P.T`;0"1 6[
M"40$NP-$`;L#M &T`D0%NPE$!+L%1 *[!D0`!;M$NP`#M `%M$NT``9$`KL'
M1 *[`T0"NP9$`KL#1 &[`[0`!+1+`[0!M I$`KL-1 *[`T0!NP.T`;0"1 2[
M`T0!NP.T`;0"1 2[!40"NPM$`[L%1 *[`T0!NP.T`;0*1 *["T0!NP.T``2T
M2P.T`;0$1 *[`T0!NP.T`;0#1 *["T0!NP.T`;0"1 2[`T0$NPM$`KL+1 &[
M`[0`!+1+`[0!M 1$`KL%1 *[`T0!NP.T``2T2P.T`;0*1 *[$D0"NP9$`KL'
M1 *[`T0"NP1$`;L#M `%M$NT``U$`[LE1 -_`G@!" ```W\`!7@$NP`#M `$
MM$L#M &T"40"NP9$`[L%1 *[!$0#NP-$`[L%1 .[`T0!NP.T``2T2P.T`;0#
M1 .[`T0!NP.T`;0)1 *[!D0#NP-$`;L#M &T"40!NP.T`;0$1 *[!$0#NP-$
M`;L#M &T`T0$NP)$!+L$1 .[`T0$NP1$`[L$1 .[`T0$NPM$`KL-1 *[`T0!
MNP.T``2T2P.T``2T2P.T``2T2P.T`;0$1 *[`T0%NP5$`KL%1 `%NT2[``.T
M`;0*1 *[#$0$NP%$`DL#M &T`T0#NP1$`[L#1 2[`T0%NP%$`DL#M `%M$NT
M``5$`KL-1 *[#$0#NP-$!+L%1 *[!$0#NP-$!+L$1 .["T0"NQ-$!+L"1 2[
M!$0#NP-$!+L#1 &[`[0!M -$!+L#1 .[`T0#NR9$`W\"> $(```#?P`%> 2[
M``.T``2T2P.T`;0)1 *[#D0"NPI$`;L"M -+*T0"NQI$`;L#M &T!$0"NQE$
M`KL,1 *[(40"NPU$`KL#1 &[`[0`!+1+`[0`!+1+`[0`!+1+`[0!M 1$`KL-
M1 `%NT2[``.T``2T2P.T`;0*1 *[*$0"NPM$`;L#M `%M$NT``5$`KL-1 *[
M&T0"NR!$`KL:1 *[#$0"NQ-$`[L#1 &[`K0#2R-$`W\"> $(```#?P`%> 1+
M``.[`T0!NP.T`;0)1 *[#D0"NPI$`;L#M &T+$0"NQI$`;L#M &T!$0"NQE$
M`KL,1 *[(40"NPU$`KL#1 &[`[0`!+1+`[0`!+1+`[0`!+1+`[0!M 1$`KL*
```

```
M1 &[`[0`!+1+`[0`!+1+`[0!M I$`KLH1 *["T0!NP.T``6T2[0`!40"NPU$
M`KL;1 *[($0"NQI$`KL,1 *[&40!NP.T`;0D1 -_`G@!" ```W\!> * `T0!
MM 1$!+L*1 6[!$0"NP1$`[L+1 .[+40%NQ=$!+L$1 .[+T0"NQE$`KL,1 2[
M`T0#NP-$!+L$1 .[`T0$NP-$!KL)1 .[!$0#NP1$!+L*1 *[&T0"NQE$`[L#
M1 6[`D0%NPI$`KL:1 .[!40"NQE$`KM$1 .[)40#?P)X`0@```-_`GC_`/\`
M,P`#?P)X`0@```-_`7C_B/^(-8@`!?=X``````-__W?_=SEW`H ```-__W?_
M=SEW`H ```-_8G=%``AW%P`(=Q<`%_\(=Q<`_W<==P* ```#?V)W`?@5B (/
M%8@"#Q6(`0<(=P'X%8@!!PAW`?@5B (`%7<!]PAW`?@5B $'_W<==P* ```#
M?P%_6?\(=P'W%'<!@ (/%'<!@ (/%'<"@ AW`?<4=P* "'<!]Q1W``2 "!-_
M`W\'=P'W%'<"@/]W'7<"@ ```W\#>%9W`?<(=P'W%'<!@ (/%'<!@ (/%'<"
M@ AW`?<4=P* "'<!]Q1W``: "/=$#40'?P=W`?<4=P* _W<==P* ```#?P%X
M`H!(_PT``W\'=P'W%'<!@ (/"G<)_P`$> \(=PI$``1W@ AW`?<"=P]$`W<"
M@ AW`?<"=PP`!G<`!8 (?P`#] I_`4\$]P-_!W<!]Q1W`H#_=QUW`H ```-_
M`7@"@$C_`7@+B $``W\'=P'W`W<`#@!W`'<`=P!W`W<!@ (/"7<)B `%]X#W
M``-W!0`!3PC_``5'> <`"'<`!/=T!O\!'P;_`4<#=P* "'<`!/=P"O\!!P9W
M``6 "/<``W0*]P%'!W\'=P'W%'<"@/]W'7<"@ ```W\!> * 2/\#?PAW`H #
M?P=W`?<#=P$'#'<!!P-W`8 "#PEW`8\#]P3_``F/> ]W" `%@P)/!@``!O1W
M@'<(=P`$]W0%_P,1!?\!1P-W`H (=P'W`G<##P,/! `"\ 9W``6 "'\``_0*
M?P%/!/<#?P=W`?<"=P0``W<'``1W`H#_=QUW`H ```-_`7@"@!7_`0\%_P`$
M#_ $#P/P`? #`![_`W\(=P* `W\'=P'W%'<!@ (/!'<%_P./!(@`"GCW@/=P
M. 4X`4\(_P`%1W@'``AW``3W= 3_!1$$_P%'`W<"@ AW``3W< K_`0<&=P`%
M@ CW``-T"O<!1P=_!W<!]P1W`0<&=P,`!G<"@/]W'7<"@ ```W\!> * %?\!
M#P7_! \"\ 0/`_ !_P/P'/\#?PAW`H #?P=W`?<#=P$'#'<!!P-W`8 "#P-W
M!X@#]P3_``F/> ]W" `%@P)/`P`!] 1$``1W@ AW``3W= ;_`1\&_P%'`W<"
M@ AW`?<"=P,/`P\$``+P!G<`!8 (?P`#] I_!$0!=P-_!W<!]P1W`0<%=P0`
M!G<"@/]W'7<"@ ```W\!> * %O\%``'_`_ !_P7P`_ !_P/P'/\#?PAW`H #
M?P=W`?<#=P$'#'<!!P-W`8 "#P-W`8\#]P'_!/@$B `*>/> ]W X!3@!3P7_
M`T\#=P* "'<`!?=T_P`#\0'_`_$!_P/Q`O0#=P* "'<`!/=P"O\!!P9W``6
M"/<``W0*]P)'`_0#?P=W`?<%=P@`!W<"@/]W'7<"@ ```W\!> * %O\!#P/_
M`@\#\ '_!? #\ '_`_ <_P-_`W<!!P1W`H #?P=W`?<#=P$'#'<!!P-W`8 "
M#P-W`X\$B /W`_<#^ `'> ]W" 6#`4\%_P)$!'<"@ AW``?W=/$?!_\`!!'T
M`W<"@ AW``3W< ?_``0/\ 9W``: "']$#40!]P-T`W\'=P'W!7<!!P-W! `'
M=P* _W<==P* ```#?P%X`H 6_P$/`_\"#P/P`?\%\ /P`?\#\!S_`W\"=P,`
M`W<"@ -_!W<!]Q1W`8 "#P-W`8\#]P'_!/@#AP.(``AW@/=P!3@'1 $'!'<"
M@ AW``3W= 41`_\%$0%'`W<"@ AW`?<"=P,/`0\#_P,''O &=P`&@ CW1 U$
M`7\#] -_!W<!]P5W`0<#=P,`"'<"@/]W'7<"@ ```W\!> * %_\$#P'_`_ !
M_P3P`0\"_P,`'O\#?P%P!0``!'> `W\'=P'W`W<!!PQW`0<#=P& `@\#=P./
M!(@!]P-W`X\#=P`&@/=P@PR#`0<$=P* "'<`!_=T\1\'_P`$$?0#=P* "'<!
M]P)W`P\!< ,/!' `"P!T1W@`AP5_`4<$?P1?`W\"1P-_!W<!]P9W`P<#``AW
M`H#_=QUW`H ```-_`7@"@!?_! \(_P$/)/\#?PAW`H #?P=W`?<#=P$'#'<!
M!P-W`8 "#P-W`8\#]P'W`G@$_P*(!'<`"(#W<#@(``&(`H $=P* "'<`!?=T
M_P`#\0'_`_$!_P/Q`O0#=P* "'<`!O=P_P<(!P`+=P1'> "/!?<!3P/W!E\!
M?P/T`W\'=P'W!G<#!P(`"7<"@/]W'7<"@ ```W\!> * &/\!#PK_`0\D_P-_
M"'<"@ -_!W<!]P-W`0<,=P$'`W<!@ (/`W<#CP.'!H@%=P`)@/=PB <`!G<`
M! @P!'<"@ AW``3W= ;_`1\&_P%'`W<"@ AW`?<"=P4`!7 $=P`(1'> " 5_
M`4<%?P%7!7\"1P-_!W<!]P=W! `)=P* _W<==P* ```#?P%X`H 8_P$/+_\#
M?PAW`H #?P=W`?<4=P& `@\#=P*/`W<#CPEW``: ]W X`S@#"P,+`X,!!P1W
M`H (=P`$]W0$_P41!/\!1P-W`H (=P'W!W<$!P5W``A$=X (!?<!3POW`4\$
M]P=W`?<'=P,`"G<"@/]W'7<"@ ```W\!> * 2/\#?PAW`H #?P=W`?<#=P$'
M#'<!!P-W`8 "#P-W`8\$_P*("G<!@ (/`W<%``*[!0`%=P* "'<`!/=T!?\#
M$07_`4<#=P* "'<!]PAW`0<&=P`)!$=X`(<`!7\-1 %W`W\'=P'W!W<#``IW
M`H#_=QUW`H ```-_`7@"@$C_`7\*_P* `W\'=P'W`W<`#@!W`'<`=P!W`W<!
M@ (/`W<&B MW`8 "#P=W! `)=P* "'<`!/=T!O\!'P;_`4<#=P* "'<!]PEW
M!@``"71'> "/``7W#40$]P=W`?<(=P$'"W<"@/]W'7<"@ ```W\!> * 2/\,
M=P$'`W\'=P'W%'<!@ (/%'<!@ (/%'<"@ AW`?<"=P]$`W<"@ AW`?<4=P`$
M@ @3?P-_!W<!]Q1W`H#_=QUW`H ```-_`GA6``-_!W<!]Q1W`8 "#Q1W`8 "
M#Q1W`H (=P'W%'<"@ AW`?<4=P`$@ @6]P=W`?<4=P* _W<==P* ```#?P%X
M6(@!]PAW`?<4=P& `@\4=P& `@\4=P* "'<!]Q1W`H (=P'W%'<!@ (`%(@#
M?P=W`?<4=P* _W<==P* ```#?V)W%O\!#Q;_`0\6_P$'"'<6_P$'"'<6_Q<`
M`?<(=Q;_`0?_=QUW`H ```-__W?_=SEW`H ```-__W?_=SEW`H ```-_`7__
M____-O\"=P* ```#?P%X_XC_B#:(`G<"@ ```W__=_]W.7<"@ ```W\!=?]5
M_U4V50)W`H ```-_``1U4 01`@`#1 `%`S %`/]5_U4E50)W`H ```-_``5U
M4)$`!!$`!$50!3,!!?]5[U4@``)5$ ``!E5W@ ````-_``1U4 69``040P2[
M`C#_5>]5`?@.B (/#H@`! 5?#H@`!P57> ````-_`!-U4)$`&0"S`#L%_U7O
```

```
M50'W#7<!@ (/#7<`!8!5]P`-=P`(@%5W@ ```W\`%750D51!%03 NP57``1_
M`_4!]0-5``9W_W=5_U7<50'W`W<&``1W``6 ]W `"0``!W> 5?<-=P`(@%5W
M@ ```W\`!G50D50#5 `)$5!,,P4``U4!_P/W`_4!]0-5`W\!7P+__U7<50'W
M`W<&``1W``2 ]P-P!G<`" =X!5\#=P(`!'<`# !W@%5W@ ```W\`#W50D011
M$+3 `P`#50'_`_<#]0'U!%4"=P/__U7<50'W#7<`!(#W`W &=P`(!W@%7P1W
M``8`=P!W`W<`"(!5=X ```-_``5U4)$``Q$`!<$$L `#! `%,P57``-W`?\#
M]0'U`U4`!7_W=0#_5=U5`?<-=P`$@/<#< 9W``@'> 5?!7<$``1W``B 57>
M```#?P`$=5 #F0`&%,Q#NP2[``@P5?=?`_4`!_=5_W<#?_]5W%4!]PUW``2
M]P-P!G<`" =X!5\&=P(`!7<`"(!5=X ```-_``1U4 01`00#1 $#`S,"``-5
M`7\#_P`%=?]W``-U``5_]W4`_U7<50'W#7<`!(#W`W &=P`(!W@%7P5W! `$
M=P`(@%5W@ ```W\!=0-5`8@$@ ,(`0@$B $%_U7P50'W#7<`!(#W`W &=P`(
M!W@%7P1W``8`=P!W`W<`"(!5=X ```-_`74#50&(`X $@ $``P4"@/]5\%4!
M]PUW``6 ]W `"0``!W> 5?<#=P(`!'<`# !W@%5W@ ```W\!=0-5`X@%" `%
M`(@%`/]5\54!]PUW``6 ]W `"0``!W> 5?<-=P`(@%5W@ ```W\!=0-5`X@!
M``('`X !@ 0`_U7P50'W#7<!@ (/#7<`!8!5]P`-=P`(@%5W@ ```W\!=0-5
M`H<#!0&(`X "@ ,(_U7P50__`0\/_P$%`E4/_P`'!5=X`````W\!=0-5`P@"
M50,(``4`B 4`_U7_5295`G<"@ ```W\!=?]5_U4V50)W`H ```-__W?_=SEW
H`H ```-__W?_=SEW`H ```%______SO_`H ``/]W_W<]=P$'`````0``
`
end

begin 666 main.c
M(VEN8VQU9&4@/&QI8G!S+F@^#0HC:6YC;'5D92 \<W1D:6\N:#X-"B-I;F-L
M=61E(#QS=&1L:6(N:#X-"B-I;F-L=61E(#QA<E]L:6(N:#X-"@T*(V1E9FEN
M92!#05)?345-"0DP>#@P,&8P,# P#0H-"FUA:6XH*0T*>PT*"6QO;F<@+RIF
M:6QE7VAA;F1L92PJ+V8[#0H-"@DO+R!#;VYN96-T('1O(&%R<PT*"6-G7V9S
M:6YI="@I.PT*#0H)+R\@4')I;G0@<V]M92!D:6%G<PT*"7!R:6YT9B@B5&5S
M=&EN9R!4:&4@05)3($9I;&5397)V97(@3&EB<F%R>5QN(BD[#0H)9F]R*&8]
M,#L@9CPQ,#L@9BLK*0T*"0EP<FEN=&8H(G1E<W1I;F<Z)61<;B(L9BD[#0H)
M#0H)+R\@3W!E;B!A(&9I;&4@+2!W92!K;F]W(&ET(&1O97-N)W0@97AI<W0L
M(&)U="!I="=S(&]N;'D@82!T97-T#0H)+R\@:7-N)W0@:70_#0H)+R\@9FEL
M95]H86YD;&4];W!E;B@B8V1R;VTZ7%QF;V]?8F%R+G!S>"(L3U]21$].3%DI
M.PT*"6-G7V)L;V%D*")C87(N=&UD(BPH=5]C:&%R("HI0T%27TU%32D[#0H)
4#0H)8V=?<VAU=&1O=VXH*3L-"GT`
`
end

--MESSAGE FILE 473 END: ./1 SCEE/yaroze/beginners/000000210html.html


--MESSAGE FILE 474 START: ./1 SCEE/yaroze/beginners/000000211html.html
Path: chuka.playstation.co.uk!news
From: "Craig Graham" <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: ARS cg_bload - How does it work ??
Date: 25 Mar 1998 09:53:49 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <01bd57d4$8ab14ac0$72d449c2@Angela1.intelligent-group.com>
References: <6f99u8$f1o26@chuka.playstation.co.uk>
NNTP-Posting-Host: l114.mistral.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155


I didn't update the cg_bload() function last time I changed the fileserver
protocol
(as Steve Dunn has pointed out to me). I don't use it myself, so I forgot
all about it...
I'll do an update later today...in the mean time, use fopen/fread/fclose
instead,
as they do work....

Craig.
(Author of ARS)
```

--MESSAGE FILE 474 END: ./1 SCEE/yaroze/beginners/000000211html.html

--MESSAGE FILE 475 START: ./1 SCEE/yaroze/beginners/000000212html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunnmobile@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: ARS cg_bload - How does it work ??
Date: Wed, 25 Mar 1998 12:28:23 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <6fasgg$f1o29@chuka.playstation.co.uk>
References: <6f99u8$f1o26@chuka.playstation.co.uk>
<01bd57d4$8ab14ac0$72d449c2@Angela1.intelligent-group.com>
NNTP-Posting-Host: 194.216.129.206
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

You could also give 'Nice ARS v1.5' a try at ~steved. Good if you like NT,
AND it has support for 'MWread', 'MWlseek', etc.
Very handy. 1.6 will also support 'MWwrite'

Steve

Craig Graham wrote in message
<01bd57d4$8ab14ac0$72d449c2@Angela1.intelligent-group.com>...
>
>I didn't update the cg_bload() function last time I changed the fileserver
>protocol
>(as Steve Dunn has pointed out to me). I don't use it myself, so I forgot
>all about it...
>I'll do an update later today...in the mean time, use fopen/fread/fclose
>instead,
>as they do work....
>
>Craig.
>(Author of ARS)

--MESSAGE FILE 475 END: ./1 SCEE/yaroze/beginners/000000212html.html

--MESSAGE FILE 476 START: ./1 SCEE/yaroze/beginners/000000213html.html
Path: chuka.playstation.co.uk!news
From: "Craig Graham" <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: ARS cg_bload - How does it work ??
Date: 25 Mar 1998 13:39:32 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <01bd57f4$0b5812c0$84d449c2@Angela1.intelligent-group.com>
References: <6f99u8$f1o26@chuka.playstation.co.uk>
<01bd57d4$8ab14ac0$72d449c2@Angela1.intelligent-group.com>
<6fasgg$f1o29@chuka.playstation.co.uk>
NNTP-Posting-Host: l132.mistral.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Steve Dunn <stevedunnmobile@dial.pipex.com> wrote in article
<6fasgg$f1o29@chuka.playstation.co.uk>...
> You could also give 'Nice ARS v1.5' a try at ~steved. Good if you like
NT,
> AND it has support for 'MWread', 'MWlseek', etc.

> Very handy. 1.6 will also support 'MWwrite'
>
> Steve
>

But not PXE put - right Steve?

Craig.
--MESSAGE FILE 476 END: ./1 SCEE/yaroze/beginners/000000213html.html

--MESSAGE FILE 477 START: ./1 SCEE/yaroze/beginners/000000214html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunnmobile@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: ARS cg_bload - How does it work ??
Date: Wed, 25 Mar 1998 14:00:02 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <6fb1qk$ql91@chuka.playstation.co.uk>
References: <6f99u8$f1o26@chuka.playstation.co.uk>
<01bd57d4$8ab14ac0$72d449c2@Angela1.intelligent-group.com>
<6fasgg$f1o29@chuka.playstation.co.uk>
<01bd57f4$0b5812c0$84d449c2@Angela1.intelligent-group.com>
NNTP-Posting-Host: 194.216.129.206
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

No no no...

Fluffy demo man.

Craig Graham wrote in message
<01bd57f4$0b5812c0$84d449c2@Angela1.intelligent-group.com>...
>
>
>Steve Dunn <stevedunnmobile@dial.pipex.com> wrote in article
><6fasgg$f1o29@chuka.playstation.co.uk>...
>> You could also give 'Nice ARS v1.5' a try at ~steved. Good if you like
>NT,
>> AND it has support for 'MWread', 'MWlseek', etc.
>> Very handy. 1.6 will also support 'MWwrite'
>>
>> Steve
>>
>
>But not PXE put - right Steve?
>
>Craig.

--MESSAGE FILE 477 END: ./1 SCEE/yaroze/beginners/000000214html.html

--MESSAGE FILE 478 START: ./1 SCEE/yaroze/beginners/000000215html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scee.yaroze.beginners
Subject: .tod and lightwave
Date: Fri, 27 Mar 1998 14:34:22 +0000
Organization: Mobius Codeworks Ltd.
Lines: 9
Message-ID: <351BB8EE.A918B500@micronetics.com>
Reply-To: jim@codeworks.demon.co.uk

NNTP-Posting-Host: 193.132.195.245
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)

Is there a .tod file exporter for lightwave in existence any where? I know that 3ds exports .tod but I can't afford to shell out for another modeler. Are there any other Yarozers using lightwave? Would it be worth my while writing a .tod exporter if one doesn't already exist?

Cheers

Jim

--MESSAGE FILE 478 END: ./1 SCEE/yaroze/beginners/000000215html.html

--MESSAGE FILE 479 START: ./1 SCEE/yaroze/beginners/000000216html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@codeworks.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: .tod + lightwave
Date: Thu, 26 Mar 1998 20:02:37 +0000
Organization: Mobius Codeworks Ltd.
Lines: 12
Message-ID: <351AB45D.F3B8CB1C@codeworks.demon.co.uk>
NNTP-Posting-Host: codeworks.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

Is there a .tod exporter plugin for lightwave? I know there's one for 3ds but I really don't wanna shell out for another modeler, especially since I don't actually model I just use it to do test objects.

Are there any other yarozers using lightwave? Would it be worth my while writing a plugin to export .tod?

cheers

Jim

--MESSAGE FILE 479 END: ./1 SCEE/yaroze/beginners/000000216html.html

--MESSAGE FILE 480 START: ./1 SCEE/yaroze/beginners/000000217html.html
Path: chuka.playstation.co.uk!news
From: "Anders Clerwall" <omgim@swipnet.se>
Newsgroups: scee.yaroze.beginners
Subject: Re: .tod and lightwave
Date: Tue, 31 Mar 1998 17:31:15 +0200
Organization: OMGIM Productions
Lines: 14
Message-ID: <6fr1v8$6ne30@chuka.playstation.co.uk>
References: <351BB8EE.A918B500@micronetics.com>
NNTP-Posting-Host: dialup107-10-13.swipnet.se
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

What's .tod?

<351BB8EE.A918B500@micronetics.com>...
>Is there a .tod file exporter for lightwave in existence any where? I
>know that 3ds exports .tod but I can't afford to shell out for another
>modeler. Are there any other Yarozers using lightwave? Would it be
>worth my while writing a .tod exporter if one doesn't already exist?
>
>Cheers
>
>Jim
>

--MESSAGE FILE 480 END: ./1 SCEE/yaroze/beginners/000000217html.html

--MESSAGE FILE 481 START: ./1 SCEE/yaroze/beginners/000000218html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@codeworks.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: .tod and lightwave
Date: Tue, 31 Mar 1998 20:28:45 +0100
Organization: Mobius Codeworks Ltd.
Lines: 25
Message-ID: <352143ED.670693FC@codeworks.demon.co.uk>
References: <351BB8EE.A918B500@micronetics.com>
<6fr1v8$6ne30@chuka.playstation.co.uk>
NNTP-Posting-Host: codeworks.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

It's an animation format for GsLib that was recently released by Sony,
it helps keyframe and Animate Tmd models. Check the demo ftp area on
SCEE.

Unfortunately I don't have anyway of creating .tod files so I can't
animate the models.

I'd love to get Scorpo Robot in Z2 doing a tail whip melee attack. :-)

Jim

Anders Clerwall wrote:
>
> What's .tod?
>
> <351BB8EE.A918B500@micronetics.com>...
> >Is there a .tod file exporter for lightwave in existence any where? I
> >know that 3ds exports .tod but I can't afford to shell out for another
> >modeler. Are there any other Yarozers using lightwave? Would it be
> >worth my while writing a .tod exporter if one doesn't already exist?
> >
> >Cheers
> >
> >Jim
> >
--MESSAGE FILE 481 END: ./1 SCEE/yaroze/beginners/000000218html.html

--MESSAGE FILE 482 START: ./1 SCEE/yaroze/beginners/000000219html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scee.yaroze.beginners

Subject: Re: I can'tuse math functions!!!!
Date: Wed, 01 Apr 1998 23:47:31 -0800
Organization: SCEA News Server
Lines: 26
Message-ID: <35234292.2A76@bc.sympatico.ca>
References: <6d3ul7$e4u1@emeka.playstation.co.uk>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m02-118.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

Here's an alternative to a 64k table:

```
#define STEP(k) s = r + (1L << k * 2); r >>= 1; \
                                if (s <= v) { v -= s; r |= (1L << k *
2); }

u_long Sqrt(u_long n)
{
        u_long r = 0, s, v = n;

        STEP(15);       STEP(14);       STEP(13);       STEP(12);
        STEP(11);               STEP(10);       STEP(9);
STEP(8);
        STEP(7);                STEP(6);
STEP(5);                STEP(4);
        STEP(3);                STEP(2);
STEP(1);                STEP(0);
        return r;
}
```

It works fine for fixed point as long as you remember where your fixed point belongs. In other words, if you're taking the root of a 16.16 number, shift the result left by 8 to renormalize it.

- nick
--MESSAGE FILE 482 END: ./1 SCEE/yaroze/beginners/000000219html.html

--MESSAGE FILE 483 START: ./1 SCEE/yaroze/beginners/000000220html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (Dennis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: .tod and lightwave
Date: Thu, 2 Apr 1998 09:59:20 +0100
Organization: Debri
Lines: 15
Message-ID: <1d6urhc.pd2wvqdoaps8N@a1-88-106.a1.nl>
References: <351BB8EE.A918B500@micronetics.com>
NNTP-Posting-Host: a1-88-106.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Jim <jim@micronetics.com> wrote:

> Is there a .tod file exporter for lightwave in existence any where? I
> know that 3ds exports .tod but I can't afford to shell out for another
> modeler. Are there any other Yarozers using lightwave? Would it be
> worth my while writing a .tod exporter if one doesn't already exist?
>
> Cheers
>

> Jim

You should ask this in the newsgroup for 3D problems. As far as I know a
lot of other members use lightwave.

See Ya DEnnis...
--MESSAGE FILE 483 END: ./1 SCEE/yaroze/beginners/000000220html.html

--MESSAGE FILE 484 START: ./1 SCEE/yaroze/beginners/000000221html.html
Path: chuka.playstation.co.uk!news
From: dave@lunar1.demon.co.uk (David Wagner)
Newsgroups: scee.yaroze.beginners
Subject: 3D Studio Offer - Where do I get the order form?
Date: Mon, 06 Apr 1998 22:15:35 GMT
Organization: Not very. Pretty unorganised in fact.
Lines: 11
Message-ID: <352952f3.2656474@www.netyaroze-europe.com>
NNTP-Posting-Host: lunar1.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Hi,

Does anyone know whats happened to the place you send to get the order
form for the 3D Studio special offer for Yaroze?

The e-mail address in the starter pack, kinetix@mcqueens.com, doesn't
appear to exist anymore.

Dave

--MESSAGE FILE 484 END: ./1 SCEE/yaroze/beginners/000000221html.html

--MESSAGE FILE 485 START: ./1 SCEE/yaroze/beginners/000000222html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Sarah_Bennett@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Re: 3D Studio Offer - email address
Date: 7 Apr 1998 14:58:34 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 14
Sender: news@chuka.playstation.co.uk
Message-ID: <6gdbea$lhe1@emeka.playstation.co.uk>
Reply-To: Sarah_Bennett@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 7 Apr 1998 14:02:26 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id PAA08854
    for <news@playstation.co.uk>; Tue, 7 Apr 1998 15:02:11 +0100 (BST)
From: Sarah_Bennett@Playstation.sony.com
Return-Receipt-To: Sarah_Bennett@Playstation.sony.com
To: news@playstation.co.uk

kinetix@mcqueen.com has been tested today by Kinetix staff who tell me
that it is working.

Regards
Sarah

--MESSAGE FILE 485 END: ./1 SCEE/yaroze/beginners/000000222html.html

--MESSAGE FILE 486 START: ./1 SCEE/yaroze/beginners/000000223html.html
Path: chuka.playstation.co.uk!news
From: Mark.Dickman@elmail.co.uk (Mark)
Newsgroups: scee.yaroze.beginners
Subject: Re: 3D Studio Offer - Where do I get the order form?
Date: Tue, 07 Apr 1998 16:31:01 GMT
Organization: ElectricMail Ltd.
Lines: 9
Message-ID: <352b54a2.105480476@news.playstation.co.uk>
References: <352952f3.2656474@www.netyaroze-europe.com>
NNTP-Posting-Host: oneida.elmail.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.0/32.390

On Mon, 06 Apr 1998 22:15:35 GMT, dave@lunar1.demon.co.uk (David
Wagner) wrote:

>Hi,
>
I thought that there was a time limit on the application? I could
be wrong though.

Mark
--MESSAGE FILE 486 END: ./1 SCEE/yaroze/beginners/000000223html.html

--MESSAGE FILE 487 START: ./1 SCEE/yaroze/beginners/000000224html.html
Path: chuka.playstation.co.uk!news
From: dave@lunar1.demon.co.uk (David Wagner)
Newsgroups: scee.yaroze.beginners
Subject: Re: 3D Studio Offer - Where do I get the order form?
Date: Tue, 07 Apr 1998 17:40:09 GMT
Organization: Not very. Pretty unorganised in fact.
Lines: 18
Message-ID: <352a64b7.1609830@www.netyaroze-europe.com>
References: <352952f3.2656474@www.netyaroze-europe.com>
<352b54a2.105480476@news.playstation.co.uk>
NNTP-Posting-Host: lunar1.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

The voucher says it is valid until 1st August 1998.

Dave

On Tue, 07 Apr 1998 16:31:01 GMT, Mark.Dickman@elmail.co.uk (Mark)
wrote:

>On Mon, 06 Apr 1998 22:15:35 GMT, dave@lunar1.demon.co.uk (David
>Wagner) wrote:
>
>>Hi,
>>
>I thought that there was a time limit on the application? I could

>be wrong though.
>
>Mark

--MESSAGE FILE 487 END: ./1 SCEE/yaroze/beginners/000000224html.html

--MESSAGE FILE 488 START: ./1 SCEE/yaroze/beginners/000000225html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (Dennis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Display problem
Date: Thu, 9 Apr 1998 21:49:23 +0200
Organization: Debri
Lines: 6
Message-ID: <1d78m47.vnarplkjos2iN@a1-88-115.a1.nl>
NNTP-Posting-Host: a1-88-115.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 34 days)

If I upload the "bouncing ball", I get it in grayscale. I know it should
be in colour. My new TV can handle PAL and NTSC and that's for sure. I
tested it with a NTSC-PSX of a friend. I think I need a special cable.
Is that treu? And if yes, why is it not provided with the package?

DEnnis..
--MESSAGE FILE 488 END: ./1 SCEE/yaroze/beginners/000000225html.html

--MESSAGE FILE 489 START: ./1 SCEE/yaroze/beginners/000000226html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Robert Schutt" <rschutt@cs.colgate.edu>
Newsgroups: scee.yaroze.beginners
Subject: time.h - Help!!!
Date: Fri, 10 Apr 1998 14:19:02 -0400
Organization: SCEA News Server
Lines: 11
Message-ID: <6glmn5$3687@scea>
NNTP-Posting-Host: 149.43.162.22
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Does anyone know how to do timings with the Playstation?

There seems to be know time.h support with the gcc compiler.

I am trying to write some code that will do timings. Can anyone
help me?

-rschutt@cs.colgate.edu

--MESSAGE FILE 489 END: ./1 SCEE/yaroze/beginners/000000226html.html

--MESSAGE FILE 490 START: ./1 SCEE/yaroze/beginners/000000227html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Display problem
Date: Fri, 10 Apr 1998 12:02:25 -0700
Organization: Cisco Systems
Lines: 17
Message-ID: <352E6CC1.1BB5389@netmagic.net>

References: <1d78m47.vnarplkjos2iN@a1-88-115.a1.nl>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Did you make sure that if the ball is 8-bit or 4-bit that the CLUT is
way outside the range of the video frame buffers? I've had problems
sometimes leaving the CLUTs in the area (0,480)-(320,511). Try moving
it over to something like 640x256...?

Dennis Brinkhuis wrote:
>
> If I upload the "bouncing ball", I get it in grayscale. I know it should
> be in colour. My new TV can handle PAL and NTSC and that's for sure. I
> tested it with a NTSC-PSX of a friend. I think I need a special cable.
> Is that treu? And if yes, why is it not provided with the package?
>
> DEnnis..

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 490 END: ./1 SCEE/yaroze/beginners/000000227html.html

--MESSAGE FILE 491 START: ./1 SCEE/yaroze/beginners/000000228html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Display problem
Date: Sat, 11 Apr 1998 00:52:39 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <352EB0C7.1F1E96C2@ndirect.co.uk>
References: <1d78m47.vnarplkjos2iN@a1-88-115.a1.nl>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: 195.7.226.101
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
To: Dennis Brinkhuis <macsuppor@a1.nl>

No idea why, but you should use a SCART cable anyway for best picture. I'd
like to know why Sony don't supply one with the machine. Sega supplied one
with my Saturn!

Alex.

Dennis Brinkhuis wrote:

> If I upload the "bouncing ball", I get it in grayscale. I know it should
> be in colour. My new TV can handle PAL and NTSC and that's for sure. I
> tested it with a NTSC-PSX of a friend. I think I need a special cable.
> Is that treu? And if yes, why is it not provided with the package?
>
> DEnnis..

--MESSAGE FILE 491 END: ./1 SCEE/yaroze/beginners/000000228html.html

--MESSAGE FILE 492 START: ./1 SCEE/yaroze/beginners/000000229html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Display problem
Date: Fri, 10 Apr 1998 17:44:10 -0700
Organization: Cisco Systems
Lines: 14
Message-ID: <352EBCDA.65543F44@netmagic.net>
References: <1d78m47.vnarplkjos2iN@a1-88-115.a1.nl>
<352EB0C7.1F1E96C2@ndirect.co.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Alex Herbert wrote:
> No idea why, but you should use a SCART cable anyway for best picture. I'd
> like to know why Sony don't supply one with the machine. Sega supplied one
> with my Saturn!
>
> Alex.
    [...]

Dennis, is it the case that ONLY the "bouncing ball" thing is in grayscale,
or is the PSX logo (when you turn the Yaroze on) also in black 'n white?

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 492 END: ./1 SCEE/yaroze/beginners/000000229html.html

--MESSAGE FILE 493 START: ./1 SCEE/yaroze/beginners/000000230html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (Dennis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Display problem
Date: Sat, 11 Apr 1998 19:56:34 +0200
Organization: Debri
Lines: 5
Message-ID: <1d7c7aa.1bnn6ws1tukpv0N@a1-88-107.a1.nl>
References: <1d78m47.vnarplkjos2iN@a1-88-115.a1.nl>
<352EB0C7.1F1E96C2@ndirect.co.uk> <352EBCDA.65543F44@netmagic.net>
NNTP-Posting-Host: a1-88-107.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 36 days)

Now I used a scart cable and the bouncing ball worked fine, only if I
try other "games" I just get a black screen. I do need to upload the
.pxs files do I?

DEnnis..
--MESSAGE FILE 493 END: ./1 SCEE/yaroze/beginners/000000230html.html

--MESSAGE FILE 494 START: ./1 SCEE/yaroze/beginners/000000231html.html
Path: chuka.playstation.co.uk!news
From: Eric Bleinagel <bleinagel@creatron.de>
Newsgroups: scee.yaroze.beginners

Subject: Shadow
Date: Thu, 16 Apr 1998 13:35:29 +0200
Organization: CREATRON GmbH
Lines: 5
Message-ID: <3535ED01.DAE0E1D3@creatron.de>
NNTP-Posting-Host: 193.30.95.254
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [de] (Win95; I)

Hi,
is there a way to let my 3d-objects throw shadows?

Eric
(sorry for my bad english...)
--MESSAGE FILE 494 END: ./1 SCEE/yaroze/beginners/000000231html.html

--MESSAGE FILE 495 START: ./1 SCEE/yaroze/beginners/000000232html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Shadow
Date: Thu, 16 Apr 1998 13:47:35 +0100
Organization: Mobius Codeworks Ltd.
Lines: 33
Message-ID: <3535FDE7.5F95C0D8@micronetics.com>
References: <3535ED01.DAE0E1D3@creatron.de>
NNTP-Posting-Host: 193.132.195.245
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)

Not as an integrate feature of the Yaroze library.

Making objects self shadow is quite complex.

But you could cast simple shadows with a bit of fiddling. For example
if you have an object above a plane, with a light source directly above
the object in question, with the intention of casting a shadow onto the
plane. You could scale the object along the Y axis so that it is
completely flat and then draw it below the object casting the shadow, so
it appears on the plane. You would also have to set the colour of the
scaled object to black, and possibly make it transparent, so it looks
like a shadow.

I guess you could also scale the object on the Y axis in your modelling
package, and have two independent models, one the shadow and one the
original. This would only work if the original object doesn't animate.
One step further, I don't see any reason why you couldn't have the
shadow as part of the original model.

Casting accurate shadows from a moving light source is nontrivial, but
there's plenty of books on it.

Hope this gets you on your way.

Jim

Eric Bleinagel wrote:
>
> Hi,

> is there a way to let my 3d-objects throw shadows?
>
> Eric
> (sorry for my bad english...)
--MESSAGE FILE 495 END: ./1 SCEE/yaroze/beginners/000000232html.html

--MESSAGE FILE 496 START: ./1 SCEE/yaroze/beginners/000000233html.html
Path: chuka.playstation.co.uk!news
From: pal <palpalpalpal@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: time.h - Help!!!
Date: Wed, 22 Apr 1998 01:13:45 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <353D2829.7846F003@hotmail.com>
References: <6glmn5$3687@scea>
Reply-To: palpalpalpal@hotmail.com
NNTP-Posting-Host: marseille1-139.club-internet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

I'm not sure this will be of any help, but if a 50 Hz resolution is
enough for you, you may just count the frames, since you should have a
main loop executing at each one.

--MESSAGE FILE 496 END: ./1 SCEE/yaroze/beginners/000000233html.html

--MESSAGE FILE 497 START: ./1 SCEE/yaroze/beginners/000000234html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Display problem
Date: Thu, 23 Apr 1998 10:31:53 +0200
Organization: Debri Productions
Lines: 9
Message-ID: <1d7wn9m.p1i80d27yjfN@a1-88-118.a1.nl>
References: <1d78m47.vnarplkjos2iN@a1-88-115.a1.nl>
<352EB0C7.1F1E96C2@ndirect.co.uk> <352EBCDA.65543F44@netmagic.net>
<1d7c7aa.1bnn6ws1tukpv0N@a1-88-107.a1.nl>
NNTP-Posting-Host: a1-88-118.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Dennis Brinkhuis <macsuppor@a1.nl> wrote:

> Now I used a scart cable and the bouncing ball worked fine, only if I
> try other "games" I just get a black screen. I do need to upload the
> .pxs files do I?
>
> DEnnis..

Stopid question, I got it already
--MESSAGE FILE 497 END: ./1 SCEE/yaroze/beginners/000000234html.html

--MESSAGE FILE 498 START: ./1 SCEE/yaroze/beginners/000000235html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.beginners
Subject: TEAM BLACK

Date: Sun, 26 Apr 1998 09:32:40 +0200
Organization: Debri Productions
Lines: 18
Message-ID: <1d836hp.18z4cmk1pf2nxpN@a1-88-107.a1.nl>
NNTP-Posting-Host: a1-88-107.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:704
scee.yaroze.beginners:235

A lot of members have similar idea's and wishes like;

- Getting a job in the professional industry
- Meetings with other Members
- A blackdisk with our work on it
- More contact with SCEA
- More and better manuals in PDF-format (zipped)
- A public Press-page to inform non-members about our work
- More and better contact with SCEE and other members

Well, why don't we join together in a special group. Let's name it *TEAM BLACK* for now. If there are enough other members that want to join, we can try to get another homepage where we all can work on and keep it up together. So what do you all think about this out there...

Greatings DEnnis...

http://www.netyaroze-europe.com/~madmac/teamblack.html
--MESSAGE FILE 498 END: ./1 SCEE/yaroze/beginners/000000235html.html

--MESSAGE FILE 499 START: ./1 SCEE/yaroze/beginners/000000236html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: * TEAM BLACK *
Date: Wed, 29 Apr 1998 08:32:15 +0200
Organization: Debri Productions
Lines: 4
Message-ID: <1d88nno.11hbwzgv5e064N@a1-88-124.a1.nl>
NNTP-Posting-Host: a1-88-124.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

We are looking for opinions to see how we can improve the membership. If there is something you would like to see different, just tell us!

www.netyaroze-europe.com/~madmac
--MESSAGE FILE 499 END: ./1 SCEE/yaroze/beginners/000000236html.html

--MESSAGE FILE 500 START: ./1 SCEE/yaroze/beginners/000000237html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: What am I doing wrong? (or not doing right?)
Date: Fri, 01 May 1998 21:14:22 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 72
Message-ID: <354A2D1E.631CD47A@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

I'm stuck, and yes I'm a newbie. But I have tried
(nearly) everything but it's still not right,

The code.

```
#include <libps.h>

#define OTLENGTH��  (1)
#define SCNX������  (320)
#define SCNY������  (256)

GsOT���  ot[2];
GsOT_TAG ottags[2][1<<OTLENGTH];

main()
{
 int buf;
 int i;

 SetVideoMode(MODE_PAL);
 GsInitGraph(SCNX,SCNY,GsOFSGPU,0,0);
 GsDefDispBuff(0,0,0,SCNY);
 for (i=0; i<2; i++) {
  ot[i].length = OTLENGTH;
  ot[i].org = ottags[i];
 }
 FntLoad(SCNX,0);
 FntOpen(0,0,SCNX,SCNY,0,512);
 while (1) {
  buf = GsGetActiveBuff();
  GsClearOt(0,0,&ot[buf]);
  FntPrint("hello");
  FntFlush(-1);
  DrawSync(0);
  VSync(0);
  GsSwapDispBuff();
  GsSortClear(0,60,60,&ot[buf]);
  GsDrawOt(&ot[buf]);
 }
}
```

The problem.
I'm trying to write a minimal program just for debugging by
printing to screen. And so I've written this little thing.
This is in PAL mode, but I just keep getting borders the size
of NTSC mode. When in PAL mode, I've noticed that using the
full screen (320 x 256), the width of the borders top and
bottom are the same size as the borders left and right.
But when I make and run this code the borders are not.
Anyone any ideas?

One other thing, is there any redundant code here?
I've been looking through the docs and some tutorials,
but all of them seem to be drawing graphics to screen,
and therefore require extra code. I deleted the code
for packets and eveything still seems to be working.
Still need packets? Or is that just for graphics?

My config.
Codewarrior v2.1 (updated it but the thing still says
v2.0.3).
PsComUtil
PAL only TV. I'm using a crappy TV card, that doesn't
support NTSC at all (get black and white and display

is corrupted, yuck!). However in testing the problem,
I downloaded some progs and they worked in full PAL
display.

Thanks in advance.
--
jc

--MESSAGE FILE 500 END: ./1 SCEE/yaroze/beginners/000000237html.html

--MESSAGE FILE 501 START: ./1 SCEE/yaroze/beginners/000000238html.html
Path: chuka.playstation.co.uk!news
From: rs108@mdx.ac.uk (Robert Swan)
Newsgroups: scee.yaroze.beginners
Subject: Re: What am I doing wrong? (or not doing right?)
Date: Fri, 01 May 1998 22:56:25 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 55
Message-ID: <354a5185.1029733@www.netyaroze-europe.com>
References: <354A2D1E.631CD47A@chowfam.demon.co.uk>
NNTP-Posting-Host: stu-dialup14.mdx.ac.uk
X-Newsreader: Forte Free Agent 1.11/32.235

The reason you dont get a full screen in PAL mode is well known. no
matter how you specify it, the max is 240. The way around it is
something like this (this off top of my head, so hope its right)

```
extern DISPENV GsDISPENV
// global variable

//in you screen initialisation code add this -
GsDISPENV.screen.h=256;
```

As far as Im aware there is no redundant code :)

Robert Swan
rs108@mdx.ac.uk
http://www.netyaroze-europe.com/~middex2

On Fri, 01 May 1998 21:14:22 +0100, James Chow
<james@chowfam.demon.co.uk> wrote:

```
>#include <libps.h>
>
>#define OTLENGTH��� (1)
>#define SCNX�������� (320)
>#define SCNY�������� (256)
>
>GsOT���� ot[2];
>GsOT_TAG ottags[2][1<<OTLENGTH];
>
>main()
>{
>� int buf;
>� int i;
>
>� SetVideoMode(MODE_PAL);
>� GsInitGraph(SCNX,SCNY,GsOFSGPU,0,0);
>� GsDefDispBuff(0,0,0,SCNY);
>� for (i=0; i<2; i++) {
>��� ot[i].length = OTLENGTH;
>��� ot[i].org = ottags[i];
>� }
```

```
>  FntLoad(SCNX,0);
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>  while (1) {
>    buf = GsGetActiveBuff();
>    GsClearOt(0,0,&ot[buf]);
>    FntPrint("hello");
>    FntFlush(-1);
>    DrawSync(0);
>    VSync(0);
>    GsSwapDispBuff();
>    GsSortClear(0,60,60,&ot[buf]);
>    GsDrawOt(&ot[buf]);
>  }
>}
```

--MESSAGE FILE 501 END: ./1 SCEE/yaroze/beginners/000000238html.html

--MESSAGE FILE 502 START: ./1 SCEE/yaroze/beginners/000000239html.html

```
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: What am I doing wrong? (or not doing right?)
Date: Sat, 02 May 1998 01:31:11 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 73
Message-ID: <354A694E.2F5E0D49@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
```

I'm stuck, and yes I'm a newbie. But I have tried
(nearly) everything but it's still not right,

The code.

```
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GsOT    ot[2];
GsOT_TAG ottags[2][1<<OTLENGTH];

main()
{
  int buf;
  int i;

  SetVideoMode(MODE_PAL);
  GsInitGraph(SCNX,SCNY,GsOFSGPU,0,0);
  GsDefDispBuff(0,0,0,SCNY);
  for (i=0; i<2; i++) {
    ot[i].length = OTLENGTH;
    ot[i].org = ottags[i];
  }
  FntLoad(SCNX,0);
  FntOpen(0,0,SCNX,SCNY,0,512);
  while (1) {
    buf = GsGetActiveBuff();
    GsClearOt(0,0,&ot[buf]);
```

```
��� FntPrint("hello");
��� FntFlush(-1);
��� DrawSync(0);
��� VSync(0);
��� GsSwapDispBuff();
��� GsSortClear(0,60,60,&ot[buf]);
��� GsDrawOt(&ot[buf]);
� }
}
```

The problem.
I'm trying to write a minimal program just for debugging by printing to screen. And so I've written this little thing. This is in PAL mode, but I just keep getting borders the size of NTSC mode. When in PAL mode, I've noticed that using the full screen (320 x 256), the width of the borders top and bottom are the same size as the borders left and right. But when I make and run this code the borders are not. Anyone any ideas?

One other thing, is there any redundant code here? I've been looking through the docs and some tutorials, but all of them seem to be drawing graphics to screen, and therefore require extra code. I deleted the code for packets and eveything still seems to be working. Still need packets? Or is that just for graphics?

My config.
Codewarrior v2.1 (updated it but the thing still says v2.0.3).
PsComUtil
PAL only TV. I'm using a crappy TV card, that doesn't support NTSC at all (get black and white and display is corrupted, yuck!). However in testing the problem, I downloaded some progs and they worked in full PAL display.

Thanks in advance.
--
jc

--MESSAGE FILE 502 END: ./1 SCEE/yaroze/beginners/000000239html.html

--MESSAGE FILE 503 START: ./1 SCEE/yaroze/beginners/000000240html.html
Path: chuka.playstation.co.uk!news
From: "James Sutherland" <james@guybrush.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: SIOCONS dowloads
Date: Sun, 3 May 1998 15:21:18 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <6ihu7l$jpr4@chuka.playstation.co.uk>
NNTP-Posting-Host: guybrush.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Hi,

When I download a program to the Yaroze using SIOCONS, it waits for the return key to be hit after each chunk of data. Is this normal? Is there any way to stop it? I can't see it mentioned in the manual.

James

--
Work: jamess@gremlin.co.uk Home: james@guybrush.demon.co.uk

--MESSAGE FILE 503 END: ./1 SCEE/yaroze/beginners/000000240html.html

--MESSAGE FILE 504 START: ./1 SCEE/yaroze/beginners/000000241html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Questions about VSync.
Date: Sun, 03 May 1998 16:08:01 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 46
Message-ID: <354C8851.709D2E83@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

I realise the most relevant way to obtain an timer function is to
use VSync().
Initially I was using VSync(-1) to get some sort of indication of
the length of time passed. Unfortunately this increments in steps
of 1/50sec for PAL and 1/60sec for NTSC, which are slightly too
big.

This means using the number of hsyncs which can be gotten from by
VSync(0 or 1). Unfortunately, this is the thing which I am confused
about.

I get the indication (from the docs) that each horizontal line
drawn represents a hsync. And all the hsyncs on the screen
represent a vsync. Yes?
OK. So if I set the graphics system to 256 lines in PAL, does this
mean I should get 256 hsyncs per vsync?
If not, why not?

If this is correct, then why does it say in the User Guide
(paper version, page 38) that PAL gives 312 hsyncs per vsync and
262 hsyncs per vsync for NTSC?
And just to confuse me even more, we only have 311 hsyncs per vsync
(v1.1 electronic p37). Now what has happened to the other number?
Or do PAL and NTSC outputs give the same number of hsyncs per vsync?

Another thing, that bothers me is this.

```
while (1) {
  //do work
  cnt = VSync(0);
  //swap buffers, etc
}
```

VSync(0) blocks until vertical synchronisation and returns the number
of hsyncs since VSync(0) was last called. So why does this code give
a variable number depending on the amount of work done?
An illustration of this would be by using the Check prog. With 1 ball,
cnt is 14, and increases when the number of balls increases. But the
number of lines (and therefore hsyncs) that need to be drawn remain the

same.

Argh! Help!
--
jc

--MESSAGE FILE 504 END: ./1 SCEE/yaroze/beginners/000000241html.html

--MESSAGE FILE 505 START: ./1 SCEE/yaroze/beginners/000000242html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.beginners
Subject: Re: SIOCONS dowloads
Date: Sun, 03 May 1998 15:32:42 GMT
Organization: SCEA News Server
Lines: 13
Message-ID: <354c8cac.36427568@news.scea.sony.com>
References: <6ihu7l$jpr4@chuka.playstation.co.uk>
NNTP-Posting-Host: client-120-81.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>When I download a program to the Yaroze using SIOCONS, it waits for the
>return key to be hit after each chunk of data. Is this normal? Is there
>any way to stop it? I can't see it mentioned in the manual.

   That is not normal, I thought I had heard it all after a year, but
this is a new one. Most of the time, when members have a problem with
siocons, it is because their environment space is too small, so try
setting that larger.

-Matt

--MESSAGE FILE 505 END: ./1 SCEE/yaroze/beginners/000000242html.html

--MESSAGE FILE 506 START: ./1 SCEE/yaroze/beginners/000000243html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scee.yaroze.beginners
Subject: djsetup how to run auto
Date: 3 May 1998 20:48:17 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <6iil6h$jpr8@chuka.playstation.co.uk>
NNTP-Posting-Host: n12.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/scee.yaroze.beginners

Having been years since I've had to alter my autoexec file(and having lost my
dos manual) Could someone please tell me the command to automatically load
djsetup when I start my computer (so I don't have to keep typing it in)

--MESSAGE FILE 506 END: ./1 SCEE/yaroze/beginners/000000243html.html

--MESSAGE FILE 507 START: ./1 SCEE/yaroze/beginners/000000244html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>

Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Mon, 4 May 1998 02:45:05 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 51
Message-ID: <6ij6jd$jpr18@chuka.playstation.co.uk>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0

James Chow wrote in message <354C8851.709D2E83@chowfam.demon.co.uk>...
>I realise the most relevant way to obtain an timer function is to
>use VSync().
>Initially I was using VSync(-1) to get some sort of indication of
>the length of time passed. Unfortunately this increments in steps
>of 1/50sec for PAL and 1/60sec for NTSC, which are slightly too
>big.
>
>
>This means using the number of hsyncs which can be gotten from by
>VSync(0 or 1). Unfortunately, this is the thing which I am confused
>about.
>
>I get the indication (from the docs) that each horizontal line
>drawn represents a hsync. And all the hsyncs on the screen
>represent a vsync. Yes?
>OK. So if I set the graphics system to 256 lines in PAL, does this
>mean I should get 256 hsyncs per vsync?
>If not, why not?
>
>If this is correct, then why does it say in the User Guide
>(paper version, page 38) that PAL gives 312 hsyncs per vsync and
>262 hsyncs per vsync for NTSC?
>And just to confuse me even more, we only have 311 hsyncs per vsync
>(v1.1 electronic p37). Now what has happened to the other number?
>Or do PAL and NTSC outputs give the same number of hsyncs per vsync?

Ok James, it seems you are slightly confused here which is not surprising considering the poor information contained in the Yaroze manuals! vsyncs and hsyncs are nothing to do with the Yaroze display that you use in your demo/game. They are in fact hardware timings for the TV display. The Yaroze can sync itself to these timings. An hsync is the horizontal time for a beam to travel across the TV screen and the vsync is the overall time for the to reset to the top left corner after reaching the bottom right. It is usual for any gaming system that displays to a TV set to use the vsync time to refresh the display to create a flicker free image. The PAL system has more vertical definition at a cost of speed. 312 lines is probably right and the 311 figure is probably due to computers counting from 0 (I.E. 0 - 311 = 312 lines) NTSC has less lines so it can work faster to reduce flicker even further. (Typical of the Americans, if it can't be bigger it has to be faster!)

I hope this clears things up for you :)

Regards,
JohnT

--MESSAGE FILE 507 END: ./1 SCEE/yaroze/beginners/000000244html.html

--MESSAGE FILE 508 START: ./1 SCEE/yaroze/beginners/000000245html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: djsetup how to run auto
Date: Sun, 03 May 1998 23:12:01 -0700
Organization: SCEA News Server
Lines: 17
Message-ID: <354D5C31.A05EB8F0@sinclair.net>
References: <6iil6h$jpr8@chuka.playstation.co.uk>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

You could either manually add all the lines in djsetup.bat to your
autoexec.bat (using "edit autoexec.bat") or you could add this to the
end of your autoexec.bat (again, with "edit autoexec.bat"):

call c:\pathtoyarozestuff\djsetup.bat

West wrote:
>
> Having been years since I've had to alter my autoexec file(and having lost my
> dos manual) Could someone please tell me the command to automatically load
> djsetup when I start my computer (so I don't have to keep typing it in)

--

- Dreamwriter Dragon
dreamer@sinclair.net
-==UDIC==-
--MESSAGE FILE 508 END: ./1 SCEE/yaroze/beginners/000000245html.html

--MESSAGE FILE 509 START: ./1 SCEE/yaroze/beginners/000000246html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Mon, 04 May 1998 03:31:27 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <354d35e6.17842015@news.scea.sony.com>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk>
NNTP-Posting-Host: client-119-17.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

> (Typical of the Americans, if it can't be bigger it has to be
> faster!)

Yeah, what is with those silly, competitive Americans, egads!!!
[LOL]

-Matt

--MESSAGE FILE 509 END: ./1 SCEE/yaroze/beginners/000000246html.html

--MESSAGE FILE 510 START: ./1 SCEE/yaroze/beginners/000000247html.html

Path: chuka.playstation.co.uk!news
From: "James Sutherland" <james@guybrush.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: SIOCONS dowloads
Date: Mon, 4 May 1998 09:06:36 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <6ijsl4$jpr20@chuka.playstation.co.uk>
References: <6ihu7l$jpr4@chuka.playstation.co.uk>
<354c8cac.36427568@news.scea.sony.com>
NNTP-Posting-Host: guybrush.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Matthew Hulett wrote in message <354c8cac.36427568@news.scea.sony.com>...
>
>>When I download a program to the Yaroze using SIOCONS, it waits for the
>>return key to be hit after each chunk of data. Is this normal? Is there
>>any way to stop it? I can't see it mentioned in the manual.
>
>   That is not normal, I thought I had heard it all after a year, but
>this is a new one. Most of the time, when members have a problem with
>siocons, it is because their environment space is too small, so try
>setting that larger.
>
It's really odd - it's working OK now. It seems to be something to do with
having WinTV running, but I'll have to play around with it some more to find
out.

Thanks for the advice,

James

--
James Sutherland, Software Engineer: Gremlin Interactive Ltd.
Work: jamess@gremlin.co.uk Home: james@guybrush.demon.co.uk

--MESSAGE FILE 510 END: ./1 SCEE/yaroze/beginners/000000247html.html

--MESSAGE FILE 511 START: ./1 SCEE/yaroze/beginners/000000248html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Mon, 04 May 1998 10:30:15 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 54
Message-ID: <354D8AA7.17CA37C6@chowfam.demon.co.uk>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Still confused.

JohnT wrote:
>

> demo/game. They are in fact hardware timings for the TV display. The Yaroze
> can sync itself to these timings. An hsync is the horizontal time for a beam
> to travel across the TV screen and the vsync is the overall time for the to
> reset to the top left corner after reaching the bottom right. It is usual

I thought a vsync was the time taken to get from bottom right to the
bottom right again.

```
(a)-------------->(b)
(c)-------------->(d)
   ....
(e)-------------->(f)
```

The tv traces the beam from (a) to (b), then jumps to (c) and traces to
(d),
and repeats this until (f). At this point the beam goes back to (a) to
repeat this process.

Is the time for a hsync,
(1) the time it takes for the beam to trace a horizontal, ie (c) to (d),
(2) or the time since the last hysnc, ie (b) to (d)?
And the time for a vsync,
(3) (f) to (a),
(4) (f) back to (f),
The way you have explained it seems to give (1) and (3).
Is this correct?
I thought a vsync was (4).

> for any gaming system that displays to a TV set to use the vsync time to
> refresh the display to create a flicker free image. The PAL system has more
> vertical definition at a cost of speed. 312 lines is probably right and the
> 311 figure is probably due to computers counting from 0 (I.E. 0 - 311 = 312
> lines) NTSC has less lines so it can work faster to reduce flicker even
> further. (Typical of the Americans, if it can't be bigger it has to be
> faster!)
>

```
while (1) {
  //do work
  cnt = VSync(0);
  //more work
}
```

So if VSync() is a blocking function, returning at a vsync, (f) in diag,
why doesn't cnt = 312?

One final thing.
How do you calculate the time taken between to arbitrary points in time,
then, calling VSync(0) between them?

--MESSAGE FILE 511 END: ./1 SCEE/yaroze/beginners/000000248html.html

--MESSAGE FILE 512 START: ./1 SCEE/yaroze/beginners/000000249html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: SIOCONS dowloads
Date: Mon, 04 May 1998 13:29:02 -0700
Organization: Cisco Systems
Lines: 37
Message-ID: <354E250E.CE6A48BD@netmagic.net>
References: <6ihu7l$jpr4@chuka.playstation.co.uk>
<354c8cac.36427568@news.scea.sony.com> <6ijsl4$jpr20@chuka.playstation.co.uk>

Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

If you're using Windows 95, be sure you keep the focus on the DOS
window. (e.g. I have X-Mouse enabled.) It appears that if the
DOS window task doesn't get most of the attention of Windows, then
the serial port doesn't remain in sync with the Yaroze. Tapping
Enter to send some bogus data seems to clear things up a little.

- e!

James Sutherland wrote:
>
> Matthew Hulett wrote in message <354c8cac.36427568@news.scea.sony.com>...
> >
> >>When I download a program to the Yaroze using SIOCONS, it waits for the
> >>return key to be hit after each chunk of data. Is this normal? Is there
> >>any way to stop it? I can't see it mentioned in the manual.
> >
> >   That is not normal, I thought I had heard it all after a year, but
> >this is a new one. Most of the time, when members have a problem with
> >siocons, it is because their environment space is too small, so try
> >setting that larger.
> >
> It's really odd - it's working OK now. It seems to be something to do with
> having WinTV running, but I'll have to play around with it some more to find
> out.
>
> Thanks for the advice,
>
> James
>
> --
> James Sutherland, Software Engineer: Gremlin Interactive Ltd.
> Work: jamess@gremlin.co.uk Home: james@guybrush.demon.co.uk

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 512 END: ./1 SCEE/yaroze/beginners/000000249html.html

--MESSAGE FILE 513 START: ./1 SCEE/yaroze/beginners/000000250html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Mon, 04 May 1998 13:48:15 -0700
Organization: Cisco Systems
Lines: 82
Message-ID: <354E298F.2865CC25@netmagic.net>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk> <354D8AA7.17CA37C6@chowfam.demon.co.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

James Chow wrote:
   [...]
> I thought a vsync was the time taken to get from bottom right to the
> bottom right again.
>
> (a)-------------->(b)
> (c)-------------->(d)
>   ....
> (e)-------------->(f)
>
> The tv traces the beam from (a) to (b), then jumps to (c) and traces to
> (d),
> and repeats this until (f). At this point the beam goes back to (a) to
> repeat this process.
>
> Is the time for a hsync,
> (1) the time it takes for the beam to trace a horizontal, ie (c) to (d),
> (2) or the time since the last hysnc, ie (b) to (d)?
> And the time for a vsync,
> (3) (f) to (a),
> (4) (f) back to (f),
> The way you have explained it seems to give (1) and (3).
> Is this correct?
> I thought a vsync was (4).
   [...]

You're close. The TV does trace like something like that. Assume an
NTSC config w/ 240 lines per screenful:

```
       0 1 2 ...     320
   0   -------------->
   1   -------------->
   2   -------------->
   3   -------------->
   :      :
   240 -------------->
```

The ray gun hits the RGB strips on the screen for each pixel and
goes from row to row. There is a "vertical retrace period" where
the gun shuts off and travels from (320,240) back up to (0,0) to
begin redrawing the next frame. That short period is actually
pretty long (in terms of computer speed) and that's the best time
to do a logical video page flip/swap. When the ray gun begins its
retrace, an interrupt is set off in the Yaroze CPU and _that's_
what the VSync() function is waiting for.

A VSync of 0 means that the VSync() function just waits for the
vertical retrace interrupt. A value of 1 means that VSync waits
for the 2nd interrupt. So, on a PAL system, if you wait for
VSync(50), you will have caused VSync() to wait 1 full second while
50 video frames (and interrupts) have gone by.

So your program goes along making its calculations, the GPU does
its drawing, and all this stuff ends up somewhere in memory. Then
you use the VSync() function to wait until the ray gun begins its
retrace. At that point, you swap the Gs buffers, clear your order
table, etc. etc. etc.

And the return values for calling VSync(mode):

  - if mode>=0: the number of horizontal sync units should be
    returned. If I understand the docs correctly, this should probably
    be the total number of horizontal lines from the top of the screen

```
    to the bottom, including the lines before and after the visible
    screen data.  This may also include some bogus horizontal retrace
    period interrupts triggered during the retrace period---the ray
    gun doesn't always travel in a straight line back to (0,0).

  - if mode<0:  the number of horizontal syncs since the beginning
    of the program.

As far as I can tell, the number of h-syncs is probably not a good
way to time your program because you only get that value after every
v-sync.  You shouldn't really switch the video pages until the
vertical retrace begins.  And, getting an arbitrary time is probably
not that useful because drawing the graphics with the GPU will take
different amounts of time depending on the complexity of the scene
you are rendering...

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 513 END: ./1 SCEE/yaroze/beginners/000000250html.html


--MESSAGE FILE 514 START: ./1 SCEE/yaroze/beginners/000000251html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Tue, 05 May 1998 00:26:32 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 53
Message-ID: <354E4EA8.A92F3D10@chowfam.demon.co.uk>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk> <354D8AA7.17CA37C6@chowfam.demon.co.uk>
<354E298F.2865CC25@netmagic.net>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Nope. Still confused. Read on.

Elliott Lee wrote:
>
> And the return values for calling VSync(mode):
>
>   - if mode>=0:  the number of horizontal sync units should be
>     returned.  If I understand the docs correctly, this should probably
>     be the total number of horizontal lines from the top of the screen
>     to the bottom, including the lines before and after the visible
>     screen data.  This may also include some bogus horizontal retrace
>     period interrupts triggered during the retrace period---the ray
>     gun doesn't always travel in a straight line back to (0,0).
>

Will someone _just_ answer this question then.

while (1) {
  //do work
  cnt = VSync(0);
  //more work
}

Why does cnt _not_ equal 312 for PAL or 262 for NTSC, through
```

each loop iteration?

>   - if mode<0: the number of horizontal syncs since the beginning
>   of the program.
>
> As far as I can tell, the number of h-syncs is probably not a good
> way to time your program because you only get that value after every
> v-sync. You shouldn't really switch the video pages until the
> vertical retrace begins. And, getting an arbitrary time is probably
> not that useful because drawing the graphics with the GPU will take
> different amounts of time depending on the complexity of the scene
> you are rendering...
>

I know it's not a good way to do timing, but are there any other
suggestions of how to get a finer resolution than 1/50th sec
or 1/60th sec? But not too fine, eg. using the root counter, which
flies past like f*** and has probably "gone round" a few
times before you've checked again.

Games like Ridge Racer have timers going down to 1/1000th sec
resolution. Now how to do they manage that?
Personally I find using vsync(-1) + rand()/RAND_MAX
a bit too tacky.

Cheers.
--
jc

--MESSAGE FILE 514 END: ./1 SCEE/yaroze/beginners/000000251html.html

--MESSAGE FILE 515 START: ./1 SCEE/yaroze/beginners/000000252html.html
Path: chuka.playstation.co.uk!news
From: "James Sutherland" <james@guybrush.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Tue, 5 May 1998 08:34:16 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <6imf4g$jpr23@chuka.playstation.co.uk>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk> <354D8AA7.17CA37C6@chowfam.demon.co.uk>
<354E298F.2865CC25@netmagic.net> <354E4EA8.A92F3D10@chowfam.demon.co.uk>
NNTP-Posting-Host: guybrush.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

James Chow wrote in message <354E4EA8.A92F3D10@chowfam.demon.co.uk>...
>
>Will someone _just_ answer this question then.
>
>while (1) {
> //do work
> cnt = VSync(0);
> //more work
>}
>
>Why does cnt _not_ equal 312 for PAL or 262 for NTSC, through
>each loop iteration?
>
It seems to me that perhaps it is returning the number of HSyncs since VSync
last returned, rather than since it was last called. This would be a much
more useful figure, since you could use it to determine how much more

drawing time you can get out of your program, and you can use it to fix the logic rate of the program independent of the frame rate.

So, with the balls demo, it takes 14 hsyncs to render a single ball, and this increases as you do more work.

I'm not sure, though.

Of course, even with the definition in the manual, you still wouldn't get 312 or 262 out of it unless you did the same amount of work each frame (since your VSync calls wouldn't be exactly a frame apart).

--
James Sutherland, Software Engineer: Gremlin Interactive Ltd.
Work: jamess@gremlin.co.uk Home: james@guybrush.demon.co.uk

--MESSAGE FILE 515 END: ./1 SCEE/yaroze/beginners/000000252html.html

--MESSAGE FILE 516 START: ./1 SCEE/yaroze/beginners/000000253html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: SIOCONS dowloads
Date: Tue, 05 May 1998 17:05:19 +0100
Organization: Intelligent Research
Lines: 18
Message-ID: <354F38BF.BD6EDDEE@hinge.mistral.co.uk>
References: <6ihu7l$jpr4@chuka.playstation.co.uk>
<354c8cac.36427568@news.scea.sony.com> <6ijsl4$jpr20@chuka.playstation.co.uk>
<354E250E.CE6A48BD@netmagic.net>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

Elliott Lee wrote:

> If you're using Windows 95, be sure you keep the focus on the DOS
> window. (e.g. I have X-Mouse enabled.) It appears that if the
> DOS window task doesn't get most of the attention of Windows, then
> the serial port doesn't remain in sync with the Yaroze. Tapping
> Enter to send some bogus data seems to clear things up a little.
>
> - e!

Even better, use Yaroze Master to do serial stuff instead of SIOCONS.
It's a proper Win95 program and leaves SIOCONS for dead....

Craig.

--MESSAGE FILE 516 END: ./1 SCEE/yaroze/beginners/000000253html.html

--MESSAGE FILE 517 START: ./1 SCEE/yaroze/beginners/000000254html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners

Subject: Re: Questions about VSync.
Date: Tue, 05 May 1998 17:28:38 +0100
Organization: Intelligent Research
Lines: 31
Message-ID: <354F3E36.35930DC0@hinge.mistral.co.uk>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk> <354D8AA7.17CA37C6@chowfam.demon.co.uk>
<354E298F.2865CC25@netmagic.net> <354E4EA8.A92F3D10@chowfam.demon.co.uk>
<6imf4g$jpr23@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

To be (I hope) definitive:

```
VSync(0);        // Wait for next single vertical blank
VSync(1);        // Don't block, just return number of VSync's
VSync(n);        // Where n is greater than 1, wait for  n vertical blanks....
```

All values 0>=n return the number of HSync's between successive calls
to VSync();

eg.

```
        {
            int h_cnt;

            VSync(1);                 // We don't really care about the
                                            // return value here, we're just
resetting
                                            // the hsync counter to get an
accurate measure

            /*
             *Do some work here
             * blah blah blah
             */

            h_cnt=VSync(1);        // h_cnt is now how long the work took....
        }
```

Laters,
Craig.

--MESSAGE FILE 517 END: ./1 SCEE/yaroze/beginners/000000254html.html

--MESSAGE FILE 518 START: ./1 SCEE/yaroze/beginners/000000255html.html
Path: chuka.playstation.co.uk!news
From: "James Sutherland" <james@guybrush.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: SIOCONS dowloads
Date: Tue, 5 May 1998 18:06:08 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <6ingu7$jpr28@chuka.playstation.co.uk>
References: <6ihu7l$jpr4@chuka.playstation.co.uk>
<354c8cac.36427568@news.scea.sony.com> <6ijsl4$jpr20@chuka.playstation.co.uk>
<354E250E.CE6A48BD@netmagic.net> <354F38BF.BD6EDDEE@hinge.mistral.co.uk>
NNTP-Posting-Host: guybrush.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Craig Graham wrote in message <354F38BF.BD6EDDEE@hinge.mistral.co.uk>...
>
>Even better, use Yaroze Master to do serial stuff instead of SIOCONS.
>It's a proper Win95 program and leaves SIOCONS for dead....
>
>Craig.
>
>
Great. Where can I get it from?

I seem to be having a great deal of difficulty finding all these useful
utils. Is there a central resource for them? Have I just missed something
obvious on the web site?

--
James Sutherland, Software Engineer: Gremlin Interactive Ltd.
Work: jamess@gremlin.co.uk Home: james@guybrush.demon.co.uk

--MESSAGE FILE 518 END: ./1 SCEE/yaroze/beginners/000000255html.html

--MESSAGE FILE 519 START: ./1 SCEE/yaroze/beginners/000000256html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: SIOCONS dowloads
Date: 5 May 1998 17:14:44 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <01bd7848$9c948740$273c63c3@default>
References: <6ihu7l$jpr4@chuka.playstation.co.uk>
<354c8cac.36427568@news.scea.sony.com> <6ijsl4$jpr20@chuka.playstation.co.uk>
<354E250E.CE6A48BD@netmagic.net> <354F38BF.BD6EDDEE@hinge.mistral.co.uk>
<6ingu7$jpr28@chuka.playstation.co.uk>
NNTP-Posting-Host: host5-99-60-39.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161

Hey James,
download it at
http://www.netyaroze-europe.com/~deruiter/
The Little Studio site :-)

Pete.

James Sutherland <james@guybrush.demon.co.uk> wrote in article
<6ingu7$jpr28@chuka.playstation.co.uk>...
> Craig Graham wrote in message <354F38BF.BD6EDDEE@hinge.mistral.co.uk>...
> >
> >Even better, use Yaroze Master to do serial stuff instead of SIOCONS.
> >It's a proper Win95 program and leaves SIOCONS for dead....
> >
> >Craig.
> >
> >
> Great. Where can I get it from?
>
> I seem to be having a great deal of difficulty finding all these useful
> utils. Is there a central resource for them? Have I just missed
something
> obvious on the web site?
>

> --
> James Sutherland, Software Engineer: Gremlin Interactive Ltd.
> Work: jamess@gremlin.co.uk Home: james@guybrush.demon.co.uk
>
>
>
>
--MESSAGE FILE 519 END: ./1 SCEE/yaroze/beginners/000000256html.html

--MESSAGE FILE 520 START: ./1 SCEE/yaroze/beginners/000000257html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: GpuPacketArea query.
Date: Sun, 10 May 1998 10:48:56 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <35557807.6E248247@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Can anyone tell me why declaring (and using)

PACKET GpuPktArea[2][x], where x = 2^n-1

does not work?   (u^v = pow(u,v))
                 (n is any number)

I understand that if x is too small then the
GPU will not have enough space to carry out
its tasks. That means if we set it to be a
large value, then everything should be OK.
However, this does not seem to be the case.

With x = 32767, it locked up just trying to
draw a line.

Anyone?
--
jc

--MESSAGE FILE 520 END: ./1 SCEE/yaroze/beginners/000000257html.html

--MESSAGE FILE 521 START: ./1 SCEE/yaroze/beginners/000000258html.html
Path: chuka.playstation.co.uk!news
From: "Christoph L rig" <CLuerig@aol.com>
Newsgroups: scee.yaroze.beginners
Subject: Fame Game and Textures
Date: Sun, 10 May 1998 22:08:15 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <3556092F.E3881563@aol.com>
NNTP-Posting-Host: 170-193-133.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.02 [en] (Win95; I)

Hello!

I have two questions,

1) What are the creteria Sony applies, when judging a game for the fame
game competition
(means what is more important or less important)?

2) Is there another way to generate textured rsd-files then using the
RSDTool, means are there any converter programs, that can read any
standard graphic file formats, that incorporate information on textures?

Thanks
Christoph L?rig

--MESSAGE FILE 521 END: ./1 SCEE/yaroze/beginners/000000258html.html

--MESSAGE FILE 522 START: ./1 SCEE/yaroze/beginners/000000259html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Fame Game and Textures
Date: 11 May 1998 08:29:33 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 43
Sender: news@chuka.playstation.co.uk
Message-ID: <6j69ct$bso1@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 11 May 1998 07:34:00 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id IAA22380
    for <news@playstation.co.uk>; Mon, 11 May 1998 08:33:45 +0100 (BST)
From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Hi there,

1: We look for games that are more playable (with sound) then technical.

2: I use RSDTool but check out the 3D packages (3D Studio, etc)

Regards,

George

From: "Christoph L?ig" <CLuerig@aol.com>

Hello!

I have two questions,

1) What are the creteria Sony applies, when judging a game for the fame
game competition
(means what is more important or less important)?

2) Is there another way to generate textured rsd-files then using the

RSDTool, means are there any converter programs, that can read any
standard graphic file formats, that incorporate information on textures?

Thanks
Christoph L?ig

--MESSAGE FILE 522 END: ./1 SCEE/yaroze/beginners/000000259html.html

--MESSAGE FILE 523 START: ./1 SCEE/yaroze/beginners/000000260html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Tue, 12 May 1998 03:59:10 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <3557BAFE.CD170013@ndirect.co.uk>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk> <354D8AA7.17CA37C6@chowfam.demon.co.uk>
<354E298F.2865CC25@netmagic.net> <354E4EA8.A92F3D10@chowfam.demon.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-36.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
To: James Chow <james@chowfam.demon.co.uk>

James Chow wrote:

> I know it's not a good way to do timing, but are there any other
> suggestions of how to get a finer resolution than 1/50th sec
> or 1/60th sec? But not too fine, eg. using the root counter, which
> flies past like f*** and has probably "gone round" a few
> times before you've checked again.
>
> Games like Ridge Racer have timers going down to 1/1000th sec
> resolution. Now how to do they manage that?
> Personally I find using vsync(-1) + rand()/RAND_MAX
> a bit too tacky.
>
> Cheers.
> --
> jc

All games (with only a few exceptions) are clocked to 50 or 60Hz (PAL or
NTSC). There is no point it having a higher resolution timer. Ridge Racer is
only clocked at 25Hz ('cos it updates every other frame). It's just an
illusion. Clock your game at 50Hz with vsync() and slap some random digits
on the end. No one will notice!

Herbs

--MESSAGE FILE 523 END: ./1 SCEE/yaroze/beginners/000000260html.html

--MESSAGE FILE 524 START: ./1 SCEE/yaroze/beginners/000000261html.html
Path: chuka.playstation.co.uk!news
From: Byron@snsys.com (Byron Atkinson-Jones)
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Re: Assigning texture maps to 3D objects at runtime?
Date: Tue, 12 May 1998 09:25:14 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 30
Message-ID: <355814cd.1014568@news.playstation.co.uk>
References: <34E72D24.691CD1E4@access.ch> <34E902FE.4224@charlie.cns.iit.edu>
<34E96F7C.3E149E37@access.ch> <6cf7fj$beo39@chuka.playstation.co.uk>
NNTP-Posting-Host: byron.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:908
scee.yaroze.beginners:261 scea.yaroze.freetalk:633

On Wed, 18 Feb 1998 18:01:09 -0000, "SCEE"
<dev_support@interactive.sony.com> wrote:

>Hi,
>
>If you want to apply an animated texture to a TMD, the easiest way is
>probally to have the animation frames in main ram, and download one frame at
>a time (using LoadImage) before drawing, so the GPU draws the same TMD
>each time with the same VRAM info, but the graphics change.
>Any other way does involve poking around with the innards of the TMD
>structure...
>
>Cheers,
>
>Colin.
>

Can you also adjust the translucency levels (i.e from opaque to
totally transparent)?

I would rather poke at the TMD structure directly, where would I find
the info to do this and what am I looking for. For sprites you did
this by altering the r, g, and b fields to adjust brightness. I am
assuming that the same thing is true for TMD's.

Cheers,

Byron

--MESSAGE FILE 524 END: ./1 SCEE/yaroze/beginners/000000261html.html

--MESSAGE FILE 525 START: ./1 SCEE/yaroze/beginners/000000262html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Tue, 12 May 1998 03:01:16 -0700
Organization: SCEA News Server
Lines: 30
Message-ID: <wal-ya02408000R1205980301160001@news.scea.sony.com>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk> <354D8AA7.17CA37C6@chowfam.demon.co.uk>
<354E298F.2865CC25@netmagic.net> <354E4EA8.A92F3D10@chowfam.demon.co.uk>
NNTP-Posting-Host: dnai-207-181-237-170.dialup.dnai.com

Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <354E4EA8.A92F3D10@chowfam.demon.co.uk>, James Chow
<james@chowfam.demon.co.uk> wrote:

> Will someone _just_ answer this question then.
>
> while (1) {
>   //do work
>   cnt = VSync(0);
>   //more work
> }
>
> Why does cnt _not_ equal 312 for PAL or 262 for NTSC, through
> each loop iteration?

I've been playing with VSync() a lot recently, and the docs seem a bit confused.

As far as I can tell from my experiments, when VSync() is called with a parameter >=0, it returns the number of hsyncs that have passed since the last *blocking call* to VSync() RETURNED; that is, the number of hsyncs that have passed since VSync() last returned when it was called with an argument of 0 or 2+. This means that you can call VSync(1) multiple times in your main loop and it will return the time in hsyncs since the "top of frame".

I have a little diagram on paper, but I could ASCII-ize it, or maybe put it on my web page.

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 525 END: ./1 SCEE/yaroze/beginners/000000262html.html

--MESSAGE FILE 526 START: ./1 SCEE/yaroze/beginners/000000263html.html
Path: chuka.playstation.co.uk!news
From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Problems with TimView
Date: Tue, 12 May 1998 14:06:22 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <3558B9CE.B4E@easynet.co.uk>
NNTP-Posting-Host: hst248.routledge.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.0 (Win16; I)

Hi All

Just got my Net Yaroze last week!

I'm having problems using TimView (the Yaroze program for checking that your bitmaps have converted to TIM correctly) to display large images on the TV screen.

I've used TimUtil to convert a 64 * 64 4 bit image to TIM and it displays fine on the Yaroze with TimView (though it looks about half the size it should), and I've converted a 320 * 240 8 bit image (making sure that it

is correctly aligned and not clashing with the double buffer - i.e has an image org of 320, 0 and a CLUT org of 480, 0) but this larger image will not display correctly with TimView.

Only the top left hand quarter of the image is shown on screen and it is stretched out vertically and squashed horizontally.

I'm not at the stage of writing code to display it onscreen myself, but I wondered if I'm doing something wrong with TimUtil, or maybe TimView has a limit on the size of images it can display. If I resize my original 320 *240 image in Photoshop to 160 * 120 and reconvert to TIM it displays fine in TimUtil (but again, looks about half the size it should).

Does TimView use high-res (640 * 480) mode? That would explain why the images look too small on the TV screen. But what could be causing the 320 * 240 image to display incorrectly?

Cheers

Phil
philg@easynet.co.uk
--MESSAGE FILE 526 END: ./1 SCEE/yaroze/beginners/000000263html.html

--MESSAGE FILE 527 START: ./1 SCEE/yaroze/beginners/000000264html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Problems MAC
Date: 12 May 1998 14:33:07 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 23
Sender: news@chuka.playstation.co.uk
Message-ID: <6j9j2j$fq01@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 12 May 1998 13:37:28 UT
   by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id OAA23973
   for <news@playstation.co.uk>; Tue, 12 May 1998 14:37:14 +0100 (BST)
From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Hi all,

Does anyone have a MAC / Codewarrior? If so can you help
a member who is having problems setting it up correctly. He
is from France and doesn't really speak english at all. Can
someone provide some steps on how to set up correctly.
From the very very basic steps...he is 13. Thanks for the help.

Regards,

George

--MESSAGE FILE 527 END: ./1 SCEE/yaroze/beginners/000000264html.html

--MESSAGE FILE 528 START: ./1 SCEE/yaroze/beginners/000000265html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: RE: Problems with TimView
Date: 12 May 1998 14:40:53 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 38
Sender: news@chuka.playstation.co.uk
Message-ID: <6j9jh5$fqt1@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 12 May 1998 13:45:15 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id OAA28372
    for <news@playstation.co.uk>; Tue, 12 May 1998 14:45:02 +0100 (BST)
From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Hi there,

That might be the problem. Go visit Kirk Bender's homepage at SCEA's
Net Yaroze website for his TIM viewer that is capable of doing what you
want done.

Regards,

George

From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners

Does TimView use high-res (640 * 480) mode? That would explain why the
images look too small on the TV screen. But what could be causing the 320
* 240 image to display incorrectly?

Cheers

Phil
philg@easynet.co.uk

--MESSAGE FILE 528 END: ./1 SCEE/yaroze/beginners/000000265html.html

--MESSAGE FILE 529 START: ./1 SCEE/yaroze/beginners/000000266html.html
Path: chuka.playstation.co.uk!news
From: James Ogden <905723og@udcf.gla.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Yaroze and linux ?
Date: Tue, 12 May 1998 16:50:45 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <35586FD5.603B78EB@udcf.gla.ac.uk>

NNTP-Posting-Host: trap-door.biomed.gla.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04Gold (X11; I; Linux 2.0.27 i586)

Hi,

    Has anyone ported siocons and other tools to run under
the linux OS ? Couldn't find anything using the search engine.
Does anyone else think this would be a great idea ?

Cheers,

twig
--MESSAGE FILE 529 END: ./1 SCEE/yaroze/beginners/000000266html.html

--MESSAGE FILE 530 START: ./1 SCEE/yaroze/beginners/000000267html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Tue, 12 May 1998 13:24:59 -0700
Organization: Cisco Systems
Lines: 69
Message-ID: <3558B01B.A01C8CF3@netmagic.net>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk> <354D8AA7.17CA37C6@chowfam.demon.co.uk>
<354E298F.2865CC25@netmagic.net> <354E4EA8.A92F3D10@chowfam.demon.co.uk>
<3557BAFE.CD170013@ndirect.co.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Heya,

There's a better way than to just slap random digits on the end and
it's ACCURATE! (I just implemented this for a real-time clock so I
know it works.) Cut and paste this code snippet into the appropriate
places:

```
    // put in your constants definitions
    /* #define VIDEO_REFRESH 60 */
    #define   VIDEO_REFRESH 50

    // put in your variable declarations
    char   TimerBuf[8+1];
    long   RunningClock=0;

    // this is your main program loop
    while( ...whatever... )
           {

      // to calculate the minutes, seconds, and hundredths:
      RunningClock++;
      sprintf( TimerBuf,"%0.2d:%0.2d.%0.2d",
        (RunningClock/VIDEO_REFRESH)/60,      // mins
        (RunningClock/VIDEO_REFRESH)%60,      // secs
        ((RunningClock*100)/VIDEO_REFRESH)%100    // 100ths
```

```
        )
      // now print out the TimerBuf somehow...

      }  // end of the while...
```

Of course, you could increase the TimerBuf's storage space to 10+1
and change the 100ths to 1000ths or 10000ths, but that's your option.
This is pretty accurate as long as you don't miss a video frame. And,
if you do, say, 25 FPS, then just change the VIDEO_REFRESH to 25.
etc. etc. etc...

^_^

Alex Herbert wrote:
>
> James Chow wrote:
>
> > I know it's not a good way to do timing, but are there any other
> > suggestions of how to get a finer resolution than 1/50th sec
> > or 1/60th sec? But not too fine, eg. using the root counter, which
> > flies past like f*** and has probably "gone round" a few
> > times before you've checked again.
> >
> > Games like Ridge Racer have timers going down to 1/1000th sec
> > resolution. Now how to do they manage that?
> > Personally I find using vsync(-1) + rand()/RAND_MAX
> > a bit too tacky.
> >
> > Cheers.
> > --
> > jc
>
> All games (with only a few exceptions) are clocked to 50 or 60Hz (PAL or
> NTSC). There is no point it having a higher resolution timer. Ridge Racer is
> only clocked at 25Hz ('cos it updates every other frame). It's just an
> illusion. Clock your game at 50Hz with vsync() and slap some random digits
> on the end. No one will notice!
>
> Herbs

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 530 END: ./1 SCEE/yaroze/beginners/000000267html.html

--MESSAGE FILE 531 START: ./1 SCEE/yaroze/beginners/000000268html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Problems with TimView
Date: Tue, 12 May 1998 13:28:41 -0700
Organization: Cisco Systems
Lines: 51
Message-ID: <3558B0F9.5F9BD9C1@netmagic.net>
References: <3558B9CE.B4E@easynet.co.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
```
```

Hi,

Are you absolutely sure that you set your GsSPRITE parameters
correctly, accounting for the width AND the bits-per-pixel?
Chances are, your TIM is being displayed correctly in its
vertical aspect but about 50% in its horizontal...

Your 320x240x8 image is also too large to be displayed all at
once. The limit of the Yaroze hardware is an 256x256 image,
no matter what the bits-per-pixel are. Break up the 320x240
into 2 TIMS (e.g. 160x240).

philip gooch wrote:
>
> Hi All
>
> Just got my Net Yaroze last week!
>
> I'm having problems using TimView (the Yaroze program for checking that
> your bitmaps have converted to TIM correctly) to display large images on
> the TV screen.
>
> I've used TimUtil to convert a 64 * 64 4 bit image to TIM and it displays
> fine on the Yaroze with TimView (though it looks about half the size it
> should), and I've converted a 320 * 240 8 bit image (making sure that it
> is correctly aligned and not clashing with the double buffer - i.e has an
> image org of 320, 0 and a CLUT org of 480, 0) but this larger image will
> not display correctly with TimView.
>
> Only the top left hand quarter of the image is shown on screen and it is
> stretched out vertically and squashed horizontally.
>
> I'm not at the stage of writing code to display it onscreen myself, but I
> wondered if I'm doing something wrong with TimUtil, or maybe TimView has
> a limit on the size of images it can display. If I resize my original 320
> *240 image in Photoshop to 160 * 120 and reconvert to TIM it displays
> fine in TimUtil (but again, looks about half the size it should).
>
> Does TimView use high-res (640 * 480) mode? That would explain why the
> images look too small on the TV screen. But what could be causing the 320
> * 240 image to display incorrectly?
>
> Cheers
>
> Phil
> philg@easynet.co.uk

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 531 END: ./1 SCEE/yaroze/beginners/000000268html.html

--MESSAGE FILE 532 START: ./1 SCEE/yaroze/beginners/000000269html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Wed, 13 May 1998 00:38:58 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 70
Message-ID: <3558DD92.8524211E@ndirect.co.uk>
References: <354C8851.709D2E83@chowfam.demon.co.uk>

<6ij6jd$jpr18@chuka.playstation.co.uk> <354D8AA7.17CA37C6@chowfam.demon.co.uk>
<354E298F.2865CC25@netmagic.net> <354E4EA8.A92F3D10@chowfam.demon.co.uk>
<3557BAFE.CD170013@ndirect.co.uk> <3558B01B.A01C8CF3@netmagic.net>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-14.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
To: tenchi@cisco.com

Elliott Lee wrote:

> Heya,
>
> There's a better way than to just slap random digits on the end and
> it's ACCURATE! (I just implemented this for a real-time clock so I
> know it works.) Cut and paste this code snippet into the appropriate
> places:
>
>   // put in your constants definitions
>   /* #define VIDEO_REFRESH 60 */
>   #define VIDEO_REFRESH   50
>
>   // put in your variable declarations
>   char   TimerBuf[8+1];
>   long   RunningClock=0;
>
>   // this is your main program loop
>   while(...whatever...)
>   {
>
>   // to calculate the minutes, seconds, and hundredths:
>   RunningClock++;
>   sprintf(TimerBuf,"%0.2d:%0.2d.%0.2d",
>   (RunningClock/VIDEO_REFRESH)/60,   // mins
>   (RunningClock/VIDEO_REFRESH)%60,   // secs
>   ((RunningClock*100)/VIDEO_REFRESH)%100   // 100ths
>   )
>   // now print out the TimerBuf somehow...
>
>   } // end of the while...
>
> Of course, you could increase the TimerBuf's storage space to 10+1
> and change the 100ths to 1000ths or 10000ths, but that's your option.
> This is pretty accurate as long as you don't miss a video frame. And,
> if you do, say, 25 FPS, then just change the VIDEO_REFRESH to 25.
> etc. etc. etc...
>

Hello again.

Two things.

1. What is the point in actually clocking at a higher rate than your frame
rate?
The person playing the game is responding to what was drawn 2 frames ago, and
the
game situation and display only change once per frame. How much accuracy can a
game under these conditions need?

2. In your example code you use RunningClock which is incremented once per

frame. So, your counter is clocked at the same rate as your frame rate. Therefore it is not any more acurate. With a video refresh of 50Hz and a frame rate of 50Hz, your hundredths will always be even numbers. If you extend it to thousandths of a second, then they will always be multiples of 20. If you extend
it further to 10,000ths, then multiples of 200 - the last 2 digits will always be
0! Is that more accurate? Futhermore, if you reduce your frame rate to 25fps, then the accuracy is halved. Your timer's accuracy is always restricted to the frame rate. You are simply adjusting the scale of your frame counter, not increasing the accuracy.

Remember, creating a game is about creating illusion. If you want to give the illusion that your timer is more accurate than your frame rate, then my original suggestion is the easiest way.

Herbs

PS. Sorry if that sounds rude or big headed - not my intention. :)

--MESSAGE FILE 532 END: ./1 SCEE/yaroze/beginners/000000269html.html

--MESSAGE FILE 533 START: ./1 SCEE/yaroze/beginners/000000270html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Wed, 13 May 1998 00:47:17 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <3558DF85.7C89DA42@ndirect.co.uk>
References: <35557807.6E248247@chowfam.demon.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-14.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
To: James Chow <james@chowfam.demon.co.uk>

James Chow wrote:

> Can anyone tell me why declaring (and using)
>
> PACKET GpuPktArea[2][x], where x = 2^n-1
>
> does not work?   (u^v = pow(u,v))
>   (n is any number)
>
> I understand that if x is too small then the
> GPU will not have enough space to carry out
> its tasks. That means if we set it to be a
> large value, then everything should be OK.
> However, this does not seem to be the case.
>
> With x = 32767, it locked up just trying to
> draw a line.
>
> Anyone?
> --

> jc

You say: x = 2^n-1.
Shouldn't that be: x = 2^n?

Also, upper limit for n is 14, so the max value for x is 16384.

Hope that sorts it for ya.

Herbs

--MESSAGE FILE 533 END: ./1 SCEE/yaroze/beginners/000000270html.html

--MESSAGE FILE 534 START: ./1 SCEE/yaroze/beginners/000000271html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and linux ?
Date: 13 May 1998 11:55:55 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Sender: thutton@TECH10
Message-ID: <ud8dj7x3o.fsf@cybec.com.au>
References: <35586FD5.603B78EB@udcf.gla.ac.uk>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

James Ogden <905723og@udcf.gla.ac.uk> writes:
>
> Hi,
>
> Has anyone ported siocons and other tools to run under
> the linux OS ? Couldn't find anything using the search engine.
> Does anyone else think this would be a great idea ?
>

May people are already doing this. I use FreeBSD. The Japanese are
particularly fond of the free unices, and you can get patches and
limited instructions on how to build binutils-2.8.1, gcc-2.8.0 and
gdb-4.16, and source to a unix version of siocons from:

http://www.netyaroze-europe.com/~byz00002/unix/

--
Toby.
--MESSAGE FILE 534 END: ./1 SCEE/yaroze/beginners/000000271html.html

--MESSAGE FILE 535 START: ./1 SCEE/yaroze/beginners/000000272html.html
Path: chuka.playstation.co.uk!news
From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Problems with TimView
Date: Wed, 13 May 1998 11:05:23 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <3559E0E3.5369@easynet.co.uk>
References: <6j9jh5$fqt1@emeka.playstation.co.uk>
NNTP-Posting-Host: hst248.routledge.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 2.0 (Win16; I)

George_Bain@Playstation.sony.com wrote:

>
> Hi there,
>
> That might be the problem. Go visit Kirk Bender's homepage at SCEA's
> Net Yaroze website for his TIM viewer that is capable of doing what you
> want done.
>
> Regards,
>
> George
> Cheers, I'll check it out

Phil
--MESSAGE FILE 535 END: ./1 SCEE/yaroze/beginners/000000272html.html

--MESSAGE FILE 536 START: ./1 SCEE/yaroze/beginners/000000273html.html
Path: chuka.playstation.co.uk!news
From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Problems with TimView
Date: Wed, 13 May 1998 11:11:07 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <3559E23B.303D@easynet.co.uk>
References: <3558B9CE.B4E@easynet.co.uk> <3558B0F9.5F9BD9C1@netmagic.net>
NNTP-Posting-Host: hst248.routledge.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.0 (Win16; I)

Elliott Lee wrote:
>
> Hi,
>
> Are you absolutely sure that you set your GsSPRITE parameters
> correctly, accounting for the width AND the bits-per-pixel?
> Chances are, your TIM is being displayed correctly in its
> vertical aspect but about 50% in its horizontal...
>
> Your 320x240x8 image is also too large to be displayed all at
> once. The limit of the Yaroze hardware is an 256x256 image,
> no matter what the bits-per-pixel are. Break up the 320x240
> into 2 TIMS (e.g. 160x240).

Aha! That makes sense - because a texture page has a max size of 256 *
256.

So basically if you want to display a full screen static image (e.g for a
backdrop or a splash screen) you have to break it up into smaller chunks?

To display an image on screen, does it have to be a GsSPRITE? I don't
want it to move or rotate or anything, just be there!

Cheers

Phil
--MESSAGE FILE 536 END: ./1 SCEE/yaroze/beginners/000000273html.html

--MESSAGE FILE 537 START: ./1 SCEE/yaroze/beginners/000000274html.html
Path: chuka.playstation.co.uk!news
From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Problems MAC
Date: Wed, 13 May 1998 11:15:13 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <3559E331.2808@easynet.co.uk>
References: <6j9j2j$fq01@emeka.playstation.co.uk>
NNTP-Posting-Host: hst248.routledge.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.0 (Win16; I)

George_Bain@Playstation.sony.com wrote:

> Hi all,
>
> Does anyone have a MAC / Codewarrior? If so can you help
> a member who is having problems setting it up correctly. He
> is from France and doesn't really speak english at all. Can
> someone provide some steps on how to set up correctly.
> From the very very basic steps...he is 13. Thanks for the help.
>
> Regards,
>
> George

George

I'm using a Mac with Codewarrior and have set it up successfully to
compile and download programs to the Yaroze. I can give him step-by-step
instructions of how I set mine up if you like.

Do you have his email address? Or should I post it to the newsgroup or
the Web site?

Would anyone be able to translate it into French?

Phil
--MESSAGE FILE 537 END: ./1 SCEE/yaroze/beginners/000000274html.html

--MESSAGE FILE 538 START: ./1 SCEE/yaroze/beginners/000000275html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Re: Problems MAC
Date: 13 May 1998 11:39:26 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 36
Sender: news@chuka.playstation.co.uk
Message-ID: <6jbt8u$ihe1@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 13 May 1998 10:43:49 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id LAA09670
    for <news@playstation.co.uk>; Wed, 13 May 1998 11:43:30 +0100 (BST)
From: George_Bain@Playstation.sony.com

To: news@playstation.co.uk
Content-Disposition: inline

Hi Phil,

Great! Yes, post it here and I'll translate it to French, then later
give it to him.

Regards,

George

>>

George

I'm using a Mac with Codewarrior and have set it up successfully to
compile and download programs to the Yaroze. I can give him step-by-step
instructions of how I set mine up if you like.

Do you have his email address? Or should I post it to the newsgroup or
the Web site?

Would anyone be able to translate it into French?

Phil

--MESSAGE FILE 538 END: ./1 SCEE/yaroze/beginners/000000275html.html

--MESSAGE FILE 539 START: ./1 SCEE/yaroze/beginners/000000276html.html
Path: chuka.playstation.co.uk!news
From: James Ogden <905723og@udcf.gla.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and linux ?
Date: Wed, 13 May 1998 13:55:32 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <35599844.71722DAF@udcf.gla.ac.uk>
References: <35586FD5.603B78EB@udcf.gla.ac.uk> <ud8dj7x3o.fsf@cybec.com.au>
NNTP-Posting-Host: trap-door.biomed.gla.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04Gold (X11; I; Linux 2.0.27 i586)

Toby Hutton wrote:
>
> May people are already doing this. I use FreeBSD. The Japanese are
> particularly fond of the free unices, and you can get patches and
> limited instructions on how to build binutils-2.8.1, gcc-2.8.0 and
> gdb-4.16, and source to a unix version of siocons from:
>
> http://www.netyaroze-europe.com/~byz00002/unix/
>

thanks for the info.

Unfortunately, the link to the siocons source code is broken.

At times like this I wish I could read Japanese. Any other links
to this source ?

Cheers,

twig
--MESSAGE FILE 539 END: ./1 SCEE/yaroze/beginners/000000276html.html

--MESSAGE FILE 540 START: ./1 SCEE/yaroze/beginners/000000277html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Craig Venz <craig@cobite.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and linux ?
Date: Wed, 13 May 1998 12:38:44 -0400
Organization: SCEA News Server
Lines: 40
Message-ID: <3559CC94.53FE1728@cobite.com>
References: <35586FD5.603B78EB@udcf.gla.ac.uk> <ud8dj7x3o.fsf@cybec.com.au>
<35599844.71722DAF@udcf.gla.ac.uk>
NNTP-Posting-Host: snew.cobite.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (X11; I; Linux 2.0.33 i586)
To: James Ogden <905723og@udcf.gla.ac.uk>

James Ogden wrote:
>
> Toby Hutton wrote:
> >
> > May people are already doing this. I use FreeBSD. The Japanese are
> > particularly fond of the free unices, and you can get patches and
> > limited instructions on how to build binutils-2.8.1, gcc-2.8.0 and
> > gdb-4.16, and source to a unix version of siocons from:
> >
> > http://www.netyaroze-europe.com/~byz00002/unix/
> >
>
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>
> Unfortunately, the link to the siocons source code is broken.
> At times like this I wish I could read Japanese. Any other links
> to this source ?
>
> Cheers,
>
> twig

In the members websites on SCEA, Charles Henrich has posted the prebuilt
binaries for FreeBSD 2.2, as well as the Source distribution. I
managed to compile these for linux fairly easily, with a few abortive
attempts (mostly because the information in his supplied README was
not entirely correct).

The link, if you can access it, is

http://www.scea.sony.com/net/yaroze/pages/chenrich.html

tho I think you SCEE people have to use a mirror address or something
to get there. Im only fairly knew, sorry for the inconvenience if that
doesn't help you :)

If you cant get it to compile, feel free to bug me and I'll describe the

extra steps I had to take.

Craig
--MESSAGE FILE 540 END: ./1 SCEE/yaroze/beginners/000000277html.html

--MESSAGE FILE 541 START: ./1 SCEE/yaroze/beginners/000000278html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Wed, 13 May 1998 18:29:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <3559D87E.D5C1EBD1@chowfam.demon.co.uk>
References: <35557807.6E248247@chowfam.demon.co.uk>
<3558DF85.7C89DA42@ndirect.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Maybe the original post wasn't too clear.
Let me try again.

Why does, declaring any of the following
PACKET GpuPktArea[2][31];   or
PACKET GpuPktArea[2][63];   or
PACKET GpuPktArea[2][255]; or
PACKET GpuPktArea[2][511]; or
PACKET GpuPktArea[2][1023];

(...you get the idea...)

lock up the program?
Even if it is just one line.

--MESSAGE FILE 541 END: ./1 SCEE/yaroze/beginners/000000278html.html

--MESSAGE FILE 542 START: ./1 SCEE/yaroze/beginners/000000279html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.beginners
Subject: Re: Problems with TimView
Date: Wed, 13 May 1998 17:08:38 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <3559d2f8.2225353@news.scea.sony.com>
References: <3558B9CE.B4E@easynet.co.uk> <3558B0F9.5F9BD9C1@netmagic.net>
<3559E23B.303D@easynet.co.uk>
NNTP-Posting-Host: client-151-198-130-101.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>To display an image on screen, does it have to be a GsSPRITE? I don't
>want it to move or rotate or anything, just be there!

  You could also use MoveImage or LoadImage. Check the thread named
Big Sprite ? by Alex, in the Scea.Yaroze.Programming.2D_Graphics
group.

-Matt

--MESSAGE FILE 542 END: ./1 SCEE/yaroze/beginners/000000279html.html

--MESSAGE FILE 543 START: ./1 SCEE/yaroze/beginners/000000280html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.beginners
Subject: Plotting 2D Boxes in a 3D World
Date: Thu, 14 May 1998 00:49:20 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <355a3dc2.2999054@news.playstation.co.uk>
NNTP-Posting-Host: p11-nothura-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

I'm writing a 3d shoot em up game and I want the background to be a pretty backdrop of stars. I've coded the stars as 1 * 1 rectangles which get bunged into the OT using GsSortBoxFill. They are being displayed but what is happening is that they are all appearing in a small box in the lower right hand corner of the screen. I am assigning each star random co-ordinates using something like x = rand()%320, y = rand()%256. I know that I have to do something to the co-ordinates to map them into 3d space (i.e the whole screen) but I cannot determine what. Can anyone help please !!!

--MESSAGE FILE 543 END: ./1 SCEE/yaroze/beginners/000000280html.html

--MESSAGE FILE 544 START: ./1 SCEE/yaroze/beginners/000000281html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World
Date: Thu, 14 May 1998 04:41:30 +0100
Organization: I wish!
Lines: 37
Message-ID: <355A67EA.137C@mdx.ac.uk>
References: <355a3dc2.2999054@news.playstation.co.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

Hi Richard, I was wondering when Id see your presence on here after onedotzero...
I also have to say I think you're progressing pretty darned fast, which is nice to see.

What is happening is this -
normal screen coordinates are (0,0) top left of screen to (320,240) bottom right, but when you use initialise the screen for 3d graphics with GsInit3D(), then the origin moves to the center of the screen, so all you have to do is draw your rectangles from (-160,-120) to (160,120)!!

PS, I think from what James Shaugnessy found out that there is a quicker way of drawing one by one dots, and that is to have a 1x1 pixel large sprite, and use that instead of boxes. You can alter the r,g,b member attributes of the GsSPRITEs to get different hued dots. Although, thinking about it now, James was not using boxes in the first place, so maybe its worth checking if sprites are faster.

Robert Swan

rs108@mdx.ac.uk
http://www.netyaroze-europe.com/~middex2

(btw, you put your web site up at 1am. Im replying to this at
4.49am. Im staying up all night at uni (yawn))

Richard Cutting wrote:
>
> I'm writing a 3d shoot em up game and I want the background to be a
> pretty backdrop of stars. I've coded the stars as 1 * 1 rectangles
> which get bunged into the OT using GsSortBoxFill. They are being
> displayed but what is happening is that they are all appearing in a
> small box in the lower right hand corner of the screen. I am assigning
> each star random co-ordinates using something like x = rand()%320, y =
> rand()%256. I know that I have to do something to the co-ordinates to
> map them into 3d space (i.e the whole screen) but I cannot determine
> what. Can anyone help please !!!
--MESSAGE FILE 544 END: ./1 SCEE/yaroze/beginners/000000281html.html

--MESSAGE FILE 545 START: ./1 SCEE/yaroze/beginners/000000282html.html
Path: chuka.playstation.co.uk!news
From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Getting started on the Mac
Date: Thu, 14 May 1998 15:23:22 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 128
Message-ID: <355AFE5A.146@easynet.co.uk>
NNTP-Posting-Host: hst248.routledge.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.0 (Win16; I)

George asked me to post this to the group for a French Yaroze member who
is having problems setting up his Mac. Also, Metrowerks should be able
provide Codewarrior documentation in French.

Feel free to edit/repost as necessary

Getting started with Net Yaroze development using the Mac

You will need:
1) Metrowerks Codewarrior for Net Yaroze
(Please note that the version that ships when you order Codewarrior with
your Net Yaroze in 2.03, and this is for Power Macintosh only. If you are
using an older 68K Mac you should download the upgrade to version 2.1
which supports 68K Macs. However, you should really be using a Power Mac
for Net Yaroze development, which leads me to...
2) A Power Mac with at least 32MB of RAM. The Codewarrior Integrated
Development Environment is pretty memory-hungry.
3) A high-speed Hayes-compatible Mac modem cable that is wired for
hardware handshaking. (I find that the modem cable that is supplied with
the Motorola 28.8 Mac modem works fine).
4) A 25-pin-female to 9-pin-male adaptor (available at any PC shop)
5) Preferably a copy of Softwindows or Virtual PC so that you can run the
sound and graphics conversion tools supplied on the Net Yaroze Software
Development CD. In fact, with Softwindows or Virtual PC you could use all
the development tools supplied by Sony as if you were using a real PC.
I've tried it and it works, but I won't go into the details here.

Step 1: Installation

Install the Codewarrior software onto the Mac from the Codewarrior for Net Yaroze CD.
Double-click on the CW for Net Yaroze Installer icon to run the installation program. If your CD drive supports dual-partition CDs, you may see 2 CD icons appear on the desktop when you insert the Codewarrior CD. If so, first double-click on the 'Metrowerks' CD icon (not the "PS_NY" icon, which contains the PC version of Codewarrior)

**Note: you might like to go straight to Step 4 before Steps 2 and 3. Step 4 is about installing the Net Yaroze Runtime Library used in developing your own projects

Step 2 Check that your Mac->Yaroze connection is working OK.

Set up your Net Yaroze hardware as described in the Net Yaroze manual. Make sure the Net Yaroze access card is in memory slot 1.
Connect the round 8-pin end of your modem cable to the Mac modem port. Connect the 25-pin end to the 25-pin end of the adaptor. Connect the 9-pin end of the adaptor to the 9-pin end of the Net Yaroze serial cable. Make sure the other end of the Net Yaroze serial cable is correctly connected to the Net Yaroze. Switch on or reset the Net Yaroze, and wait for the brick background to appear on the TV screen.

Open the 'Codewarrior for Net Yaroze' folder that was placed on your hard disk in Step 1. Inside, you will find a folder called 'Other Metrowerks Tools'. Here there should be a program called PSComUtil, which allows the Mac to connect to the Yaroze and download programs to it.

Double-click on the PSComUtil icon and you should get a message saying: "Connecting to Playstation". If this fails, try again by selecting Reconnect in the Edit menu. If everything is working OK you should have a connection established. If not, check the following:
a) check that the Net Yaroze boot CD is in the Yaroze CD drive. Most people's boot CDs are black, but mine was light blue! Make sure you haven't got the wrong CD in the Yaroze.
b) on PSComUtil on the Mac, go into Preferences in the Edit menu. Make sure that Modem Port is selected for the Port setting. If you do not have a memory card in memory slot 2 on the Yaroze, make sure that the Boot Speed is set to 9600 Kbps. Debug Speed should be set to whatever the highest baud rate your Mac supports. It should work with a setting of 115.2 Kbs. If not, try lowering it to 56 Kbps.
After checking a) and b), try to Reconnect again (Edit menu). If you are using the correct modem cable and use the settings given above, you should get a connection.

Step 3: Download a test file

With PSComUtil still running, and with a connection established to the Yaroze, choose 'Download Program' from the 'Program Execution' menu. Select the file called 'NY.pxe' in the 'Check' folder inside 'Net Yaroze Examples'
(Note: the Codewarrior manual is wrong here. The file you want is called 'NY.pxe', *not* 'Check')

You should get a message saying 'Download Successful'
Select 'Run' from the 'Program Execution' menu. After a brief pause you should see a bouncing ball on the TV screen accompanied by some music

Reset the Yaroze when you've finished playing with the test file.

Step 4: Compiling the Net Yaroze Runtime Library

Put the Net Yaroze Sofware Development disc in your Mac CD drive. There should be a folder called 'PSX' on the CD. Inside the PSX folder are two

folders of interest: LIB and INCLUDE.
a) Copy the contents of the CD's PSX\LIB folder to the folder called 'Lib' in the 'Net Yaroze Support' folder which is in the main 'Metrowerks Codewarrior' folder on your Mac hard disk. The LIB folder on the Yaroze CD should contain 2 files: 'libps.a' and 'specs', and a folder called 'ldscript'. Make sure you copy all of these. Make sure you only copy the contents of the LIB folder, not the folder itself
b) Copy the contents of the CD's PSX\INCLUDE folder to the folder called 'Include' in the 'Net Yaroze Support' folder on the Mac hard disk. The INCLUDE folder on the Yaroze CD should contain 23 files and a directory called 'sys'. Make sure you copy all of these. Copy only the contents of the INCLUDE folder, not the folder itself.

c) Double-click on the 'NetYarozeLibConvert.prj' file on your Mac hard disk. It is in:
Codewarrior Examples\Net Yaroze Examples\Net Yaroze Lib Convert
The Codewarrior Project window should appear. In the Project window, select the file 'Libps.a' and choose 'Compile' from the 'Project' menu. You should find that a new file called 'Libps.a.lib' has been created in the 'Lib' folder in 'Net Yaroze Support' to which you copied files in step a)

d) You can test that this library has been correctly compiled by opening the 'Check' project (the file is check.prj in Net Yaroze Examples\Check) in Codewarrior and recompiling it (choosed 'Compile' from the 'Project' menu).

If you have any problems, make sure that you copied all of the files from the Yaroze Software development disc to the correct locations on the Mac, as outlined above.

Hope this is useful

Phil
--MESSAGE FILE 545 END: ./1 SCEE/yaroze/beginners/000000282html.html

--MESSAGE FILE 546 START: ./1 SCEE/yaroze/beginners/000000283html.html
Path: chuka.playstation.co.uk!news
From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Getting started on the Mac
Date: Thu, 14 May 1998 15:23:51 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 128
Message-ID: <355AFE77.1B40@easynet.co.uk>
NNTP-Posting-Host: hst248.routledge.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
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Step 4: Compiling the Net Yaroze Runtime Library

Put the Net Yaroze Sofware Development disc in your Mac CD drive. There should be a folder called 'PSX' on the CD. Inside the PSX folder are two folders of interest: LIB and INCLUDE.
a) Copy the contents of the CD's PSX\LIB folder to the folder called 'Lib' in the 'Net Yaroze Support' folder which is in the main 'Metrowerks Codewarrior' folder on your Mac hard disk. The LIB folder on the Yaroze CD should contain 2 files: 'libps.a' and 'specs', and a folder called 'ldscript'. Make sure you copy all of these. Make sure you only copy the contents of the LIB folder, not the folder itself
b) Copy the contents of the CD's PSX\INCLUDE folder to the folder called 'Include' in the 'Net Yaroze Support' folder on the Mac hard disk. The INCLUDE folder on the Yaroze CD should contain 23 files and a directory called 'sys'. Make sure you copy all of these. Copy only the contents of the INCLUDE folder, not the folder itself.

c) Double-click on the 'NetYarozeLibConvert.prj' file on your Mac hard disk. It is in:
Codewarrior Examples\Net Yaroze Examples\Net Yaroze Lib Convert
The Codewarrior Project window should appear. In the Project window, select the file 'Libps.a' and choose 'Compile' from the 'Project' menu. You should find that a new file called 'Libps.a.lib' has been created in the 'Lib' folder in 'Net Yaroze Support' to which you copied files in step a)

d) You can test that this library has been correctly compiled by opening the 'Check' project (the file is check.prj in Net Yaroze Examples\Check) in Codewarrior and recompiling it (choosed 'Compile' from the 'Project' menu).

If you have any problems, make sure that you copied all of the files from the Yaroze Software development disc to the correct locations on the Mac, as outlined above.

Hope this is useful

Phil
--MESSAGE FILE 546 END: ./1 SCEE/yaroze/beginners/000000283html.html

--MESSAGE FILE 547 START: ./1 SCEE/yaroze/beginners/000000284html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World
Date: Thu, 14 May 1998 16:25:08 +0100
Organization: The Hex Heroes
Lines: 21

Message-ID: <355B0CD4.2A85@writeme.com>
References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
NNTP-Posting-Host: gfs0-034.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Robert Swan wrote:

> PS, I think from what James Shaugnessy found out that there is a
> quicker way of drawing one by one dots, and that is to have a 1x1
> pixel large sprite, and use that instead of boxes. You can alter the
> r,g,b member attributes of the GsSPRITEs to get different hued dots.
> Although, thinking about it now, James was not using boxes in the
> first place, so maybe its worth checking if sprites are faster.

I'm pretty darned sure that GsSPRITEs (min. size 4x1?) are faster than
GsBOXFs. Also fairly sure that GsLINEs with x0,x1 and y0,y1 co-ordinates
identical will be faster than GsBOXFs (though untested).
The quickest way to do particle/star effects (but probably the least
friendly) is to muck about with a u_short[x*y] array and use LoadImage
to plonk it on the screen.
I think each direct pixel (16bit) is arranged:
             [STPFLAG] [BBBBB] [GGGGG] [RRRRR]

Check the little yellow book for more details...

James (~mrfrosty).
--MESSAGE FILE 547 END: ./1 SCEE/yaroze/beginners/000000284html.html

--MESSAGE FILE 548 START: ./1 SCEE/yaroze/beginners/000000285html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Thu, 14 May 1998 18:25:44 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <355B2918.417D7F3C@chowfam.demon.co.uk>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Thanks to everyone who have gone to the trouble
in replying to my initial problem.

But, my GpuPktArea query seems to have gone
unnoticed. For me, that is now proving to be
quite confusing.

--
jc

--MESSAGE FILE 548 END: ./1 SCEE/yaroze/beginners/000000285html.html

--MESSAGE FILE 549 START: ./1 SCEE/yaroze/beginners/000000286html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)

Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World
Date: Thu, 14 May 1998 21:10:22 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 61
Message-ID: <355b5c8b.297920@news.playstation.co.uk>
References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
NNTP-Posting-Host: p40-crane-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

Thanks Robert,

That works a treat ! I new it had to be something simple in the end
and there was me thinking that I was going to have to bugger about
with matrices and the like.

I have stayed with using boxes for now as I haven't got around to
playing with sprites yet (well I had a go, but we won't talk about
that .....). What I've done is to package up my starfield routines
into a library which is probably completely OTT but now means I can
easily create and animate my starfields with a couple of function
calls. Its all in my ftp area if anyones interested just check the
web page http://www.netyaroze-europe.com/~rcutting.

Now its back to fixing some of my game logic which I broke the other
day.....sigh......

Richard.
(richard.cutting@virgin.net)

On Thu, 14 May 1998 04:41:30 +0100, Robert Swan <rs108@mdx.ac.uk>
wrote:

>Hi Richard, I was wondering when Id see your presence on here after
>onedotzero...
>I also have to say I think you're progressing pretty darned fast, which
>is nice to see.
>
>What is happening is this -
>normal screen coordinates are (0,0) top left of screen to (320,240)
>bottom right, but when you use initialise the screen for 3d graphics
>with GsInit3D(), then the origin moves to the center of the screen,
>so all you have to do is draw your rectangles from (-160,-120) to
>(160,120)!!
>
>PS, I think from what James Shaugnessy found out that there is a
>quicker way of drawing one by one dots, and that is to have a 1x1
>pixel large sprite, and use that instead of boxes. You can alter the
>r,g,b member attributes of the GsSPRITEs to get different hued dots.
>Although, thinking about it now, James was not using boxes in the
>first place, so maybe its worth checking if sprites are faster.
>
>Robert Swan
>rs108@mdx.ac.uk
>http://www.netyaroze-europe.com/~middex2
>
>(btw, you put your web site up at 1am. Im replying to this at
>4.49am. Im staying up all night at uni (yawn))
>
>Richard Cutting wrote:
>>
>> I'm writing a 3d shoot em up game and I want the background to be a
>> pretty backdrop of stars. I've coded the stars as 1 * 1 rectangles
>> which get bunged into the OT using GsSortBoxFill. They are being

>> displayed but what is happening is that they are all appearing in a
>> small box in the lower right hand corner of the screen. I am assigning
>> each star random co-ordinates using something like x = rand()%320, y =
>> rand()%256. I know that I have to do something to the co-ordinates to
>> map them into 3d space (i.e the whole screen) but I cannot determine
>> what. Can anyone help please !!!

--MESSAGE FILE 549 END: ./1 SCEE/yaroze/beginners/000000286html.html

--MESSAGE FILE 550 START: ./1 SCEE/yaroze/beginners/000000287html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World (+ faster code hint!)
Date: Fri, 15 May 1998 01:05:01 +0100
Organization: Bacardi Ferrari V12
Lines: 48
Message-ID: <355B86AD.3C0@manc.u-net.com>
References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
<355B0CD4.2A85@writeme.com>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

James Rutherford wrote:
> Robert Swan wrote:
> > PS, I think from what James Shaughnessy found out that there is a
> > quicker way of drawing one by one dots, and that is to have a 1x1
> > pixel large sprite, and use that instead of boxes. You can alter the
> > r,g,b member attributes of the GsSPRITEs to get different hued dots.
> > Although, thinking about it now, James was not using boxes in the
> > first place, so maybe its worth checking if sprites are faster.
>
> I'm pretty darned sure that GsSPRITEs (min. size 4x1?) are faster than
> GsBOXFs. Also fairly sure that GsLINEs with x0,x1 and y0,y1

I originally was using ClearImages to draw single pixels which was
MERDE slow (about 1 HSync just for one single call! NEVER use this for
plotting, but as James R says an array[x*y] for a section of screen is
a top way for area plotting with a single LoadImage to slap it over).
Indeed now I use a 1x1 sprite to plot pixels (and change rgb members as
you say Robert to alter the colour -- nice to see you notice my
'technique', oo'er) which I would say would be much faster than a 1x1
BOXF. A 1x1 GsSPRITE is perfectly legal by the way (my Grav bullets
are all GsSPRITES), and I think you can re-use the single sprite to
draw hundreds of pixels in one go -- just keep reSORTing it into the
OT after each manipulation (please correct me if I'm wrong).

Just one thing I'd like to say as I've been reminded by the array[x*y]
thing. This may be old news but here a little hint that assembly coders
will no-doubt know about. Say you have an array for a full screen:

```
array[320*240];
```

As everyone knows you access a coordinate with the formula: x+y*320
WRONG! It is much quicker to do x+y*256+y*64 (but using BITSHIFTS) to
avoid doing a (relatively slow) multiplication, like so:

```
offset = x+(y<<8)+(y<<6);   // for a screen 256+64=320 pixels wide
```

Bit-shifts look scary to C newcomers (like when they first see the

code for the PadRead function) but THEY ARE THE WAY FORWARD FOLKS!
Use and Abuse 'em!!

Jim

PS I'll do some benchmarks on this soon for those who're interested..
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 550 END: ./1 SCEE/yaroze/beginners/000000287html.html

--MESSAGE FILE 551 START: ./1 SCEE/yaroze/beginners/000000288html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World (+ faster code hint!)
Date: Fri, 15 May 1998 01:26:46 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <6jg24u$f4o3@chuka.playstation.co.uk>
References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
<355B0CD4.2A85@writeme.com> <355B86AD.3C0@manc.u-net.com>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0

This is so true. I used to program assembly on my Atari STE and I found that
for fast graphics I had to use shifting. I took those ideas over to C
programming when I started on that. It's amazing how many programmers don't
bother with this sort of thing just because of the power of the processors.
If games (PC, PSX or whatever) where still programmed using those speed
enhancing tips from assembly programmers working on slower machines the game
would not need half as much processing power that they do these days.

JohnT

>Just one thing I'd like to say as I've been reminded by the array[x*y]
>thing. This may be old news but here a little hint that assembly coders
>will no-doubt know about. Say you have an array for a full screen:
>
>array[320*240];
>
>As everyone knows you access a coordinate with the formula: x+y*320
>WRONG! It is much quicker to do x+y*256+y*64 (but using BITSHIFTS) to
>avoid doing a (relatively slow) multiplication, like so:
>
>offset = x+(y<<8)+(y<<6); // for a screen 256+64=320 pixels wide
>
>Bit-shifts look scary to C newcomers (like when they first see the
>code for the PadRead function) but THEY ARE THE WAY FORWARD FOLKS!
>Use and Abuse 'em!!
>
>Jim
>
>PS I'll do some benchmarks on this soon for those who're interested..
>--
>---
>James Shaughnessy   james@manc.u-net.com
>http://www.netyaroze-europe.com/~shaughnj
>---

--MESSAGE FILE 551 END: ./1 SCEE/yaroze/beginners/000000288html.html

--MESSAGE FILE 552 START: ./1 SCEE/yaroze/beginners/000000289html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World (+ faster code hint!)
Date: 15 May 1998 02:31:16 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <slrn6lna7j.qab.tjs@indy16.cs.monash.edu.au>
References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
<355B0CD4.2A85@writeme.com> <355B86AD.3C0@manc.u-net.com>
<6jg24u$f4o3@chuka.playstation.co.uk>
NNTP-Posting-Host: indy16.cs.monash.edu.au
X-Newsreader: slrn (0.9.5.1 UNIX)

On Fri, 15 May 1998 01:26:46 +0100, JohnT <johnt@nettech.demon.co.uk> wrote:
>This is so true. I used to program assembly on my Atari STE and I found that
>for fast graphics I had to use shifting. I took those ideas over to C
>programming when I started on that. It's amazing how many programmers don't
>bother with this sort of thing just because of the power of the processors.
>If games (PC, PSX or whatever) where still programmed using those speed
>enhancing tips from assembly programmers working on slower machines the game
>would not need half as much processing power that they do these days.

The STE was a 68000 processor, right? That would mean a table lookup
would have been faster than shifts, which would have been faster than
those wonderful 68 (or there abouts...) cycle multiplies.

on the R3000, shifts are still faster than multiplies, although the
processor isn't sitting idle during that time, so if you can use the
delay slots, then you don't lose out.

the fact is though, that all optimising compilers will take constant
multiplies and turn them into shifts if it's faster to do it that way.

the other thing is that it's optimisation on an algorithmic level,
rather than on an instruction level that gives most performance
improvements.

so basically, if you're writing anything other than assembly, it's not
worth the extra effort to write things out explicitly as shifts. in
fact they *might* confuse the compiler, so that the end result is worse.

caches, better processors, and optimising compilers mean that
optimisation techniques of 5-10 years ago are much less useful than
they were.

toby.
--MESSAGE FILE 552 END: ./1 SCEE/yaroze/beginners/000000289html.html

--MESSAGE FILE 553 START: ./1 SCEE/yaroze/beginners/000000290html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "dr Z" <gsauve@sie.qc.ca>
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World (+ faster code hint!)
Date: 15 May 1998 04:04:48 GMT
Organization: SCEA News Server
Lines: 83
Message-ID: <01bca867$ef75bda0$1eb6e9cd@lausauvege>

References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
<355B0CD4.2A85@writeme.com> <355B86AD.3C0@manc.u-net.com>
<6jg24u$f4o3@chuka.playstation.co.uk>
NNTP-Posting-Host: sie-182-30.sie.qc.ca
X-Newsreader: Microsoft Internet News 4.70.1155

This is a little off topic but now on Pentium and on Power PC processors,
using Y*320 instead of Y<<8 + Y<<6 is faster because of the cost of
stalling the processor and the less cycles used by the multiplication
instruction. And I agree that there is a lot of room for optimisation these
days.

Now, on a more related topic, could it be more faster and memory efficient
to use GsLines instead of sprites or GsBOXFs. A line uses less packets in
the WorkBase and the GPU doesn't have to do a look-up in VRAM. You could
use a GsGLINE with the semi-transparency rate set to 1xback + 1xforward and
a width of 2 to 4 to simulate the blur of a fast moving stars.

something like:

```
GsGLINE TheLine;

TheLine.attribute = (1<<30)+(1<<28);
TheLine.x0 = 0;
TheLine.y0 = random(240);
TheLine.x1 = 4;
TheLine.y1 = TheLine.y0;
TheLine.r0 = TheLine.g0 = TheLine.b0 = 0xFF;
TheLine.r1 = TheLine.g1= TheLine.b1 = 0;
```

To speed things up a little bit, you could put the GsLINE (or other
structure) used many times in the Data-Cache of the CPU so it would be
faster to copy it in the OT.

Ex:

```
// somewhere in the program

#define MaxStars 500

typedef struct Star{
    short X,Y;
}Star;

Star Stars[MaxStars];

//initialisation of the Star array
register u_long i;
for (i=0;i<MaxStars;i++)
    {
    Stars[i].X = random(MaxXRes );
    Stars[i].Y = random(MaxYRes );
    }


// in the drawing proc
register GsGLINE  *TheLine = (GsGLINE*)0x1F800000; // Map to the logical
memory space of the D-Cache
register u_long i;
register u_short StarsPri = 16383;
register Star *TheStar;

TheLine->attribute = (1<<30)+(1<<28);
TheLine->r0 = TheLine->g0 = TheLine->b0 = 0xFF;
```

```
TheLine->r1 = TheLine->g1= TheLine->b1 = 0;

// the drawing loop should look like this
for (i=0;i<MaxStars;i++)
    {
    TheStar = &Stars[i];
    if ( (TheStar->X += 4) > MaxXRes )
        {
        TheStar->X = -4;
        TheStar->Y = random(MaxYRes);
        }
    TheLine->x1 = (TheLine->x0 = TheStar->X) + 4;
    TheLine->y1 = TheLine->y0 = TheStar->Y;
    GsSortGLine(TheLine,ActiveOTPtr,StarsPri);
    }
```

This way, only setting the X and Y attributes and passing the pointers to GsSortGLine should be faster in accessing half the main memory than before. Anyway, I'll take a look at your library sometime soon.

Germain (doctor Z) Sauv

P.S. Excuse my crappy english.

--MESSAGE FILE 553 END: ./1 SCEE/yaroze/beginners/000000290html.html

--MESSAGE FILE 554 START: ./1 SCEE/yaroze/beginners/000000291html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World (+ faster code hint!)
Date: 15 May 1998 05:58:35 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <slrn6lnmc8.s51.tjs@indy16.cs.monash.edu.au>
References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
<355B0CD4.2A85@writeme.com> <355B86AD.3C0@manc.u-net.com>
<6jg24u$f4o3@chuka.playstation.co.uk> <01bca867$ef75bda0$1eb6e9cd@lausauvege>
NNTP-Posting-Host: indy16.cs.monash.edu.au
X-Newsreader: slrn (0.9.5.1 UNIX)

On 15 May 1998 04:04:48 GMT, dr Z <gsauve@sie.qc.ca> wrote:
>This is a little off topic but now on Pentium and on Power PC processors,
>using Y*320 instead of Y<<8 + Y<<6 is faster because of the cost of
>stalling the processor and the less cycles used by the multiplication
>instruction. And I agree that there is a lot of room for optimisation these
>days.
>
>Now, on a more related topic, could it be more faster and memory efficient
>to use GsLines instead of sprites or GsBOXFs. A line uses less packets in
>the WorkBase and the GPU doesn't have to do a look-up in VRAM. You could
>use a GsGLINE with the semi-transparency rate set to 1xback + 1xforward and
>a width of 2 to 4 to simulate the blur of a fast moving stars.

The blur is a definite bonus, but:

1) There's a special sprite primitive for 1x1 sprites, which is both
   smaller in terms of GPU packets, and which _should_ be faster for
   the GPU to draw.
2) The GPU texture cache should mean that there's only 1 read from VRAM.

The fastest way, i think, would be to build an OT with a length of 1

(or several, if you want many priorities). render MAX_STARS lines (or sprites) into it, and then update the packet data to change the coordinates and the num element of the GsOT_TAG structure to change the number of stars drawn. then, sort the OT into the master OT, and just draw it.

toby.
--MESSAGE FILE 554 END: ./1 SCEE/yaroze/beginners/000000291html.html

--MESSAGE FILE 555 START: ./1 SCEE/yaroze/beginners/000000292html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting started on the Mac
Date: Fri, 15 May 1998 09:52:30 +0200
Organization: Debri Productions
Lines: 4
Message-ID: <1d91kgq.x0g9mwipenn9N@[194.151.88.142]>
References: <355AFE5A.146@easynet.co.uk>
NNTP-Posting-Host: 194.151.88.142
X-Newsreader: MacSOUP 2.3 (unregistered)

I copied it as reference material, Is there already a group of mac users that work with each other? In that case we can help eacho ther better!

DEnnis..
--MESSAGE FILE 555 END: ./1 SCEE/yaroze/beginners/000000292html.html

--MESSAGE FILE 556 START: ./1 SCEE/yaroze/beginners/000000293html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World (+ faster code hint!)
Date: Fri, 15 May 1998 13:07:21 +0100
Organization: Bacardi Ferrari V12
Lines: 25
Message-ID: <355C2FF9.26F4@manc.u-net.com>
References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
<355B0CD4.2A85@writeme.com> <355B86AD.3C0@manc.u-net.com>
<6jg24u$f4o3@chuka.playstation.co.uk>
<slrn6lna7j.qab.tjs@indy16.cs.monash.edu.au>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Toby Sargeant wrote:
> on the R3000, shifts are still faster than multiplies, although the
> processor isn't sitting idle during that time, so if you can use the
> delay slots, then you don't lose out.
> the fact is though, that all optimising compilers will take constant
> multiplies and turn them into shifts if it's faster to do it that way.

Have I been shot down? Are you saying that under optimisation all compilers will turn x*320 into x<<8+x<<6? What about 336? Would it do x<<8+x<<6+x<<4 or leave it as MUL? Will they also turn x+=1 into x++? Will they know if x+=2 is faster than x++;x++;? Will Dangermouse ever be captured by Baron Greenback? I guess compiler engineering has come a long way since the early days.
I remember when it were all fields, and you got free milk at school etc. etc.

Now I REALLY need to do some benchmarks on this!
(Compiler engineering that is, not urban redevelopment)

Cheers,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 556 END: ./1 SCEE/yaroze/beginners/000000293html.html

--MESSAGE FILE 557 START: ./1 SCEE/yaroze/beginners/000000294html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World (+ faster code hint!)
Date: Fri, 15 May 1998 13:20:59 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <6jhbut$f4o4@chuka.playstation.co.uk>
References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
<355B0CD4.2A85@writeme.com> <355B86AD.3C0@manc.u-net.com>
<6jg24u$f4o3@chuka.playstation.co.uk> <01bca867$ef75bda0$1eb6e9cd@lausauvege>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0

dr Z wrote in message <01bca867$ef75bda0$1eb6e9cd@lausauvege>...
>This is a little off topic but now on Pentium and on Power PC processors,
>using Y*320 instead of Y<<8 + Y<<6 is faster because of the cost of
>stalling the processor and the less cycles used by the multiplication
>instruction. And I agree that there is a lot of room for optimisation these
>days.
>
This is only true if your compiler links in the FPU libraries. Granted, most
do use an emulated library that first detects if an FPU is used and uses it
if it is.

JohnT

--MESSAGE FILE 557 END: ./1 SCEE/yaroze/beginners/000000294html.html

--MESSAGE FILE 558 START: ./1 SCEE/yaroze/beginners/000000295html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Fri, 15 May 1998 19:08:33 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 39
Message-ID: <355C84A0.ADE95B52@ndirect.co.uk>
References: <35557807.6E248247@chowfam.demon.co.uk>
<3558DF85.7C89DA42@ndirect.co.uk> <3559D87E.D5C1EBD1@chowfam.demon.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-11.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 4.04 [en] (Win95; I)
To: James Chow <james@chowfam.demon.co.uk>

James Chow wrote:

> Maybe the original post wasn't too clear.
> Let me try again.
>
> Why does, declaring any of the following
> PACKET GpuPktArea[2][31];   or
> PACKET GpuPktArea[2][63];   or
> PACKET GpuPktArea[2][255]; or
> PACKET GpuPktArea[2][511]; or
> PACKET GpuPktArea[2][1023];
>
> (...you get the idea...)
>
> lock up the program?
> Even if it is just one line.

Sorry, I was talking crap in my last posting anyway. I saw the 2^n thing and started thinking Ordering Tables instead of GPU packets. Doh!

Anyhow your declarations seem fine. Personally, I allocate packet space with malloc() rather than using arrays, but I originally started with a [2][4096] array which worked without worries.

I am interested to know why you are choosing your array sizes to have 2^n-1 elements.
It shouldn't matter if your packet space is big enough, but wouldn't it be nicer to use nicely rounded numbers? The PSX does tend to hang though if your packet space is too small.

I'm at work at the moment, so I don't have my Yaroze here. I check it out at home tonight, and if I can figure out what's going wrong I'll get back.

Herbs.

--MESSAGE FILE 558 END: ./1 SCEE/yaroze/beginners/000000295html.html

--MESSAGE FILE 559 START: ./1 SCEE/yaroze/beginners/000000296html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Sat, 16 May 1998 02:51:28 -0700
Organization: SCEA News Server
Lines: 7
Message-ID: <wal-ya02408000R1605980251280001@news.scea.sony.com>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk> <354D8AA7.17CA37C6@chowfam.demon.co.uk>
<354E298F.2865CC25@netmagic.net> <354E4EA8.A92F3D10@chowfam.demon.co.uk> <wal-
ya02408000R1205980301160001@news.scea.sony.com>
NNTP-Posting-Host: dnai-207-181-237-240.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

If anyone is still interested, I uploaded a diagram of the way I think VSync() return values work, for VSync(0) and VSync(1). Go to my web page (listed below) and click on "Misc".

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 559 END: ./1 SCEE/yaroze/beginners/000000296html.html

--MESSAGE FILE 560 START: ./1 SCEE/yaroze/beginners/000000297html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Sat, 16 May 1998 02:59:10 -0700
Organization: SCEA News Server
Lines: 27
Message-ID: <wal-ya02408000R1605980259100001@news.scea.sony.com>
References: <35557807.6E248247@chowfam.demon.co.uk>
<3558DF85.7C89DA42@ndirect.co.uk> <3559D87E.D5C1EBD1@chowfam.demon.co.uk>
NNTP-Posting-Host: dnai-207-181-237-240.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <3559D87E.D5C1EBD1@chowfam.demon.co.uk>, James Chow
<james@chowfam.demon.co.uk> wrote:

> Maybe the original post wasn't too clear.
> Let me try again.
>
> Why does, declaring any of the following
> PACKET GpuPktArea[2][31];   or
> PACKET GpuPktArea[2][63];   or
> PACKET GpuPktArea[2][255]; or
> PACKET GpuPktArea[2][511]; or
> PACKET GpuPktArea[2][1023];
>
> (...you get the idea...)
>
> lock up the program?
> Even if it is just one line.

Hmmm. Since PACKET is char-sized, do you think the compiler is aligning the second row on an odd-byte boundary, which might mess up GsSetWorkBase()? It doesn't seem likely to me, but if you want to check, look at &GpuPktArea[1][0] in the debugger and see what you get. I don't even know if passing an odd address to GsSetWorkBase() is OK or not.

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 560 END: ./1 SCEE/yaroze/beginners/000000297html.html

--MESSAGE FILE 561 START: ./1 SCEE/yaroze/beginners/000000298html.html
Path: chuka.playstation.co.uk!news
From: rs108@mdx.ac.uk (Robert Swan)
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World
Date: Sat, 16 May 1998 16:13:11 GMT
Organization: PlayStation Net Yaroze (SCEE)

Lines: 70
Message-ID: <355db8b0.377766@www.playstation.co.uk>
References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
<355b5c8b.297920@news.playstation.co.uk>
NNTP-Posting-Host: stu-dialup15.mdx.ac.uk
X-Newsreader: Forte Free Agent 1.11/32.235

One of the things I mean to do in the very near future was do my own starfield routine, but once again I got beaten to it. (or should I say I wanted to do it, but was too lazzy, and seeing someone else do it made me feel stupid!).

There are ways you can edit your routine to avoid one of the 'problems' of your routine, which is that you only have planes of stars, ie, a load moving a one pixel per update, the next lot at two, three or four or whatever. (you may want this effect...)

To make every star move at its own speed then you have a scaled system which involves bit shifting. (I agree with James Shaughnessy, bit shiufting rules the world).

ok, I will implement a demo of this myself at some point, starfields being very useful, but it goes something like this -

Original method (stars move single pixel values only)

```
typedef struct
    {
    long x, y;
    long dx, dy;
    } star;

// where x,y = real screen coords
// dx, dy = movement values in pixels

stardemo.x += stardemo.dx;
stardemo.y += stardemo.dy;

// and then use a routine to draw the star, ie -

drawStar(stardemo.x stardemo.y);
```

OK, nice new version, which scales everything up by 256 times...

```
typedef struct
    {
    long x, y;
    long dx, dy;
    } newstar;

// where x,y = real screen coords * 256
// dx, dy = movement values in pixels * 256

stardemo.x += stardemo.dx;
stardemo.y += stardemo.dy;

// and then use a routine to draw the star, ie -

drawStar(stardemo.x >> 8, stardemo.y >> 8);
```

what this means is that if dx or dy = 256, then when it comes to drawing them on screen, they will still only have moved one pixel. With this method you can have dx or dy as, say, 255, which means that they will be a tiny bit slower than normal. Um, maybe this isnt clear

so much now...!

I use this method in my revolution game (on the 3rd + 4th levels, if
you can get there) and I think scaling systems are explained a lot
better on James Rutherford's page under the resource link - check out

http://www.netyaroze-europe.com/~mrfrosty

which is where I learnt about them.

Robert Swan
rs108@mdx.ac.uk
http://www.netyaroze-europe.com/~middex2
--MESSAGE FILE 561 END: ./1 SCEE/yaroze/beginners/000000298html.html

--MESSAGE FILE 562 START: ./1 SCEE/yaroze/beginners/000000299html.html
Path: chuka.playstation.co.uk!news
From: rs108@mdx.ac.uk (Robert Swan)
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World
Date: Sat, 16 May 1998 19:40:15 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <355deaf9.13252372@www.playstation.co.uk>
References: <355a3dc2.2999054@news.playstation.co.uk> <355A67EA.137C@mdx.ac.uk>
<355b5c8b.297920@news.playstation.co.uk> <355db8b0.377766@www.playstation.co.uk>
NNTP-Posting-Host: stu-dialup10.mdx.ac.uk
X-Newsreader: Forte Free Agent 1.11/32.235

Ok, ive put up a demo to show this. Its not optimised at all, but it
shows that every star has its own speed. hope it helps
Look in the downloads section on my page, its the first up there.

Robert Swan
rs108@mdx.ac.uk
http://www.netyaroze-europe.com/~middex2
--MESSAGE FILE 562 END: ./1 SCEE/yaroze/beginners/000000299html.html

--MESSAGE FILE 563 START: ./1 SCEE/yaroze/beginners/000000300html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: ICQ
Date: Sat, 16 May 1998 23:08:05 +0200
Organization: Debri Productions
Lines: 8
Message-ID: <1d959im.wclh1ktyb6t0N@a1-88-130.a1.nl>
NNTP-Posting-Host: a1-88-130.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Antonio can't download ICQ from the site. Is there a PC-member that will
mail him the PC version of ICQ? Don'ty sent it to me (so don't reply) I
use a mac.
Please mail it to:

omoliner@lesein.es

Thanks!!
--MESSAGE FILE 563 END: ./1 SCEE/yaroze/beginners/000000300html.html

--MESSAGE FILE 564 START: ./1 SCEE/yaroze/beginners/000000301html.html

Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Sat, 16 May 1998 23:17:37 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <355E1081.827D66E9@ndirect.co.uk>
References: <35557807.6E248247@chowfam.demon.co.uk>
<3558DF85.7C89DA42@ndirect.co.uk> <3559D87E.D5C1EBD1@chowfam.demon.co.uk> <wal-
ya02408000R1605980259100001@news.scea.sony.com>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-31.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

> Hmmm. Since PACKET is char-sized, do you think the compiler is aligning the
> second row on an odd-byte boundary, which might mess up GsSetWorkBase()? It
> doesn't seem likely to me, but if you want to check, look at
> &GpuPktArea[1][0] in the debugger and see what you get. I don't even know
> if passing an odd address to GsSetWorkBase() is OK or not.
>
> --
> wayne a. lee <wal@blarg.net>
> <http://www.scea.sony.com/net/yaroze/pages/wlee.html>

Isn't PACKET int-sized rather that char-sized? In which case it will be
aligned correctly.

Herbs

--MESSAGE FILE 564 END: ./1 SCEE/yaroze/beginners/000000301html.html

--MESSAGE FILE 565 START: ./1 SCEE/yaroze/beginners/000000302html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: 17 May 1998 16:32:00 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 30
Sender: news@chuka.playstation.co.uk
Message-ID: <6jmvtg$3691@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 17 May 1998 15:36:47 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id QAA00749
    for <news@playstation.co.uk>; Sun, 17 May 1998 16:35:06 +0100 (BST)
From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Hi there,

It's an unsigned char.

Regards,

George@SCEE

From: Alex Herbert <aherbert@ndirect.co.uk>

Isn't PACKET int-sized rather that char-sized? In which case it will be aligned correctly.

Herbs

--MESSAGE FILE 565 END: ./1 SCEE/yaroze/beginners/000000302html.html

--MESSAGE FILE 566 START: ./1 SCEE/yaroze/beginners/000000303html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World
Date: 17 May 1998 16:37:38 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 37
Sender: news@chuka.playstation.co.uk
Message-ID: <6jn082$36o1@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 17 May 1998 15:42:24 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id QAA03003
    for <news@playstation.co.uk>; Sun, 17 May 1998 16:40:44 +0100 (BST)
From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Hi all,

I did a star field in Star Fighter and the full source for this game has been available for a year now. Check out star.c for the routine. First try and guess by playing the game how it was done then check out the source. Everyone guesses it wrong.....

Regards,

George@SCEE

From: rs108@mdx.ac.uk (Robert Swan)
Newsgroups: scee.yaroze.beginners

One of the things I mean to do in the very near future was do my own starfield routine, but once again I got beaten to it. (or should I say I wanted to do it, but was too lazzy, and seeing someone else do it made me feel stupid!).

Robert Swan

rs108@mdx.ac.uk
http://www.netyaroze-europe.com/~middex2

--MESSAGE FILE 566 END: ./1 SCEE/yaroze/beginners/000000303html.html

--MESSAGE FILE 567 START: ./1 SCEE/yaroze/beginners/000000304html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Hoffmann Liu" <homles@wownet.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: SIOCONS dowloads
Date: Mon, 18 May 1998 16:49:49 +0800
Organization: SCEA News Server
Lines: 14
Message-ID: <6josdg$56j6@scea>
References: <6ihu7l$jpr4@chuka.playstation.co.uk>
<354c8cac.36427568@news.scea.sony.com> <6ijsl4$jpr20@chuka.playstation.co.uk>
<354E250E.CE6A48BD@netmagic.net> <354F38BF.BD6EDDEE@hinge.mistral.co.uk>
<6ingu7$jpr28@chuka.playstation.co.uk> <01bd7848$9c948740$273c63c3@default>
NNTP-Posting-Host: 203.79.17.211
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.1

Peter Dollochan ????? <01bd7848$9c948740$273c63c3@default>...
>Hey James,
>download it at
>http://www.netyaroze-europe.com/~deruiter/

Hi ... I can't access netyaroze-europe .... I'm in SCEA ....

Can you mail it to homles@wownet.net or put it on FTP site ?

Thanks

--MESSAGE FILE 567 END: ./1 SCEE/yaroze/beginners/000000304html.html

--MESSAGE FILE 568 START: ./1 SCEE/yaroze/beginners/000000305html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.beginners
Subject: Re: SIOCONS dowloads
Date: Mon, 18 May 1998 22:28:56 GMT
Organization: SCEA News Server
Lines: 27
Message-ID: <3560b4ab.33070877@news.scea.sony.com>
References: <6ihu7l$jpr4@chuka.playstation.co.uk>
<354c8cac.36427568@news.scea.sony.com> <6ijsl4$jpr20@chuka.playstation.co.uk>
<354E250E.CE6A48BD@netmagic.net> <354F38BF.BD6EDDEE@hinge.mistral.co.uk>
<6ingu7$jpr28@chuka.playstation.co.uk> <01bd7848$9c948740$273c63c3@default>
<6josdg$56j6@scea>
NNTP-Posting-Host: client-151-198-130-167.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Yo' Hoffman,
   Your welcome, but I had to look pretty hard to pick out the thank
you, look at what you sent me in your e-mail: :-)

+ADwAIQ-DOCTYPE HTML PUBLIC +ACI-//W3C//DTD W3 HTML//EN+ACIAPg-
+ADw-HTML+AD4-+ADw-HEAD+AD4- +ADw-META content+AD0AIg-text/html+ADs-
charset+AD0-utf-7+ACI-http-equiv+AD0-Content-Type+AD4- +ADw-META
content+AD0-'+ACI-MSHTML 4.72.3110.2+ACI-'name+AD0-GENERATOR+AD4-
+ADw-/HEAD+AD4-+ADw-BODYbgColor+AD0AIw-ffffff+AD4-+ADw-DIV+AD4APA-FONT
color+AD0AIw-000000 size+AD0-2+AD4AJg-gt+ADs- Hope I am not
duplicating other's efforts...+ADw-/FONT+AD4APA-/DIV+AD4-
+ADw-DIV+AD4APA-FONTcolor+AD0AIw-000000size+AD0-2+AD4APA-/FONT
+AD4AJg-nbsp+ADsAPA-/DIV+AD4- +ADw-DIV+AD4APA-FONT
color+AD0AIw-000000 size+AD0-2+AD4-Thank you very much for sending
this great tool for me+ACEAPA-/FONT+AD4APA-/DIV+AD4-
+ADw-DIV+AD4APA-FONTcolor+AD0AIw-000000size+AD0-2+AD4APA
-/FONT+AD4AJg-nbsp+ADsAPA-/DIV+AD4- +ADw-DIV+AD4APA-FONT
color+AD0AIw-000000size+AD0-2+AD4-Hoffmann+ADw-/FONT
+AD4APA-/DIV+AD4APA-/BODY+AD4APA-/HTML+AD4-

That is the wackiest e-mail I have ever seen , what OS are you using? I have never received nor seen anything quite like this... :-)) Would be interesting to know why your note was translated into such a jumbled mess...

-Matt

--MESSAGE FILE 568 END: ./1 SCEE/yaroze/beginners/000000305html.html

--MESSAGE FILE 569 START: ./1 SCEE/yaroze/beginners/000000306html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.beginners
Subject: Re: Plotting 2D Boxes in a 3D World
Date: Tue, 19 May 1998 19:15:50 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <355f5830.1415437@news.playstation.co.uk>
References: <6jn082$36o1@emeka.playstation.co.uk>
NNTP-Posting-Host: p52-bittern-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

On 17 May 1998 16:37:38 +0100, George_Bain@Playstation.sony.com wrote:

>   via smtpd (for [194.203.13.2]) with SMTP; 17 May 1998 15:42:24 UT
>   by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id QAA03003
>   for <news@playstation.co.uk>; Sun, 17 May 1998 16:40:44 +0100 (BST)
>From: George_Bain@Playstation.sony.com
>To: news@playstation.co.uk
>Content-Disposition: inline
>
>
>Hi all,
>
>I did a star field in Star Fighter and the full source for this game has
>been available for a year now. Check out star.c for the routine.
>First try and guess by playing the game how it was done then check
>out the source. Everyone guesses it wrong.....
>
>Regards,
>
>George@SCEE
>

Where can I find this on the web site ? I'm curious now....

Richard.

--MESSAGE FILE 569 END: ./1 SCEE/yaroze/beginners/000000306html.html

--MESSAGE FILE 570 START: ./1 SCEE/yaroze/beginners/000000307html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about VSync.
Date: Wed, 20 May 1998 21:16:46 -0400
Organization: SCEA News Server
Lines: 40
Message-ID: <3563807E.BCCFB33E@mail.datasys.net>
References: <354C8851.709D2E83@chowfam.demon.co.uk>
<6ij6jd$jpr18@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 299.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

JohnT wrote:
>
> Ok James, it seems you are slightly confused here which is not surprising
> considering the poor information contained in the Yaroze manuals! vsyncs and
> hsyncs are nothing to do with the Yaroze display that you use in your
> demo/game. They are in fact hardware timings for the TV display. The Yaroze
> can sync itself to these timings. An hsync is the horizontal time for a beam
> to travel across the TV screen and the vsync is the overall time for the to
> reset to the top left corner after reaching the bottom right. It is usual
> for any gaming system that displays to a TV set to use the vsync time to
> refresh the display to create a flicker free image. The PAL system has more
> vertical definition at a cost of speed. 312 lines is probably right and the
> 311 figure is probably due to computers counting from 0 (I.E. 0 - 311 = 312
> lines) NTSC has less lines so it can work faster to reduce flicker even
> further. (Typical of the Americans, if it can't be bigger it has to be
> faster!)

Well, ACTUALLY the real reason for the difference in VSync times
vetween NTSC and PAL has to do with when the formats were first being
developed. In the United States, the AC power is 120v at 60Hz. So to
make the TV's easier to build, they made the refresh at 60hz
interlaced. Now, if we were developing the standard now, the
frequiency of the AC power would matter at all, but back then it
mattered alot. Well, guess what Hz most european power ran at? You
guessed it - 50Hz.
Don't say you never learned anything from Net Yaroze. :)

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 570 END: ./1 SCEE/yaroze/beginners/000000307html.html

--MESSAGE FILE 571 START: ./1 SCEE/yaroze/beginners/000000308html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Software recommendations wanted.
Date: Fri, 22 May 1998 10:07:31 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <35654053.37C9571E@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Can anyone recommend any particular software packages
to me?
I'm looking for one of each of the tools.
That is 2D paint program, 3D modelling program, and a
sound creation tool.

I don't particularly want I lot of functionality, but
must provide more than the most basic functions.
Microsoft Paint would come in the category of not enough
functionality.
Also, as a "beginner" I'm looking at ease of use of the
provided utilities. Ideally, if the 2D and 3D stuff is
integrated then that would be a bonus.

One problem. Cost. I don't want to fork out a fortune
to buy these tools, as they are only for "home" use.
Yes, I've looked at the Kinetix software, and output
quality is AAA standard, and I have no doubt that they
are great products - but there is NO WAY I can afford
even the reduced prices.
I have around 100UKP, but I'm looking to cover all 3
tools. Also, I'm not really bothered if it's
freeware/shareware.

TIA.
--
jc

--MESSAGE FILE 571 END: ./1 SCEE/yaroze/beginners/000000308html.html

--MESSAGE FILE 572 START: ./1 SCEE/yaroze/beginners/000000309html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Software recommendations wanted.
Date: Fri, 22 May 1998 11:13:38 +0100
Organization: Mobius Codeworks Ltd.
Lines: 45
Message-ID: <35654FD2.829ABBBF@micronetics.com>
References: <35654053.37C9571E@chowfam.demon.co.uk>
NNTP-Posting-Host: 193.132.195.160
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)

James,

For 2d I would recommend Paint Shop Pro V5.
For Audio have a look at sound forge.
I don't really know much about midi packages.

There are a lot of free 3d models out there. I believe that a
commercial modelling package was given away recently on a magazine cover
disk that you may be able to track down.
Nice thing about psp5 and sound forge is you can try before you buy, but
they're definitely worth it.

Cheers

Jim

James Chow wrote:
>
> Can anyone recommend any particular software packages
> to me?
> I'm looking for one of each of the tools.
> That is 2D paint program, 3D modelling program, and a
> sound creation tool.
>
> I don't particularly want I lot of functionality, but
> must provide more than the most basic functions.
> Microsoft Paint would come in the category of not enough
> functionality.
> Also, as a "beginner" I'm looking at ease of use of the
> provided utilities. Ideally, if the 2D and 3D stuff is
> integrated then that would be a bonus.
>
> One problem. Cost. I don't want to fork out a fortune
> to buy these tools, as they are only for "home" use.
> Yes, I've looked at the Kinetix software, and output
> quality is AAA standard, and I have no doubt that they
> are great products - but there is NO WAY I can afford
> even the reduced prices.
> I have around 100UKP, but I'm looking to cover all 3
> tools. Also, I'm not really bothered if it's
> freeware/shareware.
>
> TIA.
> --
> jc
--MESSAGE FILE 572 END: ./1 SCEE/yaroze/beginners/000000309html.html

--MESSAGE FILE 573 START: ./1 SCEE/yaroze/beginners/000000310html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scee.yaroze.beginners
Subject: Re: Software recommendations wanted.
Date: 22 May 1998 16:14:45 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <6k489l$4p34@chuka.playstation.co.uk>
References: <35654053.37C9571E@chowfam.demon.co.uk>
<35654FD2.829ABBBF@micronetics.com>
NNTP-Posting-Host: n28.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/35654FD2.829ABBBF@micronetics.com

Jre. I believe that a
>commercial modelling package was given away recently on a magazine cover
>disk that you may be able to track down.
>N

Truespace version 1 was given away with PC Review (should sell back issues)

--MESSAGE FILE 573 END: ./1 SCEE/yaroze/beginners/000000310html.html

--MESSAGE FILE 574 START: ./1 SCEE/yaroze/beginners/000000311html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Software recommendations wanted.
Date: Fri, 22 May 1998 18:59:13 +0200
Organization: Debri Productions
Lines: 40
Message-ID: <1d9fhru.96tpu51xmfj28N@a1-88-135.a1.nl>
References: <35654053.37C9571E@chowfam.demon.co.uk>
NNTP-Posting-Host: a1-88-135.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 31 days)

James Chow <james@chowfam.demon.co.uk> wrote:

> Can anyone recommend any particular software packages
> to me?
> I'm looking for one of each of the tools.
> That is 2D paint program, 3D modelling program, and a
> sound creation tool.

2D = Adobe Photoshop is probably most used (and very proffesional)
3D = 3D Studio rules, Cinema4D XL is a cheaper option (with great
options too) and otherwise maybe Lightwave.

> I don't particularly want I lot of functionality, but
> must provide more than the most basic functions.
> Microsoft Paint would come in the category of not enough
> functionality.
> Also, as a "beginner" I'm looking at ease of use of the
> provided utilities. Ideally, if the 2D and 3D stuff is
> integrated then that would be a bonus.

Don't even think about CorelDraw!

> One problem. Cost. I don't want to fork out a fortune
> to buy these tools, as they are only for "home" use.
> Yes, I've looked at the Kinetix software, and output
> quality is AAA standard, and I have no doubt that they
> are great products - but there is NO WAY I can afford
> even the reduced prices.
> I have around 100UKP, but I'm looking to cover all 3
> tools. Also, I'm not really bothered if it's
> freeware/shareware.

Try to get older versions of the software. Like Photoshop, that recently
launced version 5.0. I still use the 3.0 version that in my opinion is
still perfect and not to complicated. This version is sometimes for sale
in Holland for 100 guilders. Thats not even 30 Uk pounds. And for that
money you do have a proffesional package.

DEnnis..

--MESSAGE FILE 574 END: ./1 SCEE/yaroze/beginners/000000311html.html

--MESSAGE FILE 575 START: ./1 SCEE/yaroze/beginners/000000312html.html
Path: chuka.playstation.co.uk!news
From: Nick Slaven <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Software recommendations wanted.
Date: Fri, 22 May 1998 19:17:51 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 47
Message-ID: <3565C14D.D5A4108A@compuserve.com>
References: <35654053.37C9571E@chowfam.demon.co.uk>
NNTP-Posting-Host: ld16-145.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

For 3d, PC Format gave away Assymetrix 3d on their April Issue (no 81).

For 2d, get Paint Shop pro, or again PC Format gave away
Adobe PhotoDeluxe 1.1 on their May Issue (no 82).

For sound Check Out Harmony Central http://harmony-central.com/

The number to phone for PC Format Back Issues is
01458 271129 (theyll cost you a fiver each)

Cheers

Nick

James Chow wrote:

> Can anyone recommend any particular software packages
> to me?
> I'm looking for one of each of the tools.
> That is 2D paint program, 3D modelling program, and a
> sound creation tool.
>
> I don't particularly want I lot of functionality, but
> must provide more than the most basic functions.
> Microsoft Paint would come in the category of not enough
> functionality.
> Also, as a "beginner" I'm looking at ease of use of the
> provided utilities. Ideally, if the 2D and 3D stuff is
> integrated then that would be a bonus.
>
> One problem. Cost. I don't want to fork out a fortune
> to buy these tools, as they are only for "home" use.
> Yes, I've looked at the Kinetix software, and output
> quality is AAA standard, and I have no doubt that they
> are great products - but there is NO WAY I can afford
> even the reduced prices.
> I have around 100UKP, but I'm looking to cover all 3
> tools. Also, I'm not really bothered if it's
> freeware/shareware.
>
> TIA.
> --
> jc

--MESSAGE FILE 575 END: ./1 SCEE/yaroze/beginners/000000312html.html

--MESSAGE FILE 576 START: ./1 SCEE/yaroze/beginners/000000313html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.beginners
Subject: Re: Software recommendations wanted.
Date: Fri, 22 May 1998 15:43:23 GMT
Organization: SCEA News Server
Lines: 49
Message-ID: <35658d26.38518228@news.scea.sony.com>
References: <35654053.37C9571E@chowfam.demon.co.uk>
NNTP-Posting-Host: client-151-198-130-75.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Hello,
So, you be a poor boy, eh? ;-) O.k., I have a bunch of links off my website for financially-challenged sorts. I'll summarize what I use here:

3D- True Space 3.
The discussion about 3D Studio vs, TS3 has occured many times... Heck, if you have $10,000 to spend, buy SoftImage. For $300-$400, you can have TS3, which exports in every PSX format except TOD. 3D Studio doesn't do that, but it does export in TOD. You'll pay $800 for 3D Studio Animator, plus another $1000 for Max. You choose, I like TS3, but would like to also have Max, if I had $1800 to splurge with.
I have seen mention of a bunch of free 3D modelers, the name Rhino comes to mind... Scan through all the messages in the 3D sections, you'll see them mentioned. A few mentions were in the freetalk sections too.

2D- CorelDraw 7.0
I don't know why Dennis dislikes CorelDraw, it has an excellent program for creating textures. I admit I have not put it through the rigors yet, but it was recomended to me, and I have not been disapointed. I also got it for $130, since version 8 is now out.
For free, everyone knows of the shareware for PhotoShopPro 5.0.

http://www.jasc.com/pspdl.html

Sound (the true bugger of yaroze programming, IMHO)-

Wavs- Cool Edit (shareware version available, lots of tutorials about)

http://www.softseek.com/Home_Family_and_Leisure/Music/Learning_Playing_Creating_and_Printing_Music/Review_4231_index.html

Wav forms- Gold Wave (shareware available)

http://www.goldwave.com/

Midi SEQ uses- Here's a page with lots of tools, WinJammer was recomended to me some time ago, but I have not tried it yet:

http://drum.warwick.ac.uk/music/drum/dosseq.html

-Matt

--MESSAGE FILE 576 END: ./1 SCEE/yaroze/beginners/000000313html.html

--MESSAGE FILE 577 START: ./1 SCEE/yaroze/beginners/000000314html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.beginners
Subject: Re: Software recommendations wanted.
Date: Fri, 22 May 1998 15:50:38 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <35659ea2.42995454@news.scea.sony.com>
References: <35654053.37C9571E@chowfam.demon.co.uk>
<35658d26.38518228@news.scea.sony.com>
NNTP-Posting-Host: client-151-198-130-75.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>   For free, everyone knows of the shareware for PhotoShopPro 5.0.
>
>http://www.jasc.com/pspdl.html

Make that Paint Shop Pro 5.0.

-Matt, who is not an artist!
--MESSAGE FILE 577 END: ./1 SCEE/yaroze/beginners/000000314html.html

--MESSAGE FILE 578 START: ./1 SCEE/yaroze/beginners/000000315html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Software recommendations wanted.
Date: Fri, 22 May 1998 23:59:26 +0200
Organization: Debri Productions
Lines: 15
Message-ID: <1d9g27n.vg8y6l10dm1wyN@a1-88-105.a1.nl>
References: <35654053.37C9571E@chowfam.demon.co.uk>
<35654FD2.829ABBBF@micronetics.com>
NNTP-Posting-Host: a1-88-105.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 31 days)

> There are a lot of free 3d models out there. I believe that a
> commercial modelling package was given away recently on a magazine cover
> disk that you may be able to track down.

This is a good one, a lot of magazines give older versions of great
software away on cover-disks. they do that so you get used to their
software and they offer nice disscounts on updates.
I know that Computer Arts sometimes gives away great software (Future
publishing).
I use Mac, and for Mac-users there is MacFormat with also a lot of free
software. I do think that Future also has a Magazine called PC Format.
Future has great contacts and just keep an eye on their magazines.

DEnnis..
--MESSAGE FILE 578 END: ./1 SCEE/yaroze/beginners/000000315html.html

--MESSAGE FILE 579 START: ./1 SCEE/yaroze/beginners/000000316html.html

Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Software recommendations wanted.
Date: Fri, 22 May 1998 23:02:02 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <3565F5DA.72800DB3@chowfam.demon.co.uk>
References: <35654053.37C9571E@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Does Corel support .dxf?
--MESSAGE FILE 579 END: ./1 SCEE/yaroze/beginners/000000316html.html

--MESSAGE FILE 580 START: ./1 SCEE/yaroze/beginners/000000317html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.beginners
Subject: Re: Software recommendations wanted.
Date: Fri, 22 May 1998 18:45:04 GMT
Organization: SCEA News Server
Lines: 14
Message-ID: <3565c68b.53213781@news.scea.sony.com>
References: <35654053.37C9571E@chowfam.demon.co.uk>
<3565F5DA.72800DB3@chowfam.demon.co.uk>
NNTP-Posting-Host: client-151-198-130-75.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Does Corel support .dxf?

Oh, my brain gets so confused by all these formats... ;-)
If I am not being dense, .dxf is a 3D export format used by 3D Studio
Max, which you must then convert with a Sony tool to .rsd. This is
for 3D objects.
   Corel Photo-Paint is a 2D application. It exports in a slew of
formats, .bmp and .pcx being the ones that are most useful for us
gamers. You take your .bmp, open it with TimTool, and you convert it
to a .tim.
   Oh my, where's the aspirin! [BG]

-Matt

--MESSAGE FILE 580 END: ./1 SCEE/yaroze/beginners/000000317html.html

--MESSAGE FILE 581 START: ./1 SCEE/yaroze/beginners/000000318html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.beginners
Subject: Re: Software recommendations wanted.
Date: Fri, 22 May 1998 18:48:54 GMT
Organization: SCEA News Server
Lines: 7
Message-ID: <3565c837.53642029@news.scea.sony.com>
References: <35654053.37C9571E@chowfam.demon.co.uk>
<3565C14D.D5A4108A@compuserve.com>
NNTP-Posting-Host: client-151-198-130-75.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>For sound Check Out Harmony Central http://harmony-central.com/

    That is one awesome link Nick, no one should miss it. What a selection of tools, even Unix users get to get in on the fun.

-Matt
--MESSAGE FILE 581 END: ./1 SCEE/yaroze/beginners/000000318html.html

--MESSAGE FILE 582 START: ./1 SCEE/yaroze/beginners/000000319html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Profile
Date: Mon, 25 May 1998 00:54:18 +0200
Organization: Debri Productions
Lines: 51
Message-ID: <1d9k7r2.1rgay6xop5m7uN@a1-88-134.a1.nl>
NNTP-Posting-Host: a1-88-134.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 33 days)

Can I have all your profiles for the profilelist (if I don't already have it)?

I'm bussy with a Public Profile List. Here you can see all the basic info about members that sent me their profile. Lots of members already sent me their profile. Just have a look. Tell what you want others to know.
The next info can be made public this way:

- Name
- Membername
- Birthdate
- Email <linked>
- ICQ
- Nationality
- Home-town
- Personal Page <linked>
- NY page <linked>
- Rate NY-page <number out of 10, how you rate your own page>
- Rate Designing Skills <number out of 10>
- Rate Coding Skills <number out of 10>
- Specialisation
- Projects
- Extra Info
- Member since
- Hot
- Not

This is for SCEE and SCEA members (and SCEI members if in English)

http://www.a1.nl/macsupport/debri/ny/profilelist.html

http://www.a1.nl/macsupport/debri/

Greatings DEnnis..

DEnnis Brinkhuis (NL)

---
http://come.to/debri
http://www.netyaroze-europe.com/~madmac
http://www.a1.nl/macsupport/debri/
---
debri@dds.nl
macsuppor@a1.nl

--MESSAGE FILE 582 END: ./1 SCEE/yaroze/beginners/000000319html.html

--MESSAGE FILE 583 START: ./1 SCEE/yaroze/beginners/000000320html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups: scee.yaroze.beginners
Subject: YarozeMaster v2.0
Date: Mon, 25 May 1998 08:59:49 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <6kb4sm$hca12@chuka.playstation.co.uk>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

YarozeMaster V2.0 is ready!

YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
Developer Studio) complete with project management. Just add a source file
and it will be compiled and linked. No more editting of makefiles.
Like v1.0, YarozeMaster also includes the front-end of the SioConsole from
Sony and can import old batch files. Unlike v1.0, YarozeMaster works under
NT.

You can download it from http://www.playstation-europe.com/~deruiter Just
look for YarozeMaster.

If you have any comments/suggestions you can mail me.

Happy programming!

Maurice Sibrandi
sibrandi@orion.nl

--MESSAGE FILE 583 END: ./1 SCEE/yaroze/beginners/000000320html.html

--MESSAGE FILE 584 START: ./1 SCEE/yaroze/beginners/000000321html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups: scee.yaroze.beginners
Subject: YarozeMaster v2.0
Date: Mon, 25 May 1998 08:59:49 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <6kb4tk$hca15@chuka.playstation.co.uk>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

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YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
Developer Studio) complete with project management. Just add a source file
and it will be compiled and linked. No more editting of makefiles.
Like v1.0, YarozeMaster also includes the front-end of the SioConsole from
Sony and can import old batch files. Unlike v1.0, YarozeMaster works under
NT.

You can download it from http://www.playstation-europe.com/~deruiter Just
look for YarozeMaster.

If you have any comments/suggestions you can mail me.

Happy programming!

Maurice Sibrandi
sibrandi@orion.nl

--MESSAGE FILE 584 END: ./1 SCEE/yaroze/beginners/000000321html.html

--MESSAGE FILE 585 START: ./1 SCEE/yaroze/beginners/000000322html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scea.yaroze.problems.pc,scea.yaroze.p
rogramming.codewarrior,scea.yaroze.programming.gnu_compiler,scea.yaroze.programm
ing.libraries,scee.yaroze.beginners,scee.yaroze.freetalk.dutch,scee.yaroze.freet
alk.eng
Subject: YarozeMaster v2.0
Date: Mon, 25 May 1998 09:01:25 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <6kb509$hca16@chuka.playstation.co.uk>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.beginners:223 scea.yaroze.freetalk:660
scea.yaroze.problems.pc:195 scea.yaroze.programming.codewarrior:325
scea.yaroze.programming.gnu_compiler:97 scea.yaroze.programming.libraries:14
scee.yaroze.beginners:322 scee.yaroze.freetalk.dutch:4

YarozeMaster V2.0 is ready!

YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
Developer Studio) complete with project management. Just add a source file
and it will be compiled and linked. No more editting of makefiles.
Like v1.0, YarozeMaster also includes the front-end of the SioConsole from
Sony and can import old batch files. Unlike v1.0, YarozeMaster works under
NT.

You can download it from http://www.playstation-europe.com/~deruiter Just
look for YarozeMaster.

If you have any comments/suggestions you can mail me.

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Maurice Sibrandi
sibrandi@orion.nl

--MESSAGE FILE 585 END: ./1 SCEE/yaroze/beginners/000000322html.html

--MESSAGE FILE 586 START: ./1 SCEE/yaroze/beginners/000000323html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Will Atkin <william_atkin@hotmail.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scea.yaroze.problems.pc,scea.yaroze.programming.codewarrior,scea.yaroze.programming.gnu_compiler,scea.yaroze.programming.libraries,scee.yaroze.beginners,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.eng
Subject: Re: YarozeMaster v2.0
Date: Mon, 25 May 1998 21:53:27 -0400
Organization: SCEA News Server
Lines: 32
Message-ID: <356A2097.6E5A@hotmail.com>
References: <6kb509$hca16@chuka.playstation.co.uk>
Reply-To: william_atkin@hotmail.com
NNTP-Posting-Host: dial-70-btvt.udial.together.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-KIT (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:224 scea.yaroze.freetalk:664 scea.yaroze.problems.pc:197 scea.yaroze.programming.codewarrior:326 scea.yaroze.programming.gnu_compiler:98 scea.yaroze.programming.libraries:15 scee.yaroze.beginners:323 scee.yaroze.freetalk.dutch:5

Maurice Sibrandi wrote:
>
> YarozeMaster V2.0 is ready!
>
> YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
> YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
> Developer Studio) complete with project management. Just add a source file
> and it will be compiled and linked. No more editting of makefiles.
> Like v1.0, YarozeMaster also includes the front-end of the SioConsole from
> Sony and can import old batch files. Unlike v1.0, YarozeMaster works under
> NT.
>
> You can download it from http://www.playstation-europe.com/~deruiter Just
> look for YarozeMaster.
>
> If you have any comments/suggestions you can mail me.
>
> Happy programming!
>
> Maurice Sibrandi
> sibrandi@orion.nl

Hey Maurice,

I checked out that web-address and came up with an adress not found
screen. I also looked under http://www.playstation-europe.com and

couldn't find anything leading to yaroze,

any ideas?

Will
--MESSAGE FILE 586 END: ./1 SCEE/yaroze/beginners/000000323html.html

--MESSAGE FILE 587 START: ./1 SCEE/yaroze/beginners/000000324html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scea.yaroze.problems.pc,scea.yaroze.programming.codewarrior,scea.yaroze.programming.gnu_compiler,scea.yaroze.programming.libraries,scee.yaroze.beginners,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.eng
Subject: Re: YarozeMaster v2.0
Date: Mon, 25 May 1998 19:35:01 -0700
Organization: SCEA News Server
Lines: 42
Message-ID: <356A2A55.8091BCF0@netmagic.net>
References: <6kb509$hca16@chuka.playstation.co.uk> <356A2097.6E5A@hotmail.com>
NNTP-Posting-Host: ppp3-27.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:225 scea.yaroze.freetalk:665 scea.yaroze.problems.pc:198 scea.yaroze.programming.codewarrior:327 scea.yaroze.programming.gnu_compiler:99 scea.yaroze.programming.libraries:16 scee.yaroze.beginners:324 scee.yaroze.freetalk.dutch:6

DOH! ^_^ The URL should be:

    http://www.netyaroze-europe.com/~deruiter/

Will Atkin wrote:
>
> Maurice Sibrandi wrote:
> >
> > YarozeMaster V2.0 is ready!
> >
> > YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
> > YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
> > Developer Studio) complete with project management. Just add a source file
> > and it will be compiled and linked. No more editting of makefiles.
> > Like v1.0, YarozeMaster also includes the front-end of the SioConsole from
> > Sony and can import old batch files. Unlike v1.0, YarozeMaster works under
> > NT.
> >
> > You can download it from http://www.playstation-europe.com/~deruiter Just
> > look for YarozeMaster.
> >
> > If you have any comments/suggestions you can mail me.
> >
> > Happy programming!
> >
> > Maurice Sibrandi
> > sibrandi@orion.nl
>
> Hey Maurice,
>
> I checked out that web-address and came up with an adress not found
> screen. I also looked under http://www.playstation-europe.com and

> couldn't find anything leading to yaroze,
>
> any ideas?
>
> Will

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 587 END: ./1 SCEE/yaroze/beginners/000000324html.html

--MESSAGE FILE 588 START: ./1 SCEE/yaroze/beginners/000000325html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Memory Cards?
Date: Wed, 27 May 1998 19:55:49 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <356C61B5.498B9E45@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Does anyone has a very simple memory card demo?

Cheers.
--
jc

--MESSAGE FILE 588 END: ./1 SCEE/yaroze/beginners/000000325html.html

--MESSAGE FILE 589 START: ./1 SCEE/yaroze/beginners/000000326html.html
Path: chuka.playstation.co.uk!news
From: "<" <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Getting a sprite to leave a trail
Date: Thu, 28 May 1998 00:02:25 +0100
Organization: ttp://www.macintouch.com
Lines: 14
Message-ID: <356C9B7A.C18CCEE4@easynet.co.uk>
Reply-To: philg@easynet.co.uk
NNTP-Posting-Host: philg.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)

Hello all

Could anyone give me some clues on how to get a moving sprite leave a
trail behind it? Would I need a new sprite for each bit of the trail,
each with its own level of brightness, to give the impression of the
trail fading away?

Also, any hints on doing other special effects such as screen dissolves,
melts, morphs etc would be greatly appreciated.

Thanks

Phil

--MESSAGE FILE 589 END: ./1 SCEE/yaroze/beginners/000000326html.html

--MESSAGE FILE 590 START: ./1 SCEE/yaroze/beginners/000000327html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Thu, 28 May 1998 00:19:44 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <6ki72j$lev11@chuka.playstation.co.uk>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0

You could try only using one video 'page' so that there is no swapping then
just not clear the video memory between each frame.
If you do this with frame 'page' swapping then the trail has the appearance
of movement within it which could also be a nice effect.

JohnT

wrote in message <356C9B7A.C18CCEE4@easynet.co.uk>...
>Hello all
>
>Could anyone give me some clues on how to get a moving sprite leave a
>trail behind it? Would I need a new sprite for each bit of the trail,
>each with its own level of brightness, to give the impression of the
>trail fading away?
>
>Also, any hints on doing other special effects such as screen dissolves,
>melts, morphs etc would be greatly appreciated.
>
>Thanks
>
>Phil
>

--MESSAGE FILE 590 END: ./1 SCEE/yaroze/beginners/000000327html.html

--MESSAGE FILE 591 START: ./1 SCEE/yaroze/beginners/000000328html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Wed, 27 May 1998 17:22:33 -0700
Organization: Cisco Systems
Lines: 39
Message-ID: <356CAE49.AFC4F92E@netmagic.net>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<6ki72j$lev11@chuka.playstation.co.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit

X-Mailer: Mozilla 4.03 [en] (Win95; U)

JohnT wrote:
>
> You could try only using one video 'page' so that there is no swapping then
> just not clear the video memory between each frame.
> If you do this with frame 'page' swapping then the trail has the appearance
> of movement within it which could also be a nice effect.
>
> JohnT

The only problem with that is that the previous impressions of the
sprite don't fade out. :(

Phil, I take it that you're trying to do some kind of motion blur?
If so, I'd take your sprite and make about 4 or 5 copies of it at
about 20%-35% intensity and semitransparent. The overlapping
transparent sprites will make the ones closer to the middle of the
trail a bit brighter and the ends a little darker. Then put a
non-semitransparent copy of the sprite over the "head". That
shouldn't take up too much GPU time.

> < wrote in message <356C9B7A.C18CCEE4@easynet.co.uk>...
> >Hello all
> >
> >Could anyone give me some clues on how to get a moving sprite leave a
> >trail behind it? Would I need a new sprite for each bit of the trail,
> >each with its own level of brightness, to give the impression of the
> >trail fading away?
> >
> >Also, any hints on doing other special effects such as screen dissolves,
> >melts, morphs etc would be greatly appreciated.
> >
> >Thanks
> >
> >Phil
> >

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 591 END: ./1 SCEE/yaroze/beginners/000000328html.html

--MESSAGE FILE 592 START: ./1 SCEE/yaroze/beginners/000000329html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Thu, 28 May 1998 10:19:33 +0100
Organization: Intelligent Research
Lines: 27
Message-ID: <356D2C25.C4E7B0B3@hinge.mistral.co.uk>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<6ki72j$lev11@chuka.playstation.co.uk> <356CAE49.AFC4F92E@netmagic.net>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

Elliott Lee wrote:

> The only problem with that is that the previous impressions of the

> sprite don't fade out. :(
>
> Phil, I take it that you're trying to do some kind of motion blur?
> If so, I'd take your sprite and make about 4 or 5 copies of it at
> about 20%-35% intensity and semitransparent. The overlapping
> transparent sprites will make the ones closer to the middle of the
> trail a bit brighter and the ends a little darker. Then put a
> non-semitransparent copy of the sprite over the "head". That
> shouldn't take up too much GPU time.
>

The same approach works on 3D objects as well, just draw a fewcopies with the transparency bit set, clear it and draw again - as
the last thing sorted is drawn first if all objects are level, the final 'solid' image will be drawn last (ie. on top).

If you want a better effect (only easy with sprites), then use the RGB scaler to fade out the trailing images as well.....

> - e!
>   tenchi@netmagic.net

Craig.

--MESSAGE FILE 592 END: ./1 SCEE/yaroze/beginners/000000329html.html

--MESSAGE FILE 593 START: ./1 SCEE/yaroze/beginners/000000330html.html
Path: chuka.playstation.co.uk!news
From: Eric Bleinagel <bleinagel@creatron.de>
Newsgroups: scee.yaroze.beginners
Subject: Aspect Ratio
Date: Thu, 28 May 1998 20:47:31 +0200
Organization: CREATRON GmbH
Lines: 15
Message-ID: <356DB143.A56CBBAB@creatron.de>
NNTP-Posting-Host: 193.30.95.254
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.03 [de] (Win95; I)

Hi,

I want to port something I've done on the PC to the Yaroze. But on the TV the aspect ratio of my Graphics (320x240) seems to be wrong.

The user guide says that the possible screen modes for pal/ non interlaced are 320x256, 384x256... and so on. So I think these modes have aspect ratios like 1.25, 1.5...
But normal TVs and PCs have an ratio of 1.33 (4/3).
How can I get the correct aspect ratio?

Maybe I'm totally wrong or have done something stupid, so please correct me!

Eric
--MESSAGE FILE 593 END: ./1 SCEE/yaroze/beginners/000000330html.html

--MESSAGE FILE 594 START: ./1 SCEE/yaroze/beginners/000000331html.html
Path: chuka.playstation.co.uk!news
From: Frank Glaser <fglaser@internet.de>
Newsgroups: scee.yaroze.beginners

Subject: Everybody can answer this question. Pls help!!!
Date: Thu, 28 May 1998 21:30:27 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <356DBB53.F0B6EB20@internet.de>
NNTP-Posting-Host: 194.162.173.248
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [de] (Win95; I)

As I said, here follows a very simple question:

How can I save the content of my memory card on the PC and vive versa?
(Don't laugh, I don't know anything about C+).

I would be grateful to get a step-by-step explanation for an absolute
newbie.

Many thanks,
Frank
--MESSAGE FILE 594 END: ./1 SCEE/yaroze/beginners/000000331html.html

--MESSAGE FILE 595 START: ./1 SCEE/yaroze/beginners/000000332html.html
Path: chuka.playstation.co.uk!news
From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Fri, 29 May 1998 14:14:42 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <356F2542.6F7C@easynet.co.uk>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<6ki72j$lev11@chuka.playstation.co.uk> <356CAE49.AFC4F92E@netmagic.net>
<356D2C25.C4E7B0B3@hinge.mistral.co.uk>
NNTP-Posting-Host: hst248.routledge.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.0 (Win16; I)

Craig Graham wrote:
>
> Elliott Lee wrote:
>
> > The only problem with that is that the previous impressions of the
> > sprite don't fade out. :(
> >
> > Phil, I take it that you're trying to do some kind of motion blur?
> > If so, I'd take your sprite and make about 4 or 5 copies of it at
> > about 20%-35% intensity and semitransparent. The overlapping
> > transparent sprites will make the ones closer to the middle of the
> > trail a bit brighter and the ends a little darker. Then put a
> > non-semitransparent copy of the sprite over the "head". That
> > shouldn't take up too much GPU time.
> >
>
> The same approach works on 3D objects as well, just draw a fewcopies with the
> transparency bit set, clear it and draw again - as
> the last thing sorted is drawn first if all objects are level, the final
> 'solid' image will be drawn last (ie. on top).
>
> If you want a better effect (only easy with sprites), then use the RGB

> scaler to fade out the trailing images as well.....

Thanks guys

So its multiple sprites then to handle the trails. I should be able to handle that.

But anyone know how certain other effects are done - for instance I've seen Yaroze games where the whole screen melts away, starting from the centre. Is there a way of addressing individual pixels in the frame buffer to shift them around, apply different transparencies and RGB values to them etc to create this effect?

Phil
--MESSAGE FILE 595 END: ./1 SCEE/yaroze/beginners/000000332html.html

--MESSAGE FILE 596 START: ./1 SCEE/yaroze/beginners/000000333html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Fri, 29 May 1998 16:21:06 +0100
Organization: The Hex Heroes
Lines: 21
Message-ID: <356ED262.3D8F@writeme.com>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<6ki72j$lev11@chuka.playstation.co.uk> <356CAE49.AFC4F92E@netmagic.net>
<356D2C25.C4E7B0B3@hinge.mistral.co.uk> <356F2542.6F7C@easynet.co.uk>
NNTP-Posting-Host: atl4-031.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

> But anyone know how certain other effects are done - for instance I've
> seen Yaroze games where the whole screen melts away, starting from the
> centre.

The effect you're talking about is probably a combination of screen rotation (via sprite) and screen fading (via STP box). It's the effect used in Ben James' 'Psychon' and Chris Chadwick's 'Blitter Boy'. Have a look at the Funky Spirals source code on my page - it's basically the same thing, I think.

> Is there a way of addressing individual pixels in the frame
> buffer to shift them around, apply different transparencies and RGB
> values to them etc to create this effect?

Yep, you're not allowed to fiddle about with the frame buffer directly, but you can use StoreImage() to send the display to a 16-bit array, mess around with it and then LoadImage() it back. As I say, this is probably not the method you want for that effect, but it's well worth knowing what sort of things this allows you to do.

James (~mrfrosty)
--MESSAGE FILE 596 END: ./1 SCEE/yaroze/beginners/000000333html.html

--MESSAGE FILE 597 START: ./1 SCEE/yaroze/beginners/000000334html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Feedback effect

Date: Fri, 29 May 1998 16:30:09 +0100
Organization: Sony Computer Entertainment Europe
Lines: 59
Message-ID: <356ED481.818036C3@scee.sony.co.uk>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<6ki72j$lev11@chuka.playstation.co.uk> <356CAE49.AFC4F92E@netmagic.net>
<356D2C25.C4E7B0B3@hinge.mistral.co.uk> <356F2542.6F7C@easynet.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

> But anyone know how certain other effects are done - for instance I've
> seen Yaroze games where the whole screen melts away, starting from the
> centre. Is there a way of addressing individual pixels in the frame
> buffer to shift them around, apply different transparencies and RGB
> values to them etc to create this effect?

This is a dead easy effect, as seen on Final Fantasy VII and a few Yaroze games - you just use the screen that's currently being displayed as a giant texture on a sprite (with transparency on), then rotate and scale the sprite by a few degrees and pop it in the OT. Set up is about 10 lines,
and performing the feedback effect each frame is 1 line!

Cheers,

James

Here's some code: (BTW a texture can be a maximum of 256 pixels wide, which isn't
great if you've got a 320 wide screen - so I cheated and had a 256 wide screen. For > 256 pixels wide, you've got to use two sprites)

If you adjust this code so that it draws the sprite just before it draws your normal
screen (assuming you've got some black edges) then you get a really great effect!

```
void flashScreen(void)
{
#define FLASHLEN 200

        int flashlength = FLASHLEN;
        GsSPRITE sprite;
   int activeBuff;
        int zoomx,zoomy;
   MATRIX tmpls;

        sprite.attribute=(2<<24)+(0<<28)+(1<<30); // Transparency set up
(experiment with different types of transparency)
        sprite.x = 0; sprite.y = 0;
        sprite.w = 256; sprite.h = 240;
        sprite.u = 0; sprite.v = 0;
        sprite.cx = 0; sprite.cy = 0;
        sprite.r = sprite.g = sprite.b = 128;
        sprite.mx = 128; sprite.my = 120; // Set the middle of the sprite to be
the middle of the screen
        sprite.scalex = sprite.scaley = 4350; // That's about 105% scaling
        sprite.rotate = 4096*2;       // Rotate by 2 degrees

        while(flashlength--) {
                activeBuff = GsGetActiveBuff();
```

```
                sprite.tpage = activeBuff ? 0 : 16;  // The tpage points to the
'screen' you're about to feedback.

                GsSetWorkBase((PACKET*)GpuPacketArea[activeBuff]);

                ClearOT(&WorldOT[activeBuff], OTSIZE);

                GsSortSprite(&sprite, &WorldOT[activeBuff], 0);

                DrawSync(0);
                VSync(2);
                GsSwapDispBuff();         // You might have to swap these two
lines
                DrawOT(&WorldOT[activeBuff]);    // around...
        }
}
--MESSAGE FILE 597 END: ./1 SCEE/yaroze/beginners/000000334html.html


--MESSAGE FILE 598 START: ./1 SCEE/yaroze/beginners/000000335html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Fri, 29 May 1998 10:31:03 -0700
Organization: Cisco Systems
Lines: 27
Message-ID: <356EF0D7.9D72D3F@netmagic.net>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<6ki72j$lev11@chuka.playstation.co.uk> <356CAE49.AFC4F92E@netmagic.net>
<356D2C25.C4E7B0B3@hinge.mistral.co.uk> <356F2542.6F7C@easynet.co.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

philip gooch wrote:
    [...]
> Thanks guys
>
> So its multiple sprites then to handle the trails. I should be able to
> handle that.
>
> But anyone know how certain other effects are done - for instance I've
> seen Yaroze games where the whole screen melts away, starting from the
> centre. Is there a way of addressing individual pixels in the frame
> buffer to shift them around, apply different transparencies and RGB
> values to them etc to create this effect?
>
> Phil

To move VRAM data around, use the MoveImage() command.  If you want
destructive algorithms, you can just copy the visible frame buffer
to the work frame buffer then shift things around.  If you want to
rotate, scale, or do other stuff, I'd recommend clearing some space
in VRAM and maintaining a copy of the frame buffer in there.  Then you
can treat it as a sprite and paste it back into the work frame buffer.

Ben James (SCEE), who did the Psychon game, had some cool effects...

- e!
  tenchi@netmagic.net
```

  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 598 END: ./1 SCEE/yaroze/beginners/000000335html.html

--MESSAGE FILE 599 START: ./1 SCEE/yaroze/beginners/000000336html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Colin_Hughes@Playstation.sony.com
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: 1 Jun 1998 14:26:23 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 70
Sender: news@chuka.playstation.co.uk
Message-ID: <6kua5v$kd91@emeka.playstation.co.uk>
Reply-To: Colin_Hughes@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 1 Jun 1998 13:32:32 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id OAA15574
    for <news@playstation.co.uk>; Mon, 1 Jun 1998 14:31:52 +0100 (BST)
From: Colin_Hughes@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

A lot of cool effects can be produced by using the previous screen as a
source...
I use this a bit in the snd2lt, and there are several feedback type
demos....

Colin.

To: Colin_Hughes@scee.sony.co.uk
cc: (bcc: Colin Hughes)
From: news@playstation.co.uk @ INET
Subject: Re: Getting a sprite to leave a trail:scee.yaroze.beginners

From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Craig Graham wrote:
>
> Elliott Lee wrote:
>
> > The only problem with that is that the previous impressions of the
> > sprite don't fade out. :(
> > >
> > Phil, I take it that you're trying to do some kind of motion blur?
> > If so, I'd take your sprite and make about 4 or 5 copies of it at
> > about 20%   intensity and
semitransparent. The overlapping
> > transparent sprites will make the ones closer to the middle of the
> > trail a bit brighter and the ends a little darker. Then put a
> > non-semitransparent copy of the sprite over the "head". That
> > shouldn't take up too much GPU time.
> > >
>

> The same approach works on 3D objects as well, just draw a fewcopies with
the
> transparency bit set, clear it and draw again - as
> the last thing sorted is drawn first if all objects are level, the final
> 'solid' image will be drawn last (ie. on top).
>
> If you want a better effect (only easy with sprites), then use the RGB
> scaler to fade out the trailing images as well.....

Thanks guys

So its multiple sprites then to handle the trails. I should be able to handle that.

But anyone know how certain other effects are done - for instance I've seen Yaroze games where the whole screen melts away, starting from the centre. Is there a way of addressing individual pixels in the frame buffer to shift them around, apply different transparencies and RGB values to them etc to create this effect?

Phil

--MESSAGE FILE 599 END: ./1 SCEE/yaroze/beginners/000000336html.html

--MESSAGE FILE 600 START: ./1 SCEE/yaroze/beginners/000000337html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Aspect Ratio
Date: Wed, 03 Jun 1998 15:57:33 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 44
Message-ID: <3575645D.7096AB84@ndirect.co.uk>
References: <356DB143.A56CBBAB@creatron.de>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-57.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
To: Eric Bleinagel <bleinagel@creatron.de>

Eric Bleinagel wrote:

> Hi,
>
> I want to port something I've done on the PC to the Yaroze. But on the
> TV the aspect ratio of my Graphics (320x240) seems to be wrong.
>
> The user guide says that the possible screen modes for pal/ non
> interlaced are 320x256, 384x256... and so on. So I think these modes
> have aspect ratios like 1.25, 1.5...
> But normal TVs and PCs have an ratio of 1.33 (4/3).
> How can I get the correct aspect ratio?
>
> Maybe I'm totally wrong or have done something stupid, so please correct
> me!
>
> Eric

Right, I know the problem, and there's no simple answer.

In NTSC modes such as 320x240, the aspect ratio is correct. In PAL, the aspect ratio is a bit messed up. Not only are there 256 lines displayed, but there are also a few extra lines at the top a bottom of the screen which are not usually writeable, so the actual screen height is >256. (Although you can write to them if you mess with the DISPENV structure, but this doesn't change the aspect ratio - just gives more lines.) The result is that a PAL picture if virtically squashed. This applies to most ports from NTSC to PAL. The program may still be running 320x240, but with those huge top and bottom borders the picture is obviously squashed.

Try using the 384x256 resolution. The aspect ratio is actually much closer to what it should be. (384x288 would actually give the correct aspect ratio, but by the time you've added the extra border lines to the 256 displayable, it's not far off.)

Other than that, you stuck with it. Thats what happens when you take a machine which is NTSC native and force it to work on PAL.

Herbs

--MESSAGE FILE 600 END: ./1 SCEE/yaroze/beginners/000000337html.html

--MESSAGE FILE 601 START: ./1 SCEE/yaroze/beginners/000000338html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Everybody can answer this question. Pls help!!!
Date: Wed, 03 Jun 1998 16:52:12 -0400
Organization: SCEA News Server
Lines: 36
Message-ID: <3575B77C.342CF7FF@mail.datasys.net>
References: <356DBB53.F0B6EB20@internet.de>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 288.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

You can do this without even writing a program for it, just a siocons script will do the trick.

For example, lets say you want to read the data from the file "BASLUS-00184" from the memory card from the second memory card port. The file takes up one block of memory on the card. The script would look something like this:

```
read bu10:BASLUS-00184 80090000
local wait-prompt
local dsave memcard.bin 80090000 2000
```

That should work.

Frank Glaser wrote:
>
> As I said, here follows a very simple question:
>
> How can I save the content of my memory card on the PC and vive versa?

> (Don't laugh, I don't know anything about C+).
>
> I would be grateful to get a step-by-step explanation for an absolute
> newbie.
>
> Many thanks,
> Frank

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 601 END: ./1 SCEE/yaroze/beginners/000000338html.html

--MESSAGE FILE 602 START: ./1 SCEE/yaroze/beginners/000000339html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Wed, 03 Jun 1998 16:59:19 -0400
Organization: SCEA News Server
Lines: 34
Message-ID: <3575B927.1D3140CD@mail.datasys.net>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 288.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

&#65533;<&#65533; wrote:
>
> Hello all
>
> Could anyone give me some clues on how to get a moving sprite leave a
> trail behind it? Would I need a new sprite for each bit of the trail,
> each with its own level of brightness, to give the impression of the
> trail fading away?

The easiest way to do this is by not fully clearing the screen at each
refresh. Unfortunately, this will only look right with a static
background, but the method might still be useful. Instead of sorting a
primitive to clear the screen; sort a rectangle primitive that fills
the entire screen. Color it black, but enable transparency. (I'm not
sure what the correct transparancy level should be, you will have to
play around with it. It's only 4 different possibilities, just go
through them all untill you find one that looks good.)

This should leave a "trail" of a sprite behind it as it moves. The
trail will shake a little bit, but it will fade out quickly so I don't
think the player will notice too much.

BTW: I haven't tried this, this is all theoretical stuff that I've
been thinking about. Give it a try and tell me how it worked.

--
'Darco

darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 602 END: ./1 SCEE/yaroze/beginners/000000339html.html

--MESSAGE FILE 603 START: ./1 SCEE/yaroze/beginners/000000340html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Wed, 03 Jun 1998 14:40:02 -0700
Organization: Cisco Systems
Lines: 57
Message-ID: <3575C2B2.48A863A4@netmagic.net>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<3575B927.1D3140CD@mail.datasys.net>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Well, if you're going to go this route, the screen will become a
mess unless you have a way of "degrading" the impressions of the
image beforehand. I would suggest overlapping a semi-trans filled
rectangle over the frame buffer and then throw your new graphics
on top. If you're writing an demo intro, this could create some
sweet effects. :)

The only problem I see with this is that since you have 2 frame
buffers, the amounts of trailing are going to be different because
the updates to each frame only happen every other frame. One way
to compensate for this is to let the Yaroze always display frame
buffer 0 and only draw in frame buffer 1. Wait for the vsync
interrupt and then do a MoveImage() from buffer 1 into buffer 0.
This would ensure that you have a "perfect" copy of the workspace
at the cost of the extra GPU cycles to copy memory...

Darco wrote:
>
> <? wrote:
> >
> > Hello all
> >
> > Could anyone give me some clues on how to get a moving sprite leave a
> > trail behind it? Would I need a new sprite for each bit of the trail,
> > each with its own level of brightness, to give the impression of the
> > trail fading away?
>
> The easiest way to do this is by not fully clearing the screen at each
> refresh. Unfortunately, this will only look right with a static
> background, but the method might still be useful. Instead of sorting a
> primitive to clear the screen; sort a rectangle primitive that fills
> the entire screen. Color it black, but enable transparency. (I'm not
> sure what the correct transparancy level should be, you will have to
> play around with it. It's only 4 different possibilities, just go
> through them all untill you find one that looks good.)
>

> This should leave a "trail" of a sprite behind it as it moves. The
> trail will shake a little bit, but it will fade out quickly so I don't
> think the player will notice too much.
>
> BTW: I haven't tried this, this is all theoretical stuff that I've
> been thinking about. Give it a try and tell me how it worked.
>
> --
> 'Darco
> darco@NOSPAM@bigfoot.com
>
> (Replace "@NOSPAM@" with an "@" to email me)
>
> UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
> Voria: http://www.datasys.net/users/stu/rquat/voria
> PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 603 END: ./1 SCEE/yaroze/beginners/000000340html.html

--MESSAGE FILE 604 START: ./1 SCEE/yaroze/beginners/000000341html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Wed, 03 Jun 1998 23:07:07 GMT
Organization: SCEA News Server
Lines: 26
Message-ID: <3575d677.88041597@news.scea.sony.com>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
Reply-To: jamin1@psu.edu
NNTP-Posting-Host: MAXWELL.hq.ensco.com
X-Newsreader: Forte Free Agent 1.11/32.235

This reminds me of someone who was getting more than one sprite
to display with only one sprite struct. He would sort the sprite,
then change the sprite position and sort it again. If this could be
done often enough, it would save a lot of memory, as opposed to an
individual struct for each sprite on the screen...

Jamin

On Thu, 28 May 1998 00:02:25 +0100, "<" <philg@easynet.co.uk> wrote:

>Hello all
>
>Could anyone give me some clues on how to get a moving sprite leave a
>trail behind it? Would I need a new sprite for each bit of the trail,
>each with its own level of brightness, to give the impression of the
>trail fading away?
>
>Also, any hints on doing other special effects such as screen dissolves,
>melts, morphs etc would be greatly appreciated.
>
>Thanks
>
>Phil
>

--MESSAGE FILE 604 END: ./1 SCEE/yaroze/beginners/000000341html.html

--MESSAGE FILE 605 START: ./1 SCEE/yaroze/beginners/000000342html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Wed, 03 Jun 1998 17:14:45 -0700
Organization: Cisco Systems
Lines: 53
Message-ID: <3575E6F5.9440E0E6@netmagic.net>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<3575d677.88041597@news.scea.sony.com>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

This is how I do tiled backgrounds. :) e.g. tiling with 32x32
sprites:

```
       ...

    GsSPRITE blah;
    #define    SPRITE_HEIGHT 32

       ...

    for( x=0; x<320 x+=SPRITE_HEIGHT )
      for( y=0; y<240; y+=SPRITE_HIEGHT )
        {
        blah.x=x;
        blah.y=y;
        GsSortFastSprite(&blah,&WorldOT[activeBuff],0);
        }
```

It is as fast as can be. You should only have 1 GsSPRITE per
TIM in memory. There's no point in keeping more around since it
just consumes memory.

Jamin Frederick wrote:
>
> This reminds me of someone who was getting more than one sprite
> to display with only one sprite struct. He would sort the sprite,
> then change the sprite position and sort it again. If this could be
> done often enough, it would save a lot of memory, as opposed to an
> individual struct for each sprite on the screen...
>
> Jamin
>
> On Thu, 28 May 1998 00:02:25 +0100, "<" <philg@easynet.co.uk> wrote:
>
> >Hello all
> >
> >Could anyone give me some clues on how to get a moving sprite leave a
> >trail behind it? Would I need a new sprite for each bit of the trail,
> >each with its own level of brightness, to give the impression of the
> >trail fading away?
> >
> >Also, any hints on doing other special effects such as screen dissolves,
> >melts, morphs etc would be greatly appreciated.

> >
> >Thanks
> >
> >Phil
> >

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 605 END: ./1 SCEE/yaroze/beginners/000000342html.html

--MESSAGE FILE 606 START: ./1 SCEE/yaroze/beginners/000000343html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Thu, 04 Jun 1998 14:51:09 GMT
Organization: SCEA News Server
Lines: 65
Message-ID: <3576b2b7.144425412@news.scea.sony.com>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<3575d677.88041597@news.scea.sony.com> <3575E6F5.9440E0E6@netmagic.net>
Reply-To: jamin1@psu.edu
NNTP-Posting-Host: MAXWELL.hq.ensco.com
X-Newsreader: Forte Free Agent 1.11/32.235

Pretty cool. I guess the best time to use this technique is when
there is nothing changing about the sprite that's being sorted. For
instance, there's no need to do this with moving/scaling/coloring game
objects, since you have to store certain state information SOMEWHERE,
and it might as well be the sprite struct.

Jamin

On Wed, 03 Jun 1998 17:14:45 -0700, Elliott Lee <tenchi@netmagic.net>
wrote:

>This is how I do tiled backgrounds. :) e.g. tiling with 32x32
>sprites:
>
>   ...
>
> GsSPRITE blah;
> #define   SPRITE_HEIGHT 32
>
>   ...
>
> for(x=0; x<320 x+=SPRITE_HEIGHT)
>   for(y=0; y<240; y+=SPRITE_HIEGHT)
>   {
>   blah.x=x;
>   blah.y=y;
>   GsSortFastSprite(&blah,&WorldOT[activeBuff],0);
>   }
>
>It is as fast as can be. You should only have 1 GsSPRITE per
>TIM in memory. There's no point in keeping more around since it
>just consumes memory.
>
>Jamin Frederick wrote:
>>
>> This reminds me of someone who was getting more than one sprite

>> to display with only one sprite struct. He would sort the sprite,
>> then change the sprite position and sort it again. If this could be
>> done often enough, it would save a lot of memory, as opposed to an
>> individual struct for each sprite on the screen...
>>
>> Jamin
>>
>> On Thu, 28 May 1998 00:02:25 +0100, "<" <philg@easynet.co.uk> wrote:
>>
>> >Hello all
>> >
>> >Could anyone give me some clues on how to get a moving sprite leave a
>> >trail behind it? Would I need a new sprite for each bit of the trail,
>> >each with its own level of brightness, to give the impression of the
>> >trail fading away?
>> >
>> >Also, any hints on doing other special effects such as screen dissolves,
>> >melts, morphs etc would be greatly appreciated.
>> >
>> >Thanks
>> >
>> >Phil
>> >
>
>--
>- e!
> tenchi@netmagic.net
> http://www.netmagic.net/~tenchi/yaroze/

--MESSAGE FILE 606 END: ./1 SCEE/yaroze/beginners/000000343html.html

--MESSAGE FILE 607 START: ./1 SCEE/yaroze/beginners/000000344html.html
Path: chuka.playstation.co.uk!news
From: philg <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Thu, 04 Jun 1998 19:06:11 +0100
Organization: philg@easynet.co.uk
Lines: 7
Message-ID: <3576E20F.70CEC259@easynet.co.uk>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<3575d677.88041597@news.scea.sony.com> <3575E6F5.9440E0E6@netmagic.net>
<3576b2b7.144425412@news.scea.sony.com>
Reply-To: philg@easynet.co.uk
NNTP-Posting-Host: philg.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)

This has been a really useful thread - I've only had my Yaroze a couple
of weeks and am still getting to grips with the basics.

Thanks everyone. I've learnt a lot today!

Phil

--MESSAGE FILE 607 END: ./1 SCEE/yaroze/beginners/000000344html.html

--MESSAGE FILE 608 START: ./1 SCEE/yaroze/beginners/000000345html.html
Path: chuka.playstation.co.uk!news

From: "Jan-Lieuwe Koopmans" <moa@wxs.nl>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory usage - Help!
Date: Fri, 5 Jun 1998 00:47:10 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 38
Message-ID: <6l784e$6o20@chuka.playstation.co.uk>
References: <01bccdee$cf4753c0$6e3863c3@default>
NNTP-Posting-Host: amf0541.wxs.nl
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>Hi,
>
>I'm a bit confused about how memory usage works.
>Ok, I understand you have main RAM, VRAM and SRAM. I also understand you
>can't get at the VRAM or SRAM directly.
>
>My problem is with the following: Say you have 1/2Mb of textures and 1/2Mb
>of sound data. These would fit into VRAM and SRAM respectively with no need
>to keep copies in main memory. However, as I understand it, you have to
>upload them to main memory and then have your code copy them to VRAM/SRAM.
>So that's 1Mb of main memory taken up, used only to store (very) temporary
>copies of your data. This seems like a bit of a waste of a pretty scarce
>resource.
>
>Have I gone wrong somewhere, or is that right?
>

Yeah, you're right about that. You can re-use this memory after copying
things to VRAM or SRAM (unless you will overwrite it in VRAM later on and
want to be able to copy it again).

If you don't want to spoil memory like that, then use realtime (down)loading
in your program instead (and allocating memory dynamically using InitHeap()
and malloc()). I didn't try this yet (I'm a beginner as well ;-), but I've
seen examples of it (written using CodeWarrior).

I don't know if this is also possible using SIOCONS; maybe someone else can
fill me in...

Good luck!

Greets,

Jan-Lieuwe

--MESSAGE FILE 608 END: ./1 SCEE/yaroze/beginners/000000345html.html

--MESSAGE FILE 609 START: ./1 SCEE/yaroze/beginners/000000346html.html
Path: chuka.playstation.co.uk!news
From: "Jan-Lieuwe Koopmans" <moa@wxs.nl>
Newsgroups: scee.yaroze.beginners
Subject: Re: Questions about Ordering Table
Date: Fri, 5 Jun 1998 01:01:42 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <6l78vm$6o21@chuka.playstation.co.uk>
References: <34722911.C7EC3C06@freenet.fr> <34724ECE.6EEA@peace.co.nz>
<651udp$1bn7@chuka.playstation.co.uk>

NNTP-Posting-Host: amf0541.wxs.nl
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>James, you're a star. I vote you rewrite the manuals.

Sounds like a good idea to me!

--MESSAGE FILE 609 END: ./1 SCEE/yaroze/beginners/000000346html.html

--MESSAGE FILE 610 START: ./1 SCEE/yaroze/beginners/000000347html.html
Path: chuka.playstation.co.uk!news
From: "Jan-Lieuwe Koopmans" <moa@wxs.nl>
Newsgroups: scee.yaroze.beginners
Subject: Re: What is the WorkBase
Date: Fri, 5 Jun 1998 01:17:06 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <6l79sk$6o22@chuka.playstation.co.uk>
References: <35118B35.5B98@telecom.at>
NNTP-Posting-Host: amf0541.wxs.nl
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>Hi!
>
>What is the WorkBase and how is it related to ordering tables ?

A workbase is an area in memory which will be used to store gpu-packets
(like GsLINE and GsSPRITE). The OT's refer to these packets. When you do
"GsDrawOt", the function can retrieve all the parameters it needs for
drawing.

Greets,

Jan-Lieuwe

--MESSAGE FILE 610 END: ./1 SCEE/yaroze/beginners/000000347html.html

--MESSAGE FILE 611 START: ./1 SCEE/yaroze/beginners/000000348html.html
Path: chuka.playstation.co.uk!news
From: "Jan-Lieuwe Koopmans" <moa@wxs.nl>
Newsgroups: scee.yaroze.beginners
Subject: Re: problems with sin()
Date: Fri, 5 Jun 1998 01:26:32 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <6l7ae8$6o23@chuka.playstation.co.uk>
References: <MPG.e5d444e80cf636e989688@news.playstation.co.uk>
NNTP-Posting-Host: amf0541.wxs.nl
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>hi there.
>
>I would like to calculate the sinus of an angle, but CW complains while
>linking that something is undefined.
>the source for testing is:

>
>#include <libps.h>
>main()
>{
>int sinus;
>sinus = sin(0.1);
>sinus = (int) sin(0.1);
>}
>
>the error-msg is:
>Link Error   : ndefined: [illegible]__cvt_dfp2unsigned[illegible]eferenced from [illegible]main[illegible]
>in main.cLink Error   : ndefined: [illegible]__cvt_dfp2unsigned[illegible]eferenced
>from [illegible]main[illegible] in main.c Link failed.
>
>I was looking around in other sources, but everybody has a precalculated
>sinustable as a sourcefile. So what can I do? Waiting for another update
>or is there a workaround?
>

You should link the "Math-ISA1-noFPU-LE.lib" to your executable. Goto:
"Project" / "Add files..." and search for this LIB-file.

Greets,

Jan-Lieuwe

--MESSAGE FILE 611 END: ./1 SCEE/yaroze/beginners/000000348html.html

--MESSAGE FILE 612 START: ./1 SCEE/yaroze/beginners/000000349html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Public Profile List
Date: Fri, 5 Jun 1998 08:34:53 +0200
Organization: Debri Productions
Lines: 61
Message-ID: <1da55oy.dejn8r1lehshyN@a1-88-117.a1.nl>
NNTP-Posting-Host: a1-88-117.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

First:

Thanks everybody who already sent in their profiles.

For everybody who doesn't know it yet, I try to keep up a public
profilelist with Yaroze-members. This list is more like a adressbook
with some info about members that sent in their profile.

If you are looking for some coders...
Just check the profilelist.

If you are looking for designers...
Just check the profilelist.

If you are looking for members in your home-town...
Just check the profilelist.

Need some E-mail adresses or ICQ numbers?
Just check the profilelist.

Want to start a project with SCEE, SCEA and SCEI members?
Just check the profilelist.

Just started working on a project with other members that you don't even know?
Just check the profilelist and maybe you know who you'r dealing with and what you can expect.

No time to keep up a weppage with basic info on yourself?
Just sent in your profile and sent in an update every now and then..

If you want your profile on the list (and it's not already on), just sent the next info to DEnnis (macsuppor@a1.nl)

- Name
- Membername
- Birthdate
- Email <linked>
- ICQ
- Nationality
- Home-town
- Personal Page <linked>
- NY page <linked>
- Rate NY-page <number out of 10, how you rate your own page>
- Rate Designing Skills <number out of 10>
- Rate Coding Skills <number out of 10>
- Specialisation
- Projects
- Extra Info
- Member since
- Hot
- Not

The list can be found here:
http://www.a1.nl/macsupport/debri/

Cheers DEnnis..
--MESSAGE FILE 612 END: ./1 SCEE/yaroze/beginners/000000349html.html

--MESSAGE FILE 613 START: ./1 SCEE/yaroze/beginners/000000350html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Fri, 05 Jun 1998 13:25:51 +0100
Organization: The Hex Heroes
Lines: 12
Message-ID: <3577E3CF.5A90@writeme.com>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<3575B927.1D3140CD@mail.datasys.net> <3575C2B2.48A863A4@netmagic.net>
NNTP-Posting-Host: atl4-040.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

> The only problem I see with this is that since you have 2 frame
> buffers, the amounts of trailing are going to be different because

> the updates to each frame only happen every other frame. One way
> to compensate for this is to let the Yaroze always display frame
> buffer 0 and only draw in frame buffer 1. Wait for the vsync
> interrupt and then do a MoveImage() from buffer 1 into buffer 0.
> This would ensure that you have a "perfect" copy of the workspace
> at the cost of the extra GPU cycles to copy memory...

Or you could make both frame buffers point to the same display area.

James (~mrfrosty).
--MESSAGE FILE 613 END: ./1 SCEE/yaroze/beginners/000000350html.html

--MESSAGE FILE 614 START: ./1 SCEE/yaroze/beginners/000000351html.html
Path: chuka.playstation.co.uk!news
From: peter black <peter.black@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: static and non stativ viods
Date: Sun, 07 Jun 1998 09:03:23 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <357A494B.2A9A@virgin.net>
Reply-To: peter.black@virgin.net
NNTP-Posting-Host: p14-grebe-gui.tch.virgin.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; name="functions.txt"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-VN709-003 (Win95; I)
Content-Disposition: inline; filename="functions.txt"

can anyone tell me the differnce between
static void function()
and
viod function()
and why the latter seems to create rubbish in
codewarrior debbuger stack window

--MESSAGE FILE 614 END: ./1 SCEE/yaroze/beginners/000000351html.html

--MESSAGE FILE 615 START: ./1 SCEE/yaroze/beginners/000000352html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: static and non stativ viods
Date: Mon, 08 Jun 1998 09:55:53 +0100
Organization: Sony Computer Entertainment Europe
Lines: 18
Message-ID: <357BA719.952E2157@scee.sony.co.uk>
References: <357A494B.2A9A@virgin.net>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

peter black wrote:
>
> can anyone tell me the differnce between
> static void function()
> and
> viod function()

A function (or variable) defined with 'static' is not exported, which

means that functions in other object files can't see it, and
thus they can't use it. Only variables/functions within the file can
use that variable/function. It's mainly used to prevent an object's
function/variable definitions from conflicting with another object's
function/variable definitions.

> and why the latter seems to create rubbish in
> codewarrior debbuger stack window

Um... pass.
--MESSAGE FILE 615 END: ./1 SCEE/yaroze/beginners/000000352html.html

--MESSAGE FILE 616 START: ./1 SCEE/yaroze/beginners/000000353html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Mon, 08 Jun 1998 13:24:40 -0700
Organization: Cisco Systems
Lines: 30
Message-ID: <357C4888.396CF2E8@jps.net>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<3575B927.1D3140CD@mail.datasys.net> <3575C2B2.48A863A4@netmagic.net>
<3577E3CF.5A90@writeme.com>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-e-39-201.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

True, but the reason you don't do that is while the GPU is rendering
and the hardware is displaying the contents of that frame buffer,
you'll either get screen full of flashing objects or static. Remember
the old PC games that didn't sync properly with the vertical refresh
rate? Same problem... :(

It's usually better to have an area that's hidden from the user's view
and only copy over/switch to the finished rendering.

- e!

James Rutherford wrote:
>
> > The only problem I see with this is that since you have 2 frame
> > buffers, the amounts of trailing are going to be different because
> > the updates to each frame only happen every other frame. One way
> > to compensate for this is to let the Yaroze always display frame
> > buffer 0 and only draw in frame buffer 1. Wait for the vsync
> > interrupt and then do a MoveImage() from buffer 1 into buffer 0.
> > This would ensure that you have a "perfect" copy of the workspace
> > at the cost of the extra GPU cycles to copy memory...
>
> Or you could make both frame buffers point to the same display area.
>
> James (~mrfrosty).

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 616 END: ./1 SCEE/yaroze/beginners/000000353html.html

--MESSAGE FILE 617 START: ./1 SCEE/yaroze/beginners/000000354html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Getting a sprite to leave a trail
Date: Mon, 08 Jun 1998 13:24:55 -0700
Organization: Cisco Systems
Lines: 15
Message-ID: <357C4897.87D97708@jps.net>
References: <356C9B7A.C18CCEE4@easynet.co.uk>
<3575d677.88041597@news.scea.sony.com> <3575E6F5.9440E0E6@netmagic.net>
<3576b2b7.144425412@news.scea.sony.com> <3576E20F.70CEC259@easynet.co.uk>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-e-39-201.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Ask a good question, get lots of good answers. ^_^

philg wrote:
>
> This has been a really useful thread - I've only had my Yaroze a couple
> of weeks and am still getting to grips with the basics.
>
> Thanks everyone. I've learnt a lot today!
>
> Phil

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 617 END: ./1 SCEE/yaroze/beginners/000000354html.html

--MESSAGE FILE 618 START: ./1 SCEE/yaroze/beginners/000000355html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory usage - Help!
Date: Mon, 08 Jun 1998 23:48:29 GMT
Organization: SCEA News Server
Lines: 48
Message-ID: <357c782e.24060827@news.scea.sony.com>
References: <01bccdee$cf4753c0$6e3863c3@default>
<6l784e$6o20@chuka.playstation.co.uk>
Reply-To: jamin1@psu.edu
NNTP-Posting-Host: MAXWELL.hq.ensco.com
X-Newsreader: Forte Free Agent 1.11/32.235

Actually, sometimes you NEED that stuff kept in memory --
pixel-by-pixel collision detection for instance...

Jamin

On Fri, 5 Jun 1998 00:47:10 +0200, "Jan-Lieuwe Koopmans" <moa@wxs.nl>
wrote:

>>Hi,
>>

>>I'm a bit confused about how memory usage works.
>>Ok, I understand you have main RAM, VRAM and SRAM. I also understand you
>>can't get at the VRAM or SRAM directly.
>>
>>My problem is with the following: Say you have 1/2Mb of textures and 1/2Mb
>>of sound data. These would fit into VRAM and SRAM respectively with no need
>>to keep copies in main memory. However, as I understand it, you have to
>>upload them to main memory and then have your code copy them to VRAM/SRAM.
>>So that's 1Mb of main memory taken up, used only to store (very) temporary
>>copies of your data. This seems like a bit of a waste of a pretty scarce
>>resource.
>>
>>Have I gone wrong somewhere, or is that right?
>>
>
>
>Yeah, you're right about that. You can re-use this memory after copying
>things to VRAM or SRAM (unless you will overwrite it in VRAM later on and
>want to be able to copy it again).
>
>If you don't want to spoil memory like that, then use realtime (down)loading
>in your program instead (and allocating memory dynamically using InitHeap()
>and malloc()). I didn't try this yet (I'm a beginner as well ;-), but I've
>seen examples of it (written using CodeWarrior).
>
>I don't know if this is also possible using SIOCONS; maybe someone else can
>fill me in...
>
>Good luck!
>
>
>Greets,
>
>Jan-Lieuwe
>
>

--MESSAGE FILE 618 END: ./1 SCEE/yaroze/beginners/000000355html.html

--MESSAGE FILE 619 START: ./1 SCEE/yaroze/beginners/000000356html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scee.yaroze.beginners
Subject: Re: static and non stativ viods
Date: Mon, 08 Jun 1998 23:52:38 GMT
Organization: SCEA News Server
Lines: 30
Message-ID: <357c78dd.24235428@news.scea.sony.com>
References: <357A494B.2A9A@virgin.net> <357BA719.952E2157@scee.sony.co.uk>
Reply-To: jamin1@psu.edu
NNTP-Posting-Host: MAXWELL.hq.ensco.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Mon, 08 Jun 1998 09:55:53 +0100, James Russell
<James_Russell@scee.sony.co.uk> wrote:

>peter black wrote:
>>
>> can anyone tell me the differnce between
>> static void function()
>> and
>> viod function()
>

>A function (or variable) defined with 'static' is not exported, which
>means that functions in other object files can't see it, and
>thus they can't use it. Only variables/functions within the file can
>use that variable/function. It's mainly used to prevent an object's
>function/variable definitions from conflicting with another object's
>function/variable definitions.
>

   Yea, the less globally accessible stuff you've got hanging out
of your file, the more modularized your code is -- all the static
stuff stays nice and "watertight".

Jamin

>> and why the latter seems to create rubbish in
>> codewarrior debbuger stack window
>
>Um... pass.

--MESSAGE FILE 619 END: ./1 SCEE/yaroze/beginners/000000356html.html

--MESSAGE FILE 620 START: ./1 SCEE/yaroze/beginners/000000357html.html
Path: chuka.playstation.co.uk!news
From: "Jan-Lieuwe Koopmans" <moa@wxs.nl>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.programming.2d_gr
aphics
Subject: [Q] How to remove the "Interlaced-Line"...?
Date: Thu, 11 Jun 1998 21:08:03 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <6lp9uh$s984@chuka.playstation.co.uk>
NNTP-Posting-Host: amf1024.wxs.nl
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scee.yaroze.beginners:357
scee.yaroze.freetalk.english:1130 scee.yaroze.programming.2d_graphics:392

Hi Folks,

Whenever I switch to interlaced mode (512x480 to be exactly) I get this
annoying (dashed) line at the top of my screen. I use the
GsSortClear-function to clear the screen before drawing and I set my Display
Buffers to respectively (0,0) and (512,0). Am I missing something here...?

Greets,

Jan-Lieuwe

--MESSAGE FILE 620 END: ./1 SCEE/yaroze/beginners/000000357html.html

--MESSAGE FILE 621 START: ./1 SCEE/yaroze/beginners/000000358html.html
Path: chuka.playstation.co.uk!news
From: "Jan-Lieuwe Koopmans" <moa@wxs.nl>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.programming.2d_gr
aphics
Subject: [Q] How to remove the "Interlaced-Line"...?
Date: Thu, 11 Jun 1998 21:08:03 +0200
Organization: PlayStation Net Yaroze (SCEE)

Lines: 12
Message-ID: <6lpa8a$s985@chuka.playstation.co.uk>
NNTP-Posting-Host: amf1178.wxs.nl
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scee.yaroze.beginners:358
scee.yaroze.freetalk.english:1131 scee.yaroze.programming.2d_graphics:393

Hi Folks,

Whenever I switch to interlaced mode (512x480 to be exactly) I get this
annoying (dashed) line at the top of my screen. I use the
GsSortClear-function to clear the screen before drawing and I set my Display
Buffers to respectively (0,0) and (512,0). Am I missing something here...?

Greets,

Jan-Lieuwe

--MESSAGE FILE 621 END: ./1 SCEE/yaroze/beginners/000000358html.html

--MESSAGE FILE 622 START: ./1 SCEE/yaroze/beginners/000000359html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.programming.2d_gr
aphics
Subject: Re: [Q] How to remove the "Interlaced-Line"...?
Date: Fri, 12 Jun 1998 08:58:40 +0100
Organization: Sony Computer Entertainment Europe
Lines: 14
Message-ID: <3580DFB0.FBD40D4A@scee.sony.co.uk>
References: <6lp9uh$s984@chuka.playstation.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:359
scee.yaroze.freetalk.english:1137 scee.yaroze.programming.2d_graphics:394

Jan-Lieuwe Koopmans wrote:
>
> Whenever I switch to interlaced mode (512x480 to be exactly) I get this
> annoying (dashed) line at the top of my screen. I use the
> GsSortClear-function to clear the screen before drawing and I set my Display
> Buffers to respectively (0,0) and (512,0). Am I missing something here...?

In Interlaced mode, the display buffers should be set to the _same_
address. The GPU will automatically 'skip' every other line when drawing
in interlaced mode, so it doesn't matter that the two buffers are interleaved.

Cheers,

James
--MESSAGE FILE 622 END: ./1 SCEE/yaroze/beginners/000000359html.html

--MESSAGE FILE 623 START: ./1 SCEE/yaroze/beginners/000000360html.html
Path: chuka.playstation.co.uk!news
From: "Jan-Lieuwe Koopmans" <moa@wxs.nl>
Newsgroups:

scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.programming.2d_gr
aphics
Subject: Re: [Q] How to remove the "Interlaced-Line"...?
Date: Fri, 12 Jun 1998 21:33:36 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <6lrvqc$s9813@chuka.playstation.co.uk>
References: <6lp9uh$s984@chuka.playstation.co.uk>
<3580DFB0.FBD40D4A@scee.sony.co.uk>
NNTP-Posting-Host: amf1186.wxs.nl
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scee.yaroze.beginners:360
scee.yaroze.freetalk.english:1150 scee.yaroze.programming.2d_graphics:395

>> Whenever I switch to interlaced mode (512x480 to be exactly) I get this
>> annoying (dashed) line at the top of my screen. I use the
>> GsSortClear-function to clear the screen before drawing and I set my
Display
>> Buffers to respectively (0,0) and (512,0). Am I missing something
here...?
>
>In Interlaced mode, the display buffers should be set to the _same_
>address. The GPU will automatically 'skip' every other line when drawing
>in interlaced mode, so it doesn't matter that the two buffers are
interleaved.
>
>Cheers,
>
>James

Thanx! That did the job...

Greets,

Jan-Lieuwe

--MESSAGE FILE 623 END: ./1 SCEE/yaroze/beginners/000000360html.html

--MESSAGE FILE 624 START: ./1 SCEE/yaroze/beginners/000000361html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Nick <porcino@home.com>
Newsgroups: scee.yaroze.beginners
Subject: Win/Mac 3D Modeller upgraded
Date: Fri, 12 Jun 1998 21:19:39 -0700
Organization: SCEA News Server
Lines: 19
Message-ID: <3581FDD8.321F@home.com>
Reply-To: porcino@home.com
NNTP-Posting-Host: cs1000396-a.gvob1.bc.wave.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

Animation Master 98 from Hash Inc., www.hash.com has just upgraded their
spline based modeler to export RSD files! AM98 runs on PCs and Macs, and
is an extremely easy and fast modeler to use.

It has a good animator, and excellent bones and inverse kinematics.

As an interesting technical note, it uses the same surface subdivision technology Shiny is using in Messiah. The result is that AM models are very small - I built a character in AM98 and the same one in 3D Studio. The models looked the same when rendered, but the AM98 model had only 238 surfaces, whereas the equivalent 3DS model had over 1500 (built properly in 3DS not imported from the AM98 model).

Duke Nuken 3D and many other well known games were modeled using Hash, and it only costs $199.

-nick
---
http://www.geocities.com/CapeCanaveral/9376/
--MESSAGE FILE 624 END: ./1 SCEE/yaroze/beginners/000000361html.html

--MESSAGE FILE 625 START: ./1 SCEE/yaroze/beginners/000000362html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Nick <porcino@home.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: static and non stativ viods
Date: Fri, 12 Jun 1998 21:23:38 -0700
Organization: SCEA News Server
Lines: 13
Message-ID: <3581FEC6.7503@home.com>
References: <357A494B.2A9A@virgin.net> <357BA719.952E2157@scee.sony.co.uk>
<357c78dd.24235428@news.scea.sony.com>
Reply-To: porcino@home.com
NNTP-Posting-Host: cs1000396-a.gvob1.bc.wave.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

Rubbish in a codewarrior stack display is usually a result of registers being unavailable due to inlining. If you turn off all your optimizations, all the variables become valid. When I'm debugging an optimized build, I usually bring up the register display window, and switch the IDE to the Mixed Source/Assembly mode so I can see what registers are actually in use.

Another reason you might get rubbish in a stack crawl is when a function has been inlined because in that case there is no stack context to display. It would probably be better if the values greyed out and displayed ??? instead, but oh well.

-nick
--MESSAGE FILE 625 END: ./1 SCEE/yaroze/beginners/000000362html.html

--MESSAGE FILE 626 START: ./1 SCEE/yaroze/beginners/000000363html.html
Path: chuka.playstation.co.uk!news
From: asc@netlink.ch (Yannick Suter)
Newsgroups: scee.yaroze.beginners
Subject: kanji and ascii string
Date: Sun, 14 Jun 1998 02:03:12 GMT
Organization: Nowadays
Lines: 8
Message-ID: <35832f31.35914965@news.playstation.co.uk>
Reply-To: asc@netlink.ch
NNTP-Posting-Host: pppv27.netlink.ch
X-Newsreader: Forte Free Agent 1.1/32.230

Hi!

How can I convert a kanji string into a ascii string? and also, how
can I convert a ascii string into a kanji string? I think it must be a
simple mathematicle function.. thnx for your help!

Yan
asC . nowadayS . www.netlink.ch/nowadayS
Yan . Net!Yaroze . www.netyaroze-europe.com/~yannick/
--MESSAGE FILE 626 END: ./1 SCEE/yaroze/beginners/000000363html.html

--MESSAGE FILE 627 START: ./1 SCEE/yaroze/beginners/000000364html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Win/Mac 3D Modeller upgraded
Date: Sun, 14 Jun 1998 10:43:11 +0200
Organization: Debri Productions
Lines: 28
Message-ID: <1dal8t6.1oayrbq1fi6xaiN@a1-88-127.a1.nl>
References: <3581FDD8.321F@home.com>
NNTP-Posting-Host: a1-88-127.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Nick <porcino@home.com> wrote:

> Animation Master 98 from Hash Inc., www.hash.com has just upgraded their
> spline based modeler to export RSD files! AM98 runs on PCs and Macs, and
> is an extremely easy and fast modeler to use.

YES!!!! I was looking for that. I was hoping Cinema4D XL would get an
plugin for RSD... not till now.. Cinema4D XL can work with 3D Studio
models very well, and the complete program is very professional.

> It has a good animator, and excellent bones and inverse kinematics.

I will buy Hash!

> As an interesting technical note, it uses the same surface subdivision
> technology Shiny is using in Messiah. The result is that AM models are
> very small - I built a character in AM98 and the same one in 3D Studio.
> The models looked the same when rendered, but the AM98 model had only
> 238 surfaces, whereas the equivalent 3DS model had over 1500 (built
> properly in 3DS not imported from the AM98 model).
> Duke Nuken 3D and many other well known games were modeled using Hash,
> and it only costs $199.
>

You have me convinced and I remember that they even have a large
discount for students!

DEnnis..
--MESSAGE FILE 627 END: ./1 SCEE/yaroze/beginners/000000364html.html

--MESSAGE FILE 628 START: ./1 SCEE/yaroze/beginners/000000365html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Win/Mac 3D Modeller upgraded
Date: 14 Jun 1998 10:34:46 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <01bd20e0$2bb83ea0$a63663c3@default>
References: <3581FDD8.321F@home.com> <1dal8t6.1oayrbq1fi6xaiN@a1-88-127.a1.nl>

NNTP-Posting-Host: host5-99-54-166.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161

> I will buy Hash!
>
>
> DEnnis..
>
Why doesn't that surprise me coming from a dutchman ;)
taken out of context anyone !!

Pete.

--MESSAGE FILE 628 END: ./1 SCEE/yaroze/beginners/000000365html.html

--MESSAGE FILE 629 START: ./1 SCEE/yaroze/beginners/000000366html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: kanji and ascii string
Date: Mon, 15 Jun 1998 09:21:43 +0100
Organization: Sony Computer Entertainment Europe
Lines: 89
Message-ID: <3584D997.D1245F95@scee.sony.co.uk>
References: <35832f31.35914965@news.playstation.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Yannick Suter wrote:
>
> How can I convert a kanji string into a ascii string? and also, how
> can I convert a ascii string into a kanji string? I think it must be a
> simple mathematicle function.. thnx for your help!

```
// ASCII code to Shift-JIS code transfer table
static unsigned short ascii_table[3][2] = {
    {0x824f, 0x30},   /* 0-9  */
    {0x8260, 0x41},   /* A-Z  */
    {0x8281, 0x61},   /* a-z  */
};

// ASCII code to Shift-JIS code transfer table
static unsigned short ascii_k_table[] = {
    0x8140,       /*   */
    0x8149,       /* ! */
    0x8168,       /* " */
    0x8194,       /* # */
    0x8190,       /* $ */
    0x8193,       /* % */
    0x8195,       /* & */
    0x8166,       /* ' */
    0x8169,       /* ( */
    0x816a,       /* ) */
    0x8196,       /* * */
    0x817b,       /* + */
    0x8143,       /* , */
    0x817c,       /* - */
    0x8144,       /* . */
    0x815e,       /* / */
    0x8146,       /* : */
```

```
    0x8147,       /* ; */
    0x8171,       /* < */
    0x8181,       /* = */
    0x8172,       /* > */
    0x8148,       /* ? */
    0x8197,       /* @ */
    0x816d,       /* [ */
    0x818f,       /* \ */
    0x816e,       /* ] */
    0x814f,       /* ^ */
    0x8151,       /* _ */
    0x8165,       /* ` */
    0x816f,       /* { */
    0x8162,       /* | */
    0x8170,       /* } */
    0x8150,       /* ~ */
};

// ASCII code to Shift-JIS code transfer function
int ascii2sjis(unsigned char ascii_code)
{
    int sjis_code = 0;
    unsigned char stmp;
    unsigned char stmp2 = 0;

    if ((ascii_code >= 0x20) && (ascii_code <= 0x2f))
        stmp2 = 1;
    else
    if ((ascii_code >= 0x30) && (ascii_code <= 0x39))
        stmp = 0;
    else
    if ((ascii_code >= 0x3a) && (ascii_code <= 0x40))
        stmp2 = 11;
    else
    if ((ascii_code >= 0x41) && (ascii_code <= 0x5a))
        stmp = 1;
    else
    if ((ascii_code >= 0x5b) && (ascii_code <= 0x60))
        stmp2 = 37;
    else
    if ((ascii_code >= 0x61) && (ascii_code <= 0x7a))
        stmp = 2;
    else
    if ((ascii_code >= 0x7b) && (ascii_code <= 0x7e))
        stmp2 = 63;
    else {
        printf("bad ASCII code 0x%x\n", ascii_code);
        return(0);
    }

    if (stmp2)
        sjis_code = ascii_k_table[ascii_code - 0x20 - (stmp2 - 1)];
    else
        sjis_code = ascii_table[stmp][0] + ascii_code - ascii_table[stmp][1];

    return(sjis_code);
}
--MESSAGE FILE 629 END: ./1 SCEE/yaroze/beginners/000000366html.html


--MESSAGE FILE 630 START: ./1 SCEE/yaroze/beginners/000000367html.html
Path: chuka.playstation.co.uk!news
From: Aubrey <aubrey.murray@which.net>
Newsgroups: scee.yaroze.beginners
```

Subject: How do I use the GDB debugger?
Date: Wed, 17 Jun 1998 02:05:12 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <35871648.78F3@which.net>
Reply-To: aubrey.murray@which.net
NNTP-Posting-Host: 194.168.102.126
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-Mozilla (Win95; I)

I've gotten all the compile time error out of my program .
But running my program gives me a blank screen. How do I use the
debugger? Please .

KINGBREE.
--MESSAGE FILE 630 END: ./1 SCEE/yaroze/beginners/000000367html.html

--MESSAGE FILE 631 START: ./1 SCEE/yaroze/beginners/000000368html.html
Path: chuka.playstation.co.uk!news
From: "James Banks" <james.banks@virgin.net>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.problems.pc
Subject: Nice ARS for Windows NT
Date: Tue, 23 Jun 1998 18:59:20 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <6mosod$enm7@chuka.playstation.co.uk>
NNTP-Posting-Host: p41-osterich-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.beginners:368
scee.yaroze.freetalk.english:1238 scee.yaroze.problems.pc:102

    Hi, I have just upgraded from Windows 95 to Windows NT 4.0 but I am
having trouble starting Nice ARS by Steve Dunn. When I start-up my system I
get the following message in the event log :-

    The GenPort service failed to start due to the following error:
    The specified service is disabled and cannot be started.

    I know my PC-Comms link is working and it is set to address 0x320 but I
can't seem to get it to work. I don't think I have any other hardware items
conflicting with the base IO port. Is there anyone out there that can help
because I don't know much about the way NT works.

Cheers,

James

--MESSAGE FILE 631 END: ./1 SCEE/yaroze/beginners/000000368html.html

--MESSAGE FILE 632 START: ./1 SCEE/yaroze/beginners/000000369html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups:

scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.problems.pc
Subject: Re: Nice ARS for Windows NT
Date: Wed, 24 Jun 1998 09:17:48 +0100
Organization: Backroom Software Ltd.
Lines: 40
Message-ID: <6mqcut$enm17@chuka.playstation.co.uk>
References: <6mosod$enm7@chuka.playstation.co.uk>
NNTP-Posting-Host: usera022.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.beginners:369
scee.yaroze.freetalk.english:1253 scee.yaroze.problems.pc:103

I'd need to look at the registry file you merged into your registry.
If you like, you can be a 'guinea pig' for the new version that supports all
of the datel commands as well as being a file server. The new commands
enable you to;
send a byte
send a word
send a file
reflash the AR (with the Datel ROM of course :)
view registers
view memory
etc.
etc.
Let me know if you are(or anyone else) is interested.

Steve
James Banks wrote in message <6mosod$enm7@chuka.playstation.co.uk>...
>   Hi, I have just upgraded from Windows 95 to Windows NT 4.0 but I am
>having trouble starting Nice ARS by Steve Dunn. When I start-up my system
I
>get the following message in the event log :-
>
>   The GenPort service failed to start due to the following error:
>   The specified service is disabled and cannot be started.
>
>   I know my PC-Comms link is working and it is set to address 0x320 but I
>can't seem to get it to work. I don't think I have any other hardware items
>conflicting with the base IO port. Is there anyone out there that can help
>because I don't know much about the way NT works.
>
>
>Cheers,
>
>
>
>James
>
>
>

--MESSAGE FILE 632 END: ./1 SCEE/yaroze/beginners/000000369html.html

--MESSAGE FILE 633 START: ./1 SCEE/yaroze/beginners/000000370html.html
Path: chuka.playstation.co.uk!news
From: "James Banks" <james.banks@virgin.net>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.problems.pc
Subject: Re: Nice ARS for Windows NT
Date: Wed, 24 Jun 1998 18:29:56 +0100
Organization: PlayStation Net Yaroze (SCEE)

Lines: 71
Message-ID: <6mrd8a$enm22@chuka.playstation.co.uk>
References: <6mosod$enm7@chuka.playstation.co.uk>
<6mqcut$enm17@chuka.playstation.co.uk>
NNTP-Posting-Host: p09-swan-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.beginners:370
scee.yaroze.freetalk.english:1263 scee.yaroze.problems.pc:104

Please find attached copy of the genport.reg file that I used, I have changed the IOPortCount because I believe my SB32 card uses IO port 330.
If you need a willing 'guinea pig', look no further!! I would be glad to help you.

Cheers,

James

Steve Dunn wrote in message <6mqcut$enm17@chuka.playstation.co.uk>...
>I'd need to look at the registry file you merged into your registry.
>If you like, you can be a 'guinea pig' for the new version that supports all
>of the datel commands as well as being a file server. The new commands
>enable you to;
>send a byte
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>view registers
>view memory
>etc.
>etc.
>Let me know if you are(or anyone else) is interested.
>
>Steve
>James Banks wrote in message <6mosod$enm7@chuka.playstation.co.uk>...
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>>   I know my PC-Comms link is working and it is set to address 0x320 but
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>>can't seem to get it to work. I don't think I have any other hardware
>items
>>conflicting with the base IO port. Is there anyone out there that can help
>>because I don't know much about the way NT works.
>>
>>
>>Cheers,
>>
>>
>>
>>James
>>
>>
>>
>
>

```
begin 666 genport.reg
M4D5'141)5#0-"@T*6TA+15E?3$]#04Q?34%#2$E.15Q365-414U<0W5R<F5N
M=$-O;G1R;VQ3971<4V5R=FEC97-<1V5N4&]R=%T-"B)4>7!E(CUD=V]R9#HP
M,# P,# P,0T*(E-T87)T(CUD=V]R9#HP,# P,# P,@T*(D=R;W5P(CTB17AT
M96YD960@0F%S92(-"B)%<G)O<D-O;G1R;VPB/61W;W)D.C P,# P,# Q#0H-
M"EM(2T597TQ/0T%,7TU!0TA)3D5<4UE35$5-7$-U<G)E;G1#;VYT<F]L4V5T
M7%-E<G9I8V5S7$=E;E!O<G1<4&%R86UE=&5R<UT-"B));U!O<G1!9&1R97-S
M(CUD=V]R9#HP,# P,#,R, T*(DEO4&]R=$-O=6YT(CUD=V]R9#HP,# P,# P
M. T*#0I;2$M%65],3T-!3%]-04-(24Y%7%-94U1%35Q#=7)R96YT0V]N=')O
M;%-E=%Q397)V:6-E<UQ'96Y0;W)T7$5N=6U=#0HB,"(](E)O;W1<7$Q%1T%#
M65]'14Y03U)47%PP,# P(@T*(D-O=6YT(CUD=V]R9#HP,# P,# P,0T*(DYE
>>'1);G-T86YC92(]9'=O<F0Z,# P,# P,#$-"@T*
`
end
```

--MESSAGE FILE 633 END: ./1 SCEE/yaroze/beginners/000000370html.html

--MESSAGE FILE 634 START: ./1 SCEE/yaroze/beginners/000000371html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.problems.pc
Subject: Re: Nice ARS for Windows NT
Date: Thu, 25 Jun 1998 09:45:03 +0100
Organization: Backroom Software Ltd.
Lines: 296
Message-ID: <6mt2ui$enm24@chuka.playstation.co.uk>
References: <6mosod$enm7@chuka.playstation.co.uk>
<6mqcut$enm17@chuka.playstation.co.uk> <6mrd8a$enm22@chuka.playstation.co.uk>
NNTP-Posting-Host: usera670.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.beginners:371
scee.yaroze.freetalk.english:1270 scee.yaroze.problems.pc:105

This should do it, follow the instructions below on the included file.
Don't forget to change the port number in the registry after.

Steve

In order for Windows NT to access I/O ports, a device driver is necessary
(which is not normally included). The driver takes two parameters - the
base port, and the number of addresses. For example, the default might be
port 300h for 10h addresses.

To install the driver, be logged on with administrator privileges and copy
genport.sys to your %SystemRoot%\system32\drivers directory. Next, you must
create certain registry entries.

File-Run-REGEDT32 (or Start-Run if using the new Shell).
You should see four windows open on within REGEDT32.
Select the window titled HKEY_LOCAL_MACHINE on Local Machine.
Next you will double-click on a number of "keys" to expand down a tree:
First double-click on SYSTEM, then CurrentControlSet, and then Services.
Now use the Edit menu and select Add Key.
In the dialog box, type GenPort and then press the enter key (or OK).
Next, scroll down using the down-arrow key until GenPort is highlighted.
Now use the Registry menu and select Restore...
Enter the filename genport.REG for the default.

After pressing the enter key (or OK), you will get a warning popup.
If you are sure that you had highlighted (selected) GenPort, press Yes.

If you need to specify a different base port, it is fairly easy to follow the above steps, then double-click on GenPort, double-click on Parameters, then double-click on the line to the right which says IoPortAddress. You can then enter a new value (in hex) and press the enter key (or OK).

Finally, use the Registry menu and select Exit.

Now shutdown/reboot the machine, and the device driver should automatically start (watch for any error).

To verify that the driver installed/started correctly is to use Control Panel-Devices, and scroll down to the entry for GenPort (which should say Started Automatic). You can use the Startup button to disable the driver if necessary at some future point.

James Banks wrote in message <6mrd8a$enm22@chuka.playstation.co.uk>...
>   Please find attached copy of the genport.reg file that I used, I have
>changed the IOPortCount because I believe my SB32 card uses IO port 330.
>   If you need a willing 'guinea pig', look no further!! I would be glad
to
>help you.
>
>Cheers,
>
>
>James
>
>Steve Dunn wrote in message <6mqcut$enm17@chuka.playstation.co.uk>...
>>I'd need to look at the registry file you merged into your registry.
>>If you like, you can be a 'guinea pig' for the new version that supports
>all
>>of the datel commands as well as being a file server. The new commands
>>enable you to;
>>send a byte
>>send a word
>>send a file
>>reflash the AR (with the Datel ROM of course :)
>>view registers
>>view memory
>>etc.
>>etc.
>>Let me know if you are(or anyone else) is interested.
>>
>>Steve
>>James Banks wrote in message <6mosod$enm7@chuka.playstation.co.uk>...
>>>   Hi, I have just upgraded from Windows 95 to Windows NT 4.0 but I am
>>>having trouble starting Nice ARS by Steve Dunn. When I start-up my
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>>I
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>>>
>>>   The GenPort service failed to start due to the following error:
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>>>   I know my PC-Comms link is working and it is set to address 0x320 but
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>items
>>>conflicting with the base IO port. Is there anyone out there that can

help
>>>because I don't know much about the way NT works.
>>>
>>>
>>>Cheers,
>>>
>>>
>>>
>>>James
>>>
>>>
>>>
>>
>>
>
>
>

```
begin 666 genport.REG
M<F5G9@(````"`````````````````!`````P`````````!````(`````0```!
M`````````````````````````````````````````````````````````````
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M`````````````````````%!U9V8`````````````````````````````````````
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```

```
M`0"RLDEO4&]R=$%D9')E<W.RLK+8____=FL+``0``( 0````! ````$`LK))
M;U!O<G1#;W5N=+*RLK*R\/___VQF`0!X`@``4&%R8;@,``#_____```````
M`````````````````````````````````````````````````````````````
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M`````````````````````````````````````````````````````````````
"````
`
end
```

--MESSAGE FILE 634 END: ./1 SCEE/yaroze/beginners/000000371html.html

--MESSAGE FILE 635 START: ./1 SCEE/yaroze/beginners/000000372html.html
Path: chuka.playstation.co.uk!news
From: "James Banks" <james.banks@virgin.net>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.problems.pc
Subject: Re: Nice ARS for Windows NT
Date: Thu, 25 Jun 1998 19:22:16 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 51
Message-ID: <6mu4mc$q6c1@chuka.playstation.co.uk>
References: <6mosod$enm7@chuka.playstation.co.uk>
<6mqcut$enm17@chuka.playstation.co.uk> <6mrd8a$enm22@chuka.playstation.co.uk>
<6mt2ui$enm24@chuka.playstation.co.uk>
NNTP-Posting-Host: p42-grackle-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.beginners:372
scee.yaroze.freetalk.english:1272 scee.yaroze.problems.pc:106

    Cheers, works like a dream !!

James

Steve Dunn wrote in message <6mt2ui$enm24@chuka.playstation.co.uk>...
>This should do it, follow the instructions below on the included file.
>Don't forget to change the port number in the registry after.
>
>Steve
>
>
>

>James Banks wrote in message <6mrd8a$enm22@chuka.playstation.co.uk>...
>>   Please find attached copy of the genport.reg file that I used, I have
>>changed the IOPortCount because I believe my SB32 card uses IO port 330.
>>   If you need a willing 'guinea pig', look no further!! I would be glad
>to
>>help you.
>>
>>Cheers,
>>
>>
>>James
>>
>>Steve Dunn wrote in message <6mqcut$enm17@chuka.playstation.co.uk>...
>>>I'd need to look at the registry file you merged into your registry.

>>>If you like, you can be a 'guinea pig' for the new version that supports
>>all
>>>of the datel commands as well as being a file server. The new commands
>>>enable you to;
>>>send a byte
>>>send a word
>>>send a file
>>>reflash the AR (with the Datel ROM of course :)
>>>view registers
>>>view memory
>>>etc.
>>>etc.
>>>Let me know if you are(or anyone else) is interested.
>>>
>>>Steve
>>
>>
>>
>
>
>

--MESSAGE FILE 635 END: ./1 SCEE/yaroze/beginners/000000372html.html

--MESSAGE FILE 636 START: ./1 SCEE/yaroze/beginners/000000373html.html
Path: chuka.playstation.co.uk!news
From: asc@netlink.ch (Yannick Suter)
Newsgroups: scee.yaroze.beginners
Subject: laserGun
Date: Fri, 26 Jun 1998 19:27:32 GMT
Organization: Nowadays
Lines: 7
Message-ID: <3593f571.1664005@news.playstation.co.uk>
Reply-To: asc@netlink.ch
NNTP-Posting-Host: pppb204.netlink.ch
X-Newsreader: Forte Free Agent 1.1/32.230

hi!
are there any docs out about how to control the lasergun? - any
hints/ideas? thnx..

Yan
asC . nowadayS . www.netlink.ch/nowadayS
Yan . Net!Yaroze . www.netyaroze-europe.com/~yannick/
--MESSAGE FILE 636 END: ./1 SCEE/yaroze/beginners/000000373html.html

--MESSAGE FILE 637 START: ./1 SCEE/yaroze/beginners/000000374html.html
Path: chuka.playstation.co.uk!news
From: "Mark Wilson" <m.wilson@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: laserGun
Date: Sat, 27 Jun 1998 09:11:53 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <6n29in$q6c8@chuka.playstation.co.uk>
References: <3593f571.1664005@news.playstation.co.uk>
NNTP-Posting-Host: usero776.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 5.00.0518.4
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0518.4

Depends what type of gun you've got. If it's the Konami one, forget it. It

may be possible to get it working, but it would be mega hassle. The Namco one (with the connection to the video port) is far easier to use. Just write a little program that outputs the data in padbuf. Wave the gun at the screen, and it should be fairly obvious what's going on. (I could tell you, but where's the fun in that ;-)

One thing to remember is that, as the name suggests, a light gun needs light to work. Pointing at a dark area on the screen just won't register at all. Sounds obvious I know, but it threw me last week when I tried putting my nice new gun routines into my game which consists mainly of a black background... Doh!

Mark
Yannick Suter <asc@netlink.ch> wrote in message
3593f571.1664005@news.playstation.co.uk...
>hi!
>are there any docs out about how to control the lasergun? - any
>hints/ideas? thnx..
>
>Yan
>asC . nowadayS . www.netlink.ch/nowadayS
>Yan . Net!Yaroze . www.netyaroze-europe.com/~yannick/
>

--MESSAGE FILE 637 END: ./1 SCEE/yaroze/beginners/000000374html.html

--MESSAGE FILE 638 START: ./1 SCEE/yaroze/beginners/000000375html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Sat, 27 Jun 1998 10:49:07 +0100
Organization: Bacardi Ferrari V12
Lines: 36
Message-ID: <3594C013.116@manc.u-net.com>
References: <35557807.6E248247@chowfam.demon.co.uk>
<3558DF85.7C89DA42@ndirect.co.uk> <3559D87E.D5C1EBD1@chowfam.demon.co.uk>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

James Chow wrote:
> Why does, declaring any of the following
> PACKET GpuPktArea[2][31];   or
> PACKET GpuPktArea[2][63];   or
> PACKET GpuPktArea[2][255]; or
> PACKET GpuPktArea[2][511]; or
> PACKET GpuPktArea[2][1023];
> (...you get the idea...)
> lock up the program?

Why do you choose 2^n-1? Why not just 2^n, or 2^(n-1)?
Are you not supposed to long word align your arrays and structures?
(Using padding variables/even addresses as necessary)
I guess it's okay to just make it even (ie word aligned) in the
case of the PACKET array because it is 2-dimesional - gpupacket[2][n] -
which naturally will longword align even if n is only word aligned.
If you see what I mean.
Anyways, I think the problem here is not so much that the PACKET
array is an odd size or whatever, but that the next structure is not

aligned and so cannot be accessed, which is possibly your GsLINE
variable or whatever (even if you only have 1 line of code the psxlib
stuff will slap something there), and it is THIS which is causing the
crash. Of course, I could be totally wrong :)
Jim

PS I still use the old formula for packet space:
PACKET GpuPacketArea[2][NUM_SPRITES*sizeof(GsSPRITE)];
"sizeof(GsSPRITE)" is a macro unless I'm very much mistaken.
Usually when I don't allow enough for NUM_SPRITES I get wierd effects
like flickering sprites. It is amazingly difficult to actually get
the PlayStaion to crash, I find!
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 638 END: ./1 SCEE/yaroze/beginners/000000375html.html

--MESSAGE FILE 639 START: ./1 SCEE/yaroze/beginners/000000376html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.problems.pc
Subject: Re: Nice ARS for Windows NT
Date: Sat, 27 Jun 1998 22:30:43 +0100
Organization: Backroom Software Ltd.
Lines: 48
Message-ID: <6n3oi3$q6c11@chuka.playstation.co.uk>
References: <6mosod$enm7@chuka.playstation.co.uk>
<6mqcut$enm17@chuka.playstation.co.uk>
NNTP-Posting-Host: usera221.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.beginners:376
scee.yaroze.freetalk.english:1280 scee.yaroze.problems.pc:107

V2 Beta is now up at http://www.netyaroze-europe.com/~steved/

Steve Dunn wrote in message <6mqcut$enm17@chuka.playstation.co.uk>...
>I'd need to look at the registry file you merged into your registry.
>If you like, you can be a 'guinea pig' for the new version that supports
all
>of the datel commands as well as being a file server. The new commands
>enable you to;
>send a byte
>send a word
>send a file
>reflash the AR (with the Datel ROM of course :)
>view registers
>view memory
>etc.
>etc.
>Let me know if you are(or anyone else) is interested.
>
>Steve
>James Banks wrote in message <6mosod$enm7@chuka.playstation.co.uk>...
>>   Hi, I have just upgraded from Windows 95 to Windows NT 4.0 but I am
>>having trouble starting Nice ARS by Steve Dunn. When I start-up my system
>I
>>get the following message in the event log :-
>>
>>   The GenPort service failed to start due to the following error:

>>   The specified service is disabled and cannot be started.
>>
>>   I know my PC-Comms link is working and it is set to address 0x320 but
I
>>can't seem to get it to work. I don't think I have any other hardware
items
>>conflicting with the base IO port. Is there anyone out there that can help
>>because I don't know much about the way NT works.
>>
>>
>>Cheers,
>>
>>
>>
>>James
>>
>>
>>
>
>

--MESSAGE FILE 639 END: ./1 SCEE/yaroze/beginners/000000376html.html

--MESSAGE FILE 640 START: ./1 SCEE/yaroze/beginners/000000377html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: 29 Jun 1998 11:15:22 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Sender: thutton@TECH10
Message-ID: <uu355qa8l.fsf@cybec.com.au>
References: <35557807.6E248247@chowfam.demon.co.uk>
    <3558DF85.7C89DA42@ndirect.co.uk> <3559D87E.D5C1EBD1@chowfam.demon.co.uk>
    <3594C013.116@manc.u-net.com>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

James Shaughnessy <james@manc.u-net.com> writes:

> PS I still use the old formula for packet space:
> PACKET GpuPacketArea[2][NUM_SPRITES*sizeof(GsSPRITE)];
> "sizeof(GsSPRITE)" is a macro unless I'm very much mistaken.

sizeof is actually a C operator, and GsSPRITE is a struct. You can
use sizeof with any variable or data type to return its size.

If you're doing 2D only with sprites then NUM_SPRITES * sizeof
(GsSPRITE) would work fine. A packet can be other things though, like
a poly or line which are different sizes, perhaps larger than
GsSPRITE, so you need to make sure you reserve plenty of space.
--
Toby.
--MESSAGE FILE 640 END: ./1 SCEE/yaroze/beginners/000000377html.html

--MESSAGE FILE 641 START: ./1 SCEE/yaroze/beginners/000000378html.html
Path: chuka.playstation.co.uk!news
From: "Craig Graham" <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.

Date: 29 Jun 1998 10:51:46 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <01bda34b$a5fc6c20$f30b0a0a@Angela1.intelligent-group.com>
References:
<35557807.6E248247@chowfam.demon.co.uk><3558DF85.7C89DA42@ndirect.co.uk>
<3559D87E.D5C1EBD1@chowfam.demon.co.uk><3594C013.116@manc.u-net.com>
<uu355qa8l.fsf@cybec.com.au>
NNTP-Posting-Host: d1-s42-83-telehouse.mistral.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Toby Hutton <thutton@cybec.com.au> wrote in article
<uu355qa8l.fsf@cybec.com.au>...
> James Shaughnessy <james@manc.u-net.com> writes:
>
> > PS I still use the old formula for packet space:
> > PACKET GpuPacketArea[2][NUM_SPRITES*sizeof(GsSPRITE)];
> > "sizeof(GsSPRITE)" is a macro unless I'm very much mistaken.
>
> sizeof is actually a C operator, and GsSPRITE is a struct. You can
> use sizeof with any variable or data type to return its size.
>
> If you're doing 2D only with sprites then NUM_SPRITES * sizeof
> (GsSPRITE) would work fine. A packet can be other things though, like
> a poly or line which are different sizes, perhaps larger than
> GsSPRITE, so you need to make sure you reserve plenty of space.

That's not quite true, as a GsSPRITE when entered using GsSortSprite()
(as opposed to GsSortFastSprite) actually generates the same type of GPU
packet as a texture mapped Quad (different front end to the same low-level
primitive).

> Toby.

Craig.

--MESSAGE FILE 641 END: ./1 SCEE/yaroze/beginners/000000378html.html

--MESSAGE FILE 642 START: ./1 SCEE/yaroze/beginners/000000379html.html
Path: chuka.playstation.co.uk!news
From: "James Sutherland" <jamess@gremlin.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: laserGun
Date: Mon, 29 Jun 1998 17:25:39 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <6n8fd0$sub1@chuka.playstation.co.uk>
References: <3593f571.1664005@news.playstation.co.uk>
<6n29in$q6c8@chuka.playstation.co.uk>
NNTP-Posting-Host: 195.152.73.108
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Mark Wilson wrote in message <6n29in$q6c8@chuka.playstation.co.uk>...

>One thing to remember is that, as the name suggests, a light gun needs
light
>to work. Pointing at a dark area on the screen just won't register at all.
>Sounds obvious I know, but it threw me last week when I tried putting my

>nice new gun routines into my game which consists mainly of a black
>background... Doh!
>
Which is why most gun games flash the screen white when you pull the
trigger. Looks nice enough, and makes the gun more accurate.

--
James Sutherland: Software Engineer - Gremlin Interactive Ltd.
Work: jamess@gremlin.co.uk
Home: james@guybrush.demon.co.uk

--MESSAGE FILE 642 END: ./1 SCEE/yaroze/beginners/000000379html.html

--MESSAGE FILE 643 START: ./1 SCEE/yaroze/beginners/000000380html.html
Path: chuka.playstation.co.uk!news
From: "Mark Wilson" <m.wilson@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: laserGun
Date: Mon, 29 Jun 1998 18:19:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <6n8ibp$sub2@chuka.playstation.co.uk>
References: <3593f571.1664005@news.playstation.co.uk>
<6n29in$q6c8@chuka.playstation.co.uk> <6n8fd0$sub1@chuka.playstation.co.uk>
NNTP-Posting-Host: userm473.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 5.00.0518.4
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0518.4

>Which is why most gun games flash the screen white when you pull the
>trigger. Looks nice enough, and makes the gun more accurate.

The thought crossed my mind, but it's a fairly intensive shoot 'em up type
thing, and you'd be firing very rapidly, so I thought the white flashes
would become annoying. I didn't want to be responsible for hundreds of
people quivering and convulsing in front of their TVs either ;-)

Mark

--MESSAGE FILE 643 END: ./1 SCEE/yaroze/beginners/000000380html.html

--MESSAGE FILE 644 START: ./1 SCEE/yaroze/beginners/000000381html.html
Path: chuka.playstation.co.uk!news
From: "michael.resch" <michael.resch@metronet.de>
Newsgroups: scee.yaroze.beginners
Subject: Dual Shock Pad
Date: Mon, 29 Jun 1998 23:35:25 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <3598089D.5294@metronet.de>
NNTP-Posting-Host: md33-078.mun.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Hi,

does anyone know how i can controll the vibration
of the dual shock pad ???

cu
 Mike
--MESSAGE FILE 644 END: ./1 SCEE/yaroze/beginners/000000381html.html

--MESSAGE FILE 645 START: ./1 SCEE/yaroze/beginners/000000382html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Dual Shock Pad
Date: Tue, 30 Jun 1998 17:42:53 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <3599158D.F0D8F074@ndirect.co.uk>
References: <3598089D.5294@metronet.de>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-39.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

michael.resch wrote:

> Hi,
>
> does anyone know how i can controll the vibration
> of the dual shock pad ???
>
> cu
> Mike

You can't. The Yaroze libs don't allow us to write to the controller
ports. This is why we can't use the multi-tap either.

Herbs

--MESSAGE FILE 645 END: ./1 SCEE/yaroze/beginners/000000382html.html

--MESSAGE FILE 646 START: ./1 SCEE/yaroze/beginners/000000383html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Tue, 30 Jun 1998 17:58:24 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <35991930.333A683@ndirect.co.uk>
References: <35557807.6E248247@chowfam.demon.co.uk>
<3558DF85.7C89DA42@ndirect.co.uk> <3559D87E.D5C1EBD1@chowfam.demon.co.uk>
<3594C013.116@manc.u-net.com>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-39.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

James Shaughnessy wrote:

> PS I still use the old formula for packet space:
> PACKET GpuPacketArea[2][NUM_SPRITES*sizeof(GsSPRITE)];
> "sizeof(GsSPRITE)" is a macro unless I'm very much mistaken.
> Usually when I don't allow enough for NUM_SPRITES I get wierd effects
> like flickering sprites. It is amazingly difficult to actually get
> the PlayStaion to crash, I find!

Maybe I'm missing something here, but I didn't realise that there was any correlation between packet sizes and the size of the GsSPRITE structure.

Personally, I allocate say 64K of space for each packet buffer using malloc(). Then, after sorting all objects (just before I DrawSync()) I check out how much actual memory space is used, by subtracting the result of GsGetworkbase from the address used for GsSetworkbase. (I think that's what the functions are called.) By keeping a running peak value for memory usage, I know exactly how much memory is required, so I can reduce the size of the packet buffers if memory starts to get tight.

Herbs

--MESSAGE FILE 646 END: ./1 SCEE/yaroze/beginners/000000383html.html

--MESSAGE FILE 647 START: ./1 SCEE/yaroze/beginners/000000384html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Very Simple Memory Card question
Date: Tue, 30 Jun 1998 18:51:18 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <35992596.6FD20487@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

I don't want to buy another memory card to test my theory,
but someone out there must know this.

What is the status of TestCard() for a new memory card?
Is it a new card or an uninitialised memory card?
(Because a new card is also uninitialised, I'm not sure.)

What are the differences between them and how do they arise?

Cheers.
--
jc

--MESSAGE FILE 647 END: ./1 SCEE/yaroze/beginners/000000384html.html

--MESSAGE FILE 648 START: ./1 SCEE/yaroze/beginners/000000385html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners

Subject: Re: GpuPacketArea query.
Date: Wed, 01 Jul 1998 10:52:17 +0100
Organization: Bacardi Ferrari V12
Lines: 20
Message-ID: <359A06D1.579C@manc.u-net.com>
References: <35557807.6E248247@chowfam.demon.co.uk>
<3558DF85.7C89DA42@ndirect.co.uk> <3559D87E.D5C1EBD1@chowfam.demon.co.uk>
<3594C013.116@manc.u-net.com> <35991930.333A683@ndirect.co.uk>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Alex Herbert wrote:
> Personally, I allocate say 64K of space for each packet buffer using
> malloc(). Then, after sorting all objects (just before I DrawSync())
> check out how much actual memory space is used, by subtracting the
> result of GsGetworkbase from the address used for GsSetworkbase. (I
> think that's what the functions are called.) By keeping a running
> peak value for memory usage, I know exactly how much memory is
> required, so I can reduce the size of the packet buffers if memory
> starts to get tight.

Seems I was very much mistaken about that macro thing :)
I'm sure someone told me that..
That's a pretty nifty method there Alex, I'll give it a go!
Cheers
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 648 END: ./1 SCEE/yaroze/beginners/000000385html.html

--MESSAGE FILE 649 START: ./1 SCEE/yaroze/beginners/000000386html.html
Path: chuka.playstation.co.uk!news
From: Chris Chadwick <xjk18@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Thu, 02 Jul 1998 02:16:22 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 41
Message-ID: <359B4FE6.6894@dial.pipex.com>
References: <35557807.6E248247@chowfam.demon.co.uk>
<3558DF85.7C89DA42@ndirect.co.uk> <3559D87E.D5C1EBD1@chowfam.demon.co.uk>
<3594C013.116@manc.u-net.com> <35991930.333A683@ndirect.co.uk>
NNTP-Posting-Host: usern576.uk.uudial.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

Alex Herbert wrote:
>
> James Shaughnessy wrote:
>
> > PS I still use the old formula for packet space:
> > PACKET GpuPacketArea[2][NUM_SPRITES*sizeof(GsSPRITE)];
> > "sizeof(GsSPRITE)" is a macro unless I'm very much mistaken.
> > Usually when I don't allow enough for NUM_SPRITES I get wierd effects
> > like flickering sprites. It is amazingly difficult to actually get

> > the PlayStaion to crash, I find!
>
> Maybe I'm missing something here, but I didn't realise that there was any
> correlation between packet sizes and the size of the GsSPRITE structure.

Im pretty sure there isnt! I seem to remember doing some tests on this and
found a normal sprite uses 24 bytes, and a rotate/scale enabled sprite
uses 40 bytes (or something).

> Personally, I allocate say 64K of space for each packet buffer using
> malloc(). Then, after sorting all objects (just before I DrawSync()) I
> check out how much actual memory space is used, by subtracting the result
> of GsGetworkbase from the address used for GsSetworkbase. (I think that's
> what the functions are called.) By keeping a running peak value for memory
> usage, I know exactly how much memory is required, so I can reduce the size
> of the packet buffers if memory starts to get tight.
>
> Herbs

Yeah. I also prefer using heap memory to plonk sprites, gpu buffers etc. in.
I THINK I used calloc (I havent looked at my allocation functions for a
long time) because this guarantees zeroed memory.
My original plan was to do this so that I could reclaim memory (used to hold
TIMs (etc.) before sending them to VRAM) back to the heap. I still haven't
actually tried this yet mainly because Im still not sure about the
usage/restrictions of the InitHeap (?) function. Does this idea make any
kind of sense to anyone else - I figured allocating everything from heap
memory would also stop the exe producing a sprawling bss (where, I think,
static arrays would otherwise have been placed) at run time. But hey, its
late, perhaps Im dreaming... zzzzZZZZZZ

-Chris
--MESSAGE FILE 649 END: ./1 SCEE/yaroze/beginners/000000386html.html

--MESSAGE FILE 650 START: ./1 SCEE/yaroze/beginners/000000387html.html
Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.mydemos,scee.yaroze.programming.libraries
Subject: Library to Save/Load Memory Cards
Date: Thu, 02 Jul 1998 19:15:09 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <359BCE2D.7020B2F8@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:387 scee.yaroze.mydemos:201
scee.yaroze.programming.libraries:157

--CROSSPOST: scee.yaroze.beginners,scee.yaroze.mydemos,
             scee.yaroze.programming.libraries

Hello.
I've written a library to ease saving and loading
game data to memory cards.

http://www.netyaroze-europe.com/~jaycee/

Have fun!
--

jc

--MESSAGE FILE 650 END: ./1 SCEE/yaroze/beginners/000000387html.html

--MESSAGE FILE 651 START: ./1 SCEE/yaroze/beginners/000000388html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: RotMatrixBUG???
Date: 3 Jul 1998 11:43:18 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <01bda678$dd2f68c0$6ebff7c2@manolo>
NNTP-Posting-Host: ip046.pool-02.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Hi! World,i have problem with RotMatrix Function!!!:

This function create the rotation matrix around Y,Z local axes but *super X
axis rotation!!!
If someone can help me please to understand this strange phenomen!
Thanks! Emanuele
--MESSAGE FILE 651 END: ./1 SCEE/yaroze/beginners/000000388html.html

--MESSAGE FILE 652 START: ./1 SCEE/yaroze/beginners/000000389html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Game / Demo Competition....
Date: Sat, 4 Jul 1998 09:53:34 -0500
Organization: SCEA News Server
Lines: 13
Message-ID: <6nlf6k$6102@scea>
NNTP-Posting-Host: dl04.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:76 scea.yaroze.freetalk:797
scee.yaroze.beginners:389 scee.yaroze.freetalk.english:1350

I have decided to start a Game / Demo competition... It is for anyone /
group that owns a Yaroze, SCEA, SCEE, SCEI.. Details can be found on my web
site:

http://yaroze-world.org

If you are interested in joining let me know.

Regards,

Jeff (aka Zark Wizard) / Nemesis

--MESSAGE FILE 652 END: ./1 SCEE/yaroze/beginners/000000389html.html

--MESSAGE FILE 653 START: ./1 SCEE/yaroze/beginners/000000390html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free

talk.english
Subject: Re: Game / Demo Competition....
Date: Mon, 06 Jul 1998 10:42:09 -0700
Organization: Cisco Systems
Lines: 48
Message-ID: <35A10C71.E193D187@jps.net>
References: <6nlf6k$6102@scea>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:77 scea.yaroze.freetalk:798
scee.yaroze.beginners:390 scee.yaroze.freetalk.english:1356

Cool. Some notes:

- some kind of disclaimer statiting that this is not an
  officialed contest from the SCE[A|E|I].

- requirements for entries. something like:

  All games and demos must:
  - be executables that can be loaded with the
    provided Yaroze utilities (e.g. SIOCONS). It
    doesn't matter what you used to create it, but
    it must be run-able for all.
  - have an NTSC mode if it originates from a PAL system.
  - have a title screen or ending credits text
    listing at least one contact address (e-mail)
  - adhere to the Yaroze membership guidelines
    (i.e. no profanity, racism, sexist comments,
    nudity etc.); basic courtesy to other members
    worldwide.

- copyright disclaimer stating that Yaroze and the Playstation
  are Sony stuff and that the programs entered in this compo
  are copyright their respectful authors. Also, that entries
  are being run at the risk of the members' machines---e.g.
  no one will be responsible for damage to their equipment
  due to bad refresh rates. Of course, there would be a penalty
  if someone enters a virus or something.

Jeff Lawton wrote:
>
> I have decided to start a Game / Demo competition... It is for anyone /
> group that owns a Yaroze, SCEA, SCEE, SCEI.. Details can be found on my web
> site:
>
> http://yaroze-world.org
>
> If you are interested in joining let me know.
>
> Regards,
>
> Jeff (aka Zark Wizard) / Nemesis

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''

--MESSAGE FILE 653 END: ./1 SCEE/yaroze/beginners/000000390html.html

--MESSAGE FILE 654 START: ./1 SCEE/yaroze/beginners/000000391html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: David White <david.white@cubic.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Mon, 06 Jul 1998 11:08:46 -0700
Organization: SCEA News Server
Lines: 15
Message-ID: <35A112AE.446B@cubic.com>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
NNTP-Posting-Host: onyx1.corp.cubic.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01SC-SGI (X11; I; IRIX 5.3 IP19)
Xref: chuka.playstation.co.uk scea.yaroze.announce:78 scea.yaroze.freetalk:799
scee.yaroze.beginners:391 scee.yaroze.freetalk.english:1357

Elliott Lee wrote:
>
> Cool. Some notes:
>
>   - requirements for entries. something like:
>
>   All games and demos must:
>   - be executables that can be loaded with the
>   provided Yaroze utilities (e.g. SIOCONS). It
>   doesn't matter what you used to create it, but
>   it must be run-able for all.

That would lock out all Macintosh developers!

David
--MESSAGE FILE 654 END: ./1 SCEE/yaroze/beginners/000000391html.html

--MESSAGE FILE 655 START: ./1 SCEE/yaroze/beginners/000000392html.html
Path: chuka.playstation.co.uk!news
From: "Jan-Lieuwe Koopmans" <moa@wxs.nl>
Newsgroups: scee.yaroze.beginners
Subject: Re: RotMatrixBUG???
Date: Tue, 7 Jul 1998 00:15:46 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <6nria3$rq82@chuka.playstation.co.uk>
References: <01bda678$dd2f68c0$6ebff7c2@manolo>
NNTP-Posting-Host: amf1078.wxs.nl
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>Hi! World,i have problem with RotMatrix Function!!!:
>
>This function create the rotation matrix around Y,Z local axes but *super X
>axis rotation!!!
>If someone can help me please to understand this strange phenomen!
>Thanks! Emanuele

There's no hardware involved, so feel free to write your own RotMatrix!

Greets,

Jan-Lieuwe

--MESSAGE FILE 655 END: ./1 SCEE/yaroze/beginners/000000392html.html

--MESSAGE FILE 656 START: ./1 SCEE/yaroze/beginners/000000393html.html
Path: chuka.playstation.co.uk!news
From: "Jan-Lieuwe Koopmans" <moa@wxs.nl>
Newsgroups: scee.yaroze.beginners
Subject: Re: Dual Shock Pad
Date: Tue, 7 Jul 1998 00:18:30 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <6nrif7$rq83@chuka.playstation.co.uk>
References: <3598089D.5294@metronet.de> <3599158D.F0D8F074@ndirect.co.uk>
NNTP-Posting-Host: amf1078.wxs.nl
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>michael.resch wrote:
>
>> Hi,
>>
>> does anyone know how i can controll the vibration
>> of the dual shock pad ???
>>
>> cu
>> Mike
>
>You can't. The Yaroze libs don't allow us to write to the controller
>ports. This is why we can't use the multi-tap either.
>

But assembly does allow us to do so...

Greets,

Jan-Lieuwe

--MESSAGE FILE 656 END: ./1 SCEE/yaroze/beginners/000000393html.html

--MESSAGE FILE 657 START: ./1 SCEE/yaroze/beginners/000000394html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Mon, 06 Jul 1998 16:26:45 -0700
Organization: Cisco Systems
Lines: 26
Message-ID: <35A15D35.E5068B36@jps.net>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
<35A112AE.446B@cubic.com>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:79 scea.yaroze.freetalk:800
scee.yaroze.beginners:394 scee.yaroze.freetalk.english:1359

David White wrote:
> Elliott Lee wrote:
> > Cool. Some notes:
> >   - requirements for entries. something like:
> >   All games and demos must:
> >   - be executables that can be loaded with the
> >   provided Yaroze utilities (e.g. SIOCONS). It
> >   doesn't matter what you used to create it, but
> >   it must be run-able for all.
>
> That would lock out all Macintosh developers!
>
> David

Special arrangements can be made for Mac developers who must use the
CodeWarrior suite. What I meant was that whatever you produce must
be sharable with other people. For instance, you shouldn't develop
something that streams data from your PC/Mac via a tool like an AR.
What is the highest common denominator we have?

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 657 END: ./1 SCEE/yaroze/beginners/000000394html.html

--MESSAGE FILE 658 START: ./1 SCEE/yaroze/beginners/000000395html.html
Path: chuka.playstation.co.uk!scea!pro1-147.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Tue, 07 Jul 1998 22:49:56 -0500
Organization: Wooden Tulip Ltd.
Lines: 34
Message-ID: <skennedy-0707982249560001@pro1-147.barrie.connex.net>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
<35A112AE.446B@cubic.com> <35A15D35.E5068B36@jps.net>
NNTP-Posting-Host: pro1-147.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.announce:80 scea.yaroze.freetalk:806
scee.yaroze.beginners:395 scee.yaroze.freetalk.english:1369

In article <35A15D35.E5068B36@jps.net>, tenchi@jps.net wrote:

> David White wrote:
> > Elliott Lee wrote:
> > > Cool. Some notes:
> > >   - requirements for entries. something like:
> > >   All games and demos must:
> > >   - be executables that can be loaded with the
> > >   provided Yaroze utilities (e.g. SIOCONS). It
> > >   doesn't matter what you used to create it, but
> > >   it must be run-able for all.
> > That would lock out all Macintosh developers!

> > David
>
> Special arrangements can be made for Mac developers who must use the
> CodeWarrior suite. What I meant was that whatever you produce must
> be sharable with other people. For instance, you shouldn't develop
> something that streams data from your PC/Mac via a tool like an AR.
> What is the highest common denominator we have?

Yes, that is a good point, But I have also been dev'ing PSX apps and using
SIOCONS {USING SOFTPC... ;) } to DL and test the code. This really does
well for those who want good speed.

It does mean that if you are a Mac Developer {I am, I also do WIN32 DX5
and GB..} that you do need the requirement of using a Power Macintosh.
I found out {Much to the annoyance of J. Sumner @ Metrowerks...} that to
do any "REAL" work on Yaroze, I needed a powermac. I finally got one.
Hi Joel...   :)

FYI, I also got the GCC under MkLinux {Powermac} to host yaroze technology.
Trouble is, I need to build a SIOCONS for MkLinux..
Anybody at Sony got the source??? All I need is the Binary Downloader.. BLOAD
component.
--MESSAGE FILE 658 END: ./1 SCEE/yaroze/beginners/000000395html.html

--MESSAGE FILE 659 START: ./1 SCEE/yaroze/beginners/000000396html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Tue, 7 Jul 1998 21:50:26 -0500
Organization: SCEA News Server
Lines: 10
Message-ID: <6numah$7mk7@scea>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
NNTP-Posting-Host: dl01.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOle: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:81 scea.yaroze.freetalk:807
scee.yaroze.beginners:396 scee.yaroze.freetalk.english:1370

Great point... I'll add exectly that to the site.

Regards,

Zark / Nemesis

http://yaroze-world.org

--MESSAGE FILE 659 END: ./1 SCEE/yaroze/beginners/000000396html.html

--MESSAGE FILE 660 START: ./1 SCEE/yaroze/beginners/000000397html.html
Path: chuka.playstation.co.uk!news
From: peter black <peter.black@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: black&white
Date: Wed, 08 Jul 1998 22:45:59 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11

Message-ID: <35A3E897.1582@virgin.net>
Reply-To: peter.black@virgin.net
NNTP-Posting-Host: p34-goshawk-gui.tch.virgin.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; name="black and white.txt"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-VN709-003 (Win95; I)
Content-Disposition: inline; filename="black and white.txt"

dear tech support

completed my first demo lander
available on my web page peter black /~mystic
i would include a link if i knew how

anyway had a couple of e-mails about it
one said may game game was in black and white

is this possible? its in full colour when i play it.

--MESSAGE FILE 660 END: ./1 SCEE/yaroze/beginners/000000397html.html

--MESSAGE FILE 661 START: ./1 SCEE/yaroze/beginners/000000398html.html
Path: chuka.playstation.co.uk!news
From: pal <palpalpalpal@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: black&white
Date: Thu, 09 Jul 1998 01:01:38 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <35A3FA51.405B7C2C@hotmail.com>
References: <35A3E897.1582@virgin.net>
Reply-To: palpalpalpal@hotmail.com
NNTP-Posting-Host: marseille5-193.club-internet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

> anyway had a couple of e-mails about it
> one said may game game was in black and white
>
> is this possible? its in full colour when i play it.

Looks like your game runs in Ntsc and someone played it on a Pal-only
Tv.
If this is the case, add an option for switching to Pal, or build two
different versions.
(See SetVideoMode(), GsInitGraph(), GsDefDispBuf() to change mode)

Hope this helps.

--MESSAGE FILE 661 END: ./1 SCEE/yaroze/beginners/000000398html.html

--MESSAGE FILE 662 START: ./1 SCEE/yaroze/beginners/000000399html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english

Subject: Re: Game / Demo Competition....
Date: Thu, 09 Jul 1998 14:55:48 -0400
Organization: SCEA News Server
Lines: 29
Message-ID: <35A51234.B26BE66C@mail.datasys.net>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
<35A112AE.446B@cubic.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-16.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.announce:82 scea.yaroze.freetalk:821
scee.yaroze.beginners:399 scee.yaroze.freetalk.english:1381

David White wrote:
>
> Elliott Lee wrote:
> >
> > Cool. Some notes:
> >
> >   - requirements for entries. something like:
> >
> >   All games and demos must:
> >   - be executables that can be loaded with the
> >   provided Yaroze utilities (e.g. SIOCONS). It
> >   doesn't matter what you used to create it, but
> >   it must be run-able for all.
>
> That would lock out all Macintosh developers!

As long as you run your PSE file through the PlayStation postlinker
and turn it inso the PS-X format (extension PXE), then it loads fine
in SIOCONS. This is what I've been doing.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 662 END: ./1 SCEE/yaroze/beginners/000000399html.html

--MESSAGE FILE 663 START: ./1 SCEE/yaroze/beginners/000000400html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Darrell Porcher" <dporcher@bellatlantic.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: black&white
Date: Thu, 2 Jul 1998 16:56:32 -0400
Organization: SCEA News Server
Lines: 25
Message-ID: <6o67ov$8q37@scea>
References: <35A3E897.1582@virgin.net> <35A3FA51.405B7C2C@hotmail.com>
NNTP-Posting-Host: client-151-198-130-170.bellatlantic.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I really wish you could autodetect which mode the Playstation was running
in, that would make things so much easier, most Yarozers don't build two

versions...

-Darrell Porcher

pal wrote in message <35A3FA51.405B7C2C@hotmail.com>...
>> anyway had a couple of e-mails about it
>> one said may game game was in black and white
>>
>> is this possible? its in full colour when i play it.
>
>
>Looks like your game runs in Ntsc and someone played it on a Pal-only
>Tv.
>If this is the case, add an option for switching to Pal, or build two
>different versions.
>(See SetVideoMode(), GsInitGraph(), GsDefDispBuf() to change mode)
>
>Hope this helps.
>
>

--MESSAGE FILE 663 END: ./1 SCEE/yaroze/beginners/000000400html.html

--MESSAGE FILE 664 START: ./1 SCEE/yaroze/beginners/000000401html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: black&white
Date: 13 Jul 1998 07:58:54 GMT
Organization: SCEE
Lines: 18
Message-ID: <01bdadd0$04286180$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <35A3E897.1582@virgin.net> <35A3FA51.405B7C2C@hotmail.com>
<6o67ov$8q37@scea>
NNTP-Posting-Host: camfw01.millennium.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Darrell Porcher <dporcher@bellatlantic.net> wrote in article
<6o67ov$8q37@scea>...
> I really wish you could autodetect which mode the Playstation was running
> in, that would make things so much easier, most Yarozers don't build two
> versions...
>
> -Darrell Porcher

Use GetVideoMode() to get current video mode.

Regards,

George

--MESSAGE FILE 664 END: ./1 SCEE/yaroze/beginners/000000401html.html

--MESSAGE FILE 665 START: ./1 SCEE/yaroze/beginners/000000402html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>

Newsgroups: scee.yaroze.beginners
Subject: Re: black&white
Date: 13 Jul 1998 12:09:30 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <01bdae56$bb788460$026f6f6f@two>
References: <35A3E897.1582@virgin.net> <35A3FA51.405B7C2C@hotmail.com>
<6o67ov$8q37@scea> <01bdadd0$04286180$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: 195.171.231.18
X-Newsreader: Microsoft Internet News 4.70.1161

Hi George,
I noticed ages ago that sony were asking people to do this
but if i use getvideomode it returns ntsc and is black'n'white
I dare say other people have noticed this as well and are asking
if there would be a better way??

Pete.

> Use GetVideoMode() to get current video mode.
>
>
> Regards,
>
> George
>
>
--MESSAGE FILE 665 END: ./1 SCEE/yaroze/beginners/000000402html.html

--MESSAGE FILE 666 START: ./1 SCEE/yaroze/beginners/000000403html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: black&white
Date: Mon, 13 Jul 1998 22:18:29 +0100
Organization: Debri Productions
Lines: 4
Message-ID: <1dbyc0q.1swsi7oktxdj0N@a1-88-106.a1.nl>
References: <35A3E897.1582@virgin.net> <35A3FA51.405B7C2C@hotmail.com>
NNTP-Posting-Host: a1-88-106.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Black & White is a game in development by Lionhead. Thats the company of
Peter Molyneux.

Cheers DEnnis
--MESSAGE FILE 666 END: ./1 SCEE/yaroze/beginners/000000403html.html

--MESSAGE FILE 667 START: ./1 SCEE/yaroze/beginners/000000404html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: black&white
Date: 14 Jul 1998 16:21:52 GMT
Organization: SCEE
Lines: 55
Message-ID: <01bdae10$fab64180$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <35A3E897.1582@virgin.net> <35A3FA51.405B7C2C@hotmail.com>
<6o67ov$8q37@scea> <01bdadd0$04286180$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdae56$bb788460$026f6f6f@two>
NNTP-Posting-Host: camfw01.millennium.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

Yes, there is another way. When the PlayStation first boots up the video mode
defaults to NTSC. If you do a GetVideoMode() at the startup it will be NTSC.
So lets check the product code (product code is different in all 3 territories)
on the Net Yaroze Boot Disc. If the file is not found we now know that the user
has a NTSC machine. Check the code below..

P.S. Note, you have to use a scart cable to see color in NTSC mode.

```
    if( CdSearchFile(&file, "\\DTL_S30.35;1") == 0)
       {
          printf("Boot file not found... MODE_NTSC enabled \n");
          SetVideoMode( MODE_NTSC );
          video_mode = GetVideoMode();
       }
     else
       {
          printf("Boot file found... MODE_PAL enabled \n");
          SetVideoMode( MODE_PAL );
          video_mode = GetVideoMode();
       }
```

Regards,

George@SCEE

Peter Dollochan <Peter.Dollochan@btinternet.com> wrote in article
<01bdae56$bb788460$026f6f6f@two>...
> Hi George,
> I noticed ages ago that sony were asking people to do this
> but if i use getvideomode it returns ntsc and is black'n'white
> I dare say other people have noticed this as well and are asking
> if there would be a better way??
>
> Pete.
>
> > Use GetVideoMode() to get current video mode.
> >
> >
> > Regards,
> >
> > George
> >
> >
>
--MESSAGE FILE 667 END: ./1 SCEE/yaroze/beginners/000000404html.html

--MESSAGE FILE 668 START: ./1 SCEE/yaroze/beginners/000000405html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: black&white

Date: 14 Jul 1998 17:09:20 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 45
Message-ID: <01bdaf49$c721dac0$026f6f6f@two>
References: <35A3E897.1582@virgin.net> <35A3FA51.405B7C2C@hotmail.com>
<6o67ov$8q37@scea> <01bdadd0$04286180$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdae56$bb788460$026f6f6f@two>
<01bdae10$fab64180$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: 195.171.236.26
X-Newsreader: Microsoft Internet News 4.70.1161

Nice one george now thats what i call an answer :-)
(if it works ;)

Pete.

George Bain <George_Bain@Playstation.sony.com> wrote in article
<01bdae10$fab64180$f2e832a2@gbain.wav.scee.sony.co.uk>...
>
>
> Hi there,
>
> Yes, there is another way. When the PlayStation first boots up the video
> mode
> defaults to NTSC. If you do a GetVideoMode() at the startup it will be
> NTSC.
> So lets check the product code (product code is different in all 3
> territories)
> on the Net Yaroze Boot Disc. If the file is not found we now know that
the
> user
> has a NTSC machine. Check the code below..
>
> P.S. Note, you have to use a scart cable to see color in NTSC mode.
>
> if(CdSearchFile(&file, "\\DTL_S30.35;1") == 0)
>   {
>   printf("Boot file not found... MODE_NTSC enabled \n");
>   SetVideoMode(MODE_NTSC);
>   video_mode = GetVideoMode();
>   }
> else
>   {
>   printf("Boot file found... MODE_PAL enabled \n");
>   SetVideoMode(MODE_PAL);
>   video_mode = GetVideoMode();
>   }
>
>
> Regards,
>
> George@SCEE
>
>
>

--MESSAGE FILE 668 END: ./1 SCEE/yaroze/beginners/000000405html.html

--MESSAGE FILE 669 START: ./1 SCEE/yaroze/beginners/000000406html.html
Path: chuka.playstation.co.uk!news
From: "Carlos M Rinc[illegible]n" <carlos.rincon@mcmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Borland C++ Builder

Date: Wed, 15 Jul 1998 09:17:14 +0100
Organization: Fairlight ESP Ltd
Lines: 15
Message-ID: <35AC6589.83006BFC@mcmail.com>
Reply-To: carlos.rincon@mcmail.com
NNTP-Posting-Host: asn14-2.mcmail.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Hi All,

Someone asked recently about using the Visual C++ IDE for Yaroze. How
about Borland C++ builder? Has anyone configured it successfully for
this purpose? Obviously I wouldn't want to be using VCL, etc, I would
just like to be able to use Builder 'cause I use it all the time, I'm
used to it and I like the IDE.

--
Carlos M. Rinc n
Fairlight ESP Limited

carlos.rincon@mcmail.com

--MESSAGE FILE 669 END: ./1 SCEE/yaroze/beginners/000000406html.html

--MESSAGE FILE 670 START: ./1 SCEE/yaroze/beginners/000000407html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Borland C++ Builder
Date: 15 Jul 1998 08:28:33 GMT
Organization: SCEE
Lines: 31
Message-ID: <01bdaf66$838fb440$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <35AC6589.83006BFC@mcmail.com>
NNTP-Posting-Host: camfw01.millennium.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi Carlos,

You can always use the Borland editor and just jump into DOS,
compile and run SIOCONS to upload your game.

Regards,

George@SCEE

Carlos M Rinc n <carlos.rincon@mcmail.com> wrote in article
<35AC6589.83006BFC@mcmail.com>...
> Hi All,
>
> Someone asked recently about using the Visual C++ IDE for Yaroze. How
> about Borland C++ builder? Has anyone configured it successfully for
> this purpose? Obviously I wouldn't want to be using VCL, etc, I would
> just like to be able to use Builder 'cause I use it all the time, I'm
> used to it and I like the IDE.

>
> --
> Carlos M. Rinc?n
> Fairlight ESP Limited
>
> carlos.rincon@mcmail.com
>
>
>
--MESSAGE FILE 670 END: ./1 SCEE/yaroze/beginners/000000407html.html

--MESSAGE FILE 671 START: ./1 SCEE/yaroze/beginners/000000408html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@easynet.co.uk>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Still strugglin' with the basics: broken sprite code (long)
Date: Wed, 15 Jul 1998 10:09:40 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 219
Message-ID: <35AC71D4.AA79EB4A@easynet.co.uk>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:408
scee.yaroze.programming.codewarrior:297 scee.yaroze.programming.2d_graphics:432

Hello everyone

You know how it is when you use other people's code to do the basics and
it works fine so you don't try and tinker with it?

Except when you do because you want to do things slightly differently,
and then you totally screw it up but can't see what's going wrong?

Or you decide to try and write something from scratch, having fully
understood the examples you've copied from?

Well, I'm having a nightmare. I'm just trying to display a sprite, but
I'm taking stuff from the tuto0.c sample Sony code so that I can load
images into the frame buffer in one function, and link them to a sprite
in another.

What happens is that when I run the program I get the Yaroze boot-up
screen, then the screen flashes briefly before returning to the boot-up
screen. What's weird is that in Codewarrior, if I change my data address
in Linker Settings from the default 0x00000000 to 0x80140000, I get a
very large (700K) executable, except this time the screen goes black and
I get a line of garbage along the bottom.

Would someone be kind enough to have a look at my source code and tell
me what I'm doing wrong. I was up till 4.30 this morning trying to
figure it out. The TIM file is only about 2K (96*48 pixels)

Thanks

Phil

Here it is:
(my batch file is

```
local dload redcars.tim 80100000
local load ny.pxe
go)

#include <libps.h>
#include "asssert.h"

#define PLAYER_TIM   0x80100000
#define SCREEN_WIDTH  512
#define SCREEN_HEIGHT  256
#define MAX_SPRITES  1
#define OT_LENGTH   1


// globals

GsIMAGE gPlayerTextureInfo;
GsSPRITE gPlayerSprite;
GsOT gOrderTable[2];
PACKET GpuPacketArea[2][MAX_SPRITES*24];

// prototypes
void InitGraphics();
void LoadTimData(u_long address, GsIMAGE *textureInfo);
void LinkSpritetoTimData(GsSPRITE *sprite, GsIMAGE *textureInfo);
void InitSprite(GsSPRITE *sprite);


void main()
{

 int activeBuffer;


 InitGraphics();

 while (1)
 {
  activeBuffer = GsGetActiveBuff();

  GsSetWorkBase((PACKET *)GpuPacketArea[activeBuffer]);

  GsClearOt(0, 0, &gOrderTable[activeBuffer]);

  GsSortFastSprite(&gPlayerSprite, &gOrderTable[activeBuffer], 0);

  DrawSync(0);

  VSync(0);

  GsSwapDispBuff();

  GsSortClear(34,34,34, &gOrderTable[activeBuffer]);

  GsDrawOt(&gOrderTable[activeBuffer]);
 }

}

void InitGraphics()
{
 GsOT_TAG OTTags[2][1<<OT_LENGTH];

 GsInitGraph(SCREEN_WIDTH, SCREEN_HEIGHT, 4, 0, 0);
```

```
 GsDefDispBuff(0, 0, 0, SCREEN_HEIGHT);

 SetVideoMode( MODE_PAL );

 gOrderTable[0].length = OT_LENGTH;
 gOrderTable[0].org = OTTags[0];
 gOrderTable[1].length = OT_LENGTH;
 gOrderTable[1].org = OTTags[0];

 LoadTimData(PLAYER_TIM, &gPlayerTextureInfo);
 LinkSpritetoTimData(&gPlayerSprite, &gPlayerTextureInfo);

}


void LoadTimData(u_long address, GsIMAGE *textureInfo)
{

 RECT rect;
 GsGetTimInfo( (u_long *)(address + 4), textureInfo);

 // Load image into frame buffer
 rect.x = textureInfo->px;
 rect.y = textureInfo->py;
 rect.w = textureInfo->pw;   // width in 16-bit words (NOT pixels)
 rect.h = textureInfo->ph;
 LoadImage(&rect, textureInfo->pixel);

 /*printf("image x %d\n", textureInfo->px);
 printf("image y %d\n", textureInfo->py);
 printf("image w %d\n", textureInfo->pw);
 printf("image h %d\n", textureInfo->ph);*/

 /* pmode takes these values (binary):
 0000 4 bit, no clut
 1000 4 bit, clut
 0001 8 bit, no clut
 1001 8 bit, clut
 0010 16 bit
 0011 24 bit
 */

 // Load the CLUT into the frame buffer, if it has one
 if (textureInfo->pmode & 0x8)
 {
  rect.x = textureInfo->cx;       // x pos in frame buffer
  rect.y = textureInfo->cy;       // y pos in frame buffer
  rect.w = textureInfo->cw;       // width of CLUT
  rect.h = textureInfo->ch;       // height of CLUT
  LoadImage(&rect, textureInfo->clut);    // load data into frame buffer

  /*printf("clut x %d\n", textureInfo->cx);
  printf("clut y %d\n", textureInfo->cy);
  printf("clut w %d\n", textureInfo->cw);
  printf("clut h %d\n", textureInfo->ch);*/
 }

 DrawSync(0);
}

void LinkSpritetoTimData(GsSPRITE *sprite, GsIMAGE *textureInfo)
{
 int pixelsPerWord, texturePage;
```

```
 InitSprite(sprite);

 // Get texture page ID
 texturePage = GetTPage(textureInfo->pmode & 0x7, 0, textureInfo->px,
textureInfo->py);

 // Work out bit depth (number of pixels per word)
 switch (textureInfo->pmode & 0x7)
 {
  case 0:
   pixelsPerWord = 4; // 4 bit
    break;
  case 1:
   pixelsPerWord = 2; // 8 bit
    break;
  case 2:
   pixelsPerWord = 1; // 16 bit
  default:
   // unexpected pmode value
   pixelsPerWord = 0;
   printf("Unexpected pmode value\n");
   assert(0);
    break;
 }

 sprite->attribute = 0 + (1<<6) + (textureInfo->pmode & 0x7) << 24 +
(1<<30) + (1<<31);
 sprite->tpage = texturePage;
 sprite->cx = textureInfo->cx;     // CLUT x axis position
 sprite->cy = textureInfo->cy;     // CLUT y axis positio
}

// give sprite default values
void InitSprite(GsSPRITE *sprite)
{
 sprite->attribute = 0;
 sprite->x = 32;
 sprite->y = 32;
 sprite->w = 32;        // don't want to display whole TIM, just the
first 32*48 segment
 sprite->h = 48;
 sprite->tpage = 0;
 sprite->u = 0;
 sprite->v = 0;
 sprite->cx = 0;
 sprite->cy = 0;
 sprite->r = 128;
 sprite->g = 128;
 sprite->b = 128;
 sprite->mx = 0;
 sprite->my = 0;
 sprite->scalex = ONE;  // ONE = 4096
 sprite->scaley = ONE;
 sprite->rotate = 0;
}


--MESSAGE FILE 671 END: ./1 SCEE/yaroze/beginners/000000408html.html


--MESSAGE FILE 672 START: ./1 SCEE/yaroze/beginners/000000409html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
```

Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Wed, 15 Jul 1998 17:53:01 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 230
Message-ID: <35ACDE6C.954014D4@ndirect.co.uk>
References: <35AC71D4.AA79EB4A@easynet.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-14.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:409
scee.yaroze.programming.codewarrior:298 scee.yaroze.programming.2d_graphics:434

Philip Gooch wrote:

> Hello everyone
>
> You know how it is when you use other people's code to do the basics and
> it works fine so you don't try and tinker with it?
>
> Except when you do because you want to do things slightly differently,
> and then you totally screw it up but can't see what's going wrong?
>
> Or you decide to try and write something from scratch, having fully
> understood the examples you've copied from?
>
> Well, I'm having a nightmare. I'm just trying to display a sprite, but
> I'm taking stuff from the tuto0.c sample Sony code so that I can load
> images into the frame buffer in one function, and link them to a sprite
> in another.
>
> What happens is that when I run the program I get the Yaroze boot-up
> screen, then the screen flashes briefly before returning to the boot-up
> screen. What's weird is that in Codewarrior, if I change my data address
> in Linker Settings from the default 0x00000000 to 0x80140000, I get a
> very large (700K) executable, except this time the screen goes black and
> I get a line of garbage along the bottom.
>
> Would someone be kind enough to have a look at my source code and tell
> me what I'm doing wrong. I was up till 4.30 this morning trying to
> figure it out. The TIM file is only about 2K (96*48 pixels)
>
> Thanks
>
> Phil
>
> Here it is:
> (my batch file is
> local dload redcars.tim 80100000
> local load ny.pxe
> go)
>
> #include <libps.h>
> #include "asssert.h"
>
> #define PLAYER_TIM   0x80100000
> #define SCREEN_WIDTH 512

```
> #define SCREEN_HEIGHT  256
> #define MAX_SPRITES  1
> #define OT_LENGTH   1
>
> // globals
>
> GsIMAGE gPlayerTextureInfo;
> GsSPRITE gPlayerSprite;
> GsOT gOrderTable[2];
> PACKET GpuPacketArea[2][MAX_SPRITES*24];
>
> // prototypes
> void InitGraphics();
> void LoadTimData(u_long address, GsIMAGE *textureInfo);
> void LinkSpritetoTimData(GsSPRITE *sprite, GsIMAGE *textureInfo);
> void InitSprite(GsSPRITE *sprite);
>
> void main()
> {
>
>  int activeBuffer;
>
>  InitGraphics();
>
>  while (1)
>  {
>   activeBuffer = GsGetActiveBuff();
>
>   GsSetWorkBase((PACKET *)GpuPacketArea[activeBuffer]);
>
>   GsClearOt(0, 0, &gOrderTable[activeBuffer]);
>
>   GsSortFastSprite(&gPlayerSprite, &gOrderTable[activeBuffer], 0);
>
>   DrawSync(0);
>
>   VSync(0);
>
>   GsSwapDispBuff();
>
>   GsSortClear(34,34,34, &gOrderTable[activeBuffer]);
>
>   GsDrawOt(&gOrderTable[activeBuffer]);
>  }
>
> }
>
> void InitGraphics()
> {
>  GsOT_TAG OTTags[2][1<<OT_LENGTH];
>
>  GsInitGraph(SCREEN_WIDTH, SCREEN_HEIGHT, 4, 0, 0);
>
>  GsDefDispBuff(0, 0, 0, SCREEN_HEIGHT);
>
>  SetVideoMode( MODE_PAL );
>
>  gOrderTable[0].length = OT_LENGTH;
>  gOrderTable[0].org = OTTags[0];
>  gOrderTable[1].length = OT_LENGTH;
>  gOrderTable[1].org = OTTags[0];
>
>  LoadTimData(PLAYER_TIM, &gPlayerTextureInfo);
>  LinkSpritetoTimData(&gPlayerSprite, &gPlayerTextureInfo);
```

```
>
> }
>
> void LoadTimData(u_long address, GsIMAGE *textureInfo)
> {
>
>  RECT rect;
>  GsGetTimInfo( (u_long *)(address + 4), textureInfo);
>
>  // Load image into frame buffer
>  rect.x = textureInfo->px;
>  rect.y = textureInfo->py;
>  rect.w = textureInfo->pw;   // width in 16-bit words (NOT pixels)
>  rect.h = textureInfo->ph;
>  LoadImage(&rect, textureInfo->pixel);
>
>  /*printf("image x %d\n", textureInfo->px);
>  printf("image y %d\n", textureInfo->py);
>  printf("image w %d\n", textureInfo->pw);
>  printf("image h %d\n", textureInfo->ph);*/
>
>  /* pmode takes these values (binary):
>  0000 4 bit, no clut
>  1000 4 bit, clut
>  0001 8 bit, no clut
>  1001 8 bit, clut
>  0010 16 bit
>  0011 24 bit
>  */
>
>  // Load the CLUT into the frame buffer, if it has one
>  if (textureInfo->pmode & 0x8)
>  {
>   rect.x = textureInfo->cx;       // x pos in frame buffer
>   rect.y = textureInfo->cy;       // y pos in frame buffer
>   rect.w = textureInfo->cw;       // width of CLUT
>   rect.h = textureInfo->ch;       // height of CLUT
>   LoadImage(&rect, textureInfo->clut);    // load data into frame buffer
>
>   /*printf("clut x %d\n", textureInfo->cx);
>   printf("clut y %d\n", textureInfo->cy);
>   printf("clut w %d\n", textureInfo->cw);
>   printf("clut h %d\n", textureInfo->ch);*/
>  }
>
>  DrawSync(0);
> }
>
> void LinkSpritetoTimData(GsSPRITE *sprite, GsIMAGE *textureInfo)
> {
>  int pixelsPerWord, texturePage;
>
>  InitSprite(sprite);
>
>  // Get texture page ID
>  texturePage = GetTPage(textureInfo->pmode & 0x7, 0, textureInfo->px,
> textureInfo->py);
>
>  // Work out bit depth (number of pixels per word)
>  switch (textureInfo->pmode & 0x7)
>  {
>   case 0:
>    pixelsPerWord = 4; // 4 bit
>     break;
```

```
>   case 1:
>    pixelsPerWord = 2; // 8 bit
>     break;
>   case 2:
>    pixelsPerWord = 1; // 16 bit
>   default:
>    // unexpected pmode value
>    pixelsPerWord = 0;
>    printf("Unexpected pmode value\n");
>    assert(0);
>     break;
>  }
>
>  sprite->attribute = 0 + (1<<6) + (textureInfo->pmode & 0x7) << 24 +
> (1<<30) + (1<<31);
>  sprite->tpage = texturePage;
>  sprite->cx = textureInfo->cx;     // CLUT x axis position
>  sprite->cy = textureInfo->cy;     // CLUT y axis positio
> }
>
> // give sprite default values
> void InitSprite(GsSPRITE *sprite)
> {
>  sprite->attribute = 0;
>  sprite->x = 32;
>  sprite->y = 32;
>  sprite->w = 32;        // don't want to display whole TIM, just the
> first 32*48 segment
>  sprite->h = 48;
>  sprite->tpage = 0;
>  sprite->u = 0;
>  sprite->v = 0;
>  sprite->cx = 0;
>  sprite->cy = 0;
>  sprite->r = 128;
>  sprite->g = 128;
>  sprite->b = 128;
>  sprite->mx = 0;
>  sprite->my = 0;
>  sprite->scalex = ONE;  // ONE = 4096
>  sprite->scaley = ONE;
>  sprite->rotate = 0;
> }
```

Hi Philip. I've just posted you in the freetalk newsgroup. Wish I'd seen this first.

Well, I've had a quick scan over the code, and one thing which jumped out at me was your GsOTTAGs. Try making them global.

Hope that helps.

Herbs

--MESSAGE FILE 672 END: ./1 SCEE/yaroze/beginners/000000409html.html

--MESSAGE FILE 673 START: ./1 SCEE/yaroze/beginners/000000410html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: black&white

Date: Wed, 15 Jul 1998 17:56:42 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 43
Message-ID: <35ACDF4A.4C84E304@ndirect.co.uk>
References: <35A3E897.1582@virgin.net> <35A3FA51.405B7C2C@hotmail.com>
<6o67ov$8q37@scea> <01bdadd0$04286180$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdae56$bb788460$026f6f6f@two>
<01bdae10$fab64180$f2e832a2@gbain.wav.scee.sony.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-14.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

George Bain wrote:

>
>
> Hi there,
>
> Yes, there is another way. When the PlayStation first boots up the video
> mode
> defaults to NTSC. If you do a GetVideoMode() at the startup it will be
> NTSC.
> So lets check the product code (product code is different in all 3
> territories)
> on the Net Yaroze Boot Disc. If the file is not found we now know that the
> user
> has a NTSC machine. Check the code below..
>
> P.S. Note, you have to use a scart cable to see color in NTSC mode.
>
>   if(CdSearchFile(&file, "\\DTL_S30.35;1") == 0)
>   {
>   printf("Boot file not found... MODE_NTSC enabled \n");
>   SetVideoMode(MODE_NTSC);
>   video_mode = GetVideoMode();
>   }
>   else
>   {
>   printf("Boot file found... MODE_PAL enabled \n");
>   SetVideoMode(MODE_PAL);
>   video_mode = GetVideoMode();
>   }
>
> Regards,
>
> George@SCEE

Now that is one hell of an answer. That is so cool. And there was me counting
hsyncs...

Herbs

--MESSAGE FILE 673 END: ./1 SCEE/yaroze/beginners/000000410html.html

--MESSAGE FILE 674 START: ./1 SCEE/yaroze/beginners/000000411html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>

Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: 15 Jul 1998 18:35:19 GMT
Organization: SCEE
Lines: 238
Message-ID: <01bdafad$1b8a66a0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <35AC71D4.AA79EB4A@easynet.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.beginners:411
scee.yaroze.programming.codewarrior:299 scee.yaroze.programming.2d_graphics:437

Hi Philip,

Sorry to hear that you are having trouble. I think you should hear that there is nothing wrong with your code. I've compiled and ran it using GCC and SIOCONS. I personally don't use CodeWarrior but I suggest using GCC and SIOCONS.

As for ditching your Net Yaroze..don't give in. It will take time and patience. Good-luck.

Regards,

George@SCEE

Philip Gooch <philg@easynet.co.uk> wrote in article
<35AC71D4.AA79EB4A@easynet.co.uk>...
> Hello everyone
>
> You know how it is when you use other people's code to do the basics and
> it works fine so you don't try and tinker with it?
>
> Except when you do because you want to do things slightly differently,
> and then you totally screw it up but can't see what's going wrong?
>
> Or you decide to try and write something from scratch, having fully
> understood the examples you've copied from?
>
> Well, I'm having a nightmare. I'm just trying to display a sprite, but
> I'm taking stuff from the tuto0.c sample Sony code so that I can load
> images into the frame buffer in one function, and link them to a sprite
> in another.
>
> What happens is that when I run the program I get the Yaroze boot-up
> screen, then the screen flashes briefly before returning to the boot-up
> screen. What's weird is that in Codewarrior, if I change my data address
> in Linker Settings from the default 0x00000000 to 0x80140000, I get a
> very large (700K) executable, except this time the screen goes black and
> I get a line of garbage along the bottom.
>
> Would someone be kind enough to have a look at my source code and tell
> me what I'm doing wrong. I was up till 4.30 this morning trying to
> figure it out. The TIM file is only about 2K (96*48 pixels)
>
> Thanks
>
> Phil
>
> Here it is:

```
> (my batch file is
> local dload redcars.tim 80100000
> local load ny.pxe
> go)
>
> #include <libps.h>
> #include "assert.h"
>
> #define PLAYER_TIM   0x80100000
> #define SCREEN_WIDTH  512
> #define SCREEN_HEIGHT  256
> #define MAX_SPRITES  1
> #define OT_LENGTH   1
>
>
> // globals
>
> GsIMAGE gPlayerTextureInfo;
> GsSPRITE gPlayerSprite;
> GsOT gOrderTable[2];
> PACKET GpuPacketArea[2][MAX_SPRITES*24];
>
> // prototypes
> void InitGraphics();
> void LoadTimData(u_long address, GsIMAGE *textureInfo);
> void LinkSpritetoTimData(GsSPRITE *sprite, GsIMAGE *textureInfo);
> void InitSprite(GsSPRITE *sprite);
>
>
> void main()
> {
>
>  int activeBuffer;
>
>
>  InitGraphics();
>
>  while (1)
>  {
>   activeBuffer = GsGetActiveBuff();
>
>   GsSetWorkBase((PACKET *)GpuPacketArea[activeBuffer]);
>
>   GsClearOt(0, 0, &gOrderTable[activeBuffer]);
>
>   GsSortFastSprite(&gPlayerSprite, &gOrderTable[activeBuffer], 0);
>
>   DrawSync(0);
>
>   VSync(0);
>
>   GsSwapDispBuff();
>
>   GsSortClear(34,34,34, &gOrderTable[activeBuffer]);
>
>   GsDrawOt(&gOrderTable[activeBuffer]);
>  }
>
> }
>
> void InitGraphics()
> {
>  GsOT_TAG OTTags[2][1<<OT_LENGTH];
>
```

```
>  GsInitGraph(SCREEN_WIDTH, SCREEN_HEIGHT, 4, 0, 0);
>
>  GsDefDispBuff(0, 0, 0, SCREEN_HEIGHT);
>
>  SetVideoMode( MODE_PAL );
>
>  gOrderTable[0].length = OT_LENGTH;
>  gOrderTable[0].org = OTTags[0];
>  gOrderTable[1].length = OT_LENGTH;
>  gOrderTable[1].org = OTTags[0];
>
>  LoadTimData(PLAYER_TIM, &gPlayerTextureInfo);
>  LinkSpritetoTimData(&gPlayerSprite, &gPlayerTextureInfo);
>
> }
>
>
> void LoadTimData(u_long address, GsIMAGE *textureInfo)
> {
>
>  RECT rect;
>  GsGetTimInfo( (u_long *)(address + 4), textureInfo);
>
>  // Load image into frame buffer
>  rect.x = textureInfo->px;
>  rect.y = textureInfo->py;
>  rect.w = textureInfo->pw;   // width in 16-bit words (NOT pixels)
>  rect.h = textureInfo->ph;
>  LoadImage(&rect, textureInfo->pixel);
>
>  /*printf("image x %d\n", textureInfo->px);
>  printf("image y %d\n", textureInfo->py);
>  printf("image w %d\n", textureInfo->pw);
>  printf("image h %d\n", textureInfo->ph);*/
>
>  /* pmode takes these values (binary):
>  0000 4 bit, no clut
>  1000 4 bit, clut
>  0001 8 bit, no clut
>  1001 8 bit, clut
>  0010 16 bit
>  0011 24 bit
>  */
>
>  // Load the CLUT into the frame buffer, if it has one
>  if (textureInfo->pmode & 0x8)
>  {
>   rect.x = textureInfo->cx;       // x pos in frame buffer
>   rect.y = textureInfo->cy;       // y pos in frame buffer
>   rect.w = textureInfo->cw;       // width of CLUT
>   rect.h = textureInfo->ch;       // height of CLUT
>   LoadImage(&rect, textureInfo->clut);    // load data into frame buffer
>
>   /*printf("clut x %d\n", textureInfo->cx);
>   printf("clut y %d\n", textureInfo->cy);
>   printf("clut w %d\n", textureInfo->cw);
>   printf("clut h %d\n", textureInfo->ch);*/
>  }
>
>  DrawSync(0);
> }
>
> void LinkSpritetoTimData(GsSPRITE *sprite, GsIMAGE *textureInfo)
> {
```

```
>  int pixelsPerWord, texturePage;
>
>  InitSprite(sprite);
>
>  // Get texture page ID
>  texturePage = GetTPage(textureInfo->pmode & 0x7, 0, textureInfo->px,
> textureInfo->py);
>
>  // Work out bit depth (number of pixels per word)
>  switch (textureInfo->pmode & 0x7)
>  {
>   case 0:
>    pixelsPerWord = 4; // 4 bit
>     break;
>   case 1:
>    pixelsPerWord = 2; // 8 bit
>     break;
>   case 2:
>    pixelsPerWord = 1; // 16 bit
>   default:
>    // unexpected pmode value
>    pixelsPerWord = 0;
>    printf("Unexpected pmode value\n");
>    assert(0);
>     break;
>  }
>
>  sprite->attribute = 0 + (1<<6) + (textureInfo->pmode & 0x7) << 24 +
> (1<<30) + (1<<31);
>  sprite->tpage = texturePage;
>  sprite->cx = textureInfo->cx;     // CLUT x axis position
>  sprite->cy = textureInfo->cy;     // CLUT y axis positio
> }
>
> // give sprite default values
> void InitSprite(GsSPRITE *sprite)
> {
>  sprite->attribute = 0;
>  sprite->x = 32;
>  sprite->y = 32;
>  sprite->w = 32;        // don't want to display whole TIM, just the
> first 32*48 segment
>  sprite->h = 48;
>  sprite->tpage = 0;
>  sprite->u = 0;
>  sprite->v = 0;
>  sprite->cx = 0;
>  sprite->cy = 0;
>  sprite->r = 128;
>  sprite->g = 128;
>  sprite->b = 128;
>  sprite->mx = 0;
>  sprite->my = 0;
>  sprite->scalex = ONE;  // ONE = 4096
>  sprite->scaley = ONE;
>  sprite->rotate = 0;
> }
>
>
>
--MESSAGE FILE 674 END: ./1 SCEE/yaroze/beginners/000000411html.html


--MESSAGE FILE 675 START: ./1 SCEE/yaroze/beginners/000000412html.html
```

Path: chuka.playstation.co.uk!news
From: Nick Slaven <NickSlaven@compuserve.com>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Wed, 15 Jul 1998 21:27:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <35AD10B6.153EE9C5@compuserve.com>
References: <35AC71D4.AA79EB4A@easynet.co.uk>
NNTP-Posting-Host: ld53-013.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:412
scee.yaroze.programming.codewarrior:300 scee.yaroze.programming.2d_graphics:439

Philip Gooch wrote:
> What happens is that when I run the program I get the Yaroze boot-up
> screen, then the screen flashes briefly before returning to the boot-up
> screen.

I've had crashes like this when I made the packet area too big, and when
its too small. Try making PACKET GpuPacketArea[2][MAX_SPRITES*24];
bigger - you are sorting a clear screen command in here as well as the sprite.
Also I noticed that you've got OTTags as local in one
of your functions - try making it global - or static.

cheers

Nick (S)

--MESSAGE FILE 675 END: ./1 SCEE/yaroze/beginners/000000412html.html

--MESSAGE FILE 676 START: ./1 SCEE/yaroze/beginners/000000413html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@nospam.easynet.co.uk>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Wed, 15 Jul 1998 23:34:58 +0100
Organization: philg@nospam.easynet.co.uk
Lines: 33
Message-ID: <35AD2E8E.DEF2C169@nospam.easynet.co.uk>
References: <35AC71D4.AA79EB4A@easynet.co.uk> <35AD10B6.153EE9C5@compuserve.com>
Reply-To: philg@nospam.easynet.co.uk
NNTP-Posting-Host: philg.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:413
scee.yaroze.programming.codewarrior:301 scee.yaroze.programming.2d_graphics:440

Nick Slaven wrote:

> Philip Gooch wrote:
> > What happens is that when I run the program I get the Yaroze boot-up
> > screen, then the screen flashes briefly before returning to the boot-up
> > screen.
>
> I've had crashes like this when I made the packet area too big, and when
> its too small. Try making PACKET GpuPacketArea[2][MAX_SPRITES*24];
> bigger - you are sorting a clear screen command in here as well as the sprite.
> Also I noticed that you've got OTTags as local in one
> of your functions - try making it global - or static.
>
> cheers
>
> Nick (S)

  YES!! This works. Thanks guys. I wouldn't have sussed this out on my own. I really appreciate you help.
Cheers Nick, Herbs and George. Turned out not to be a Codewarrior problem after all! Sorry about the cross-posting.

But what confuses me is: Why does OTTags need to be a global if I'm only using it
in one function - InitGraphics()? Is GsOT_TAG somehow used by the OS throughout the program and so needs to be aware of it whenever it needs it? Sorry, I'm really dim on the low-level stuff. I'm better at algorithms - honest!

Thanks again.

Phil

--MESSAGE FILE 676 END: ./1 SCEE/yaroze/beginners/000000413html.html

--MESSAGE FILE 677 START: ./1 SCEE/yaroze/beginners/000000414html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@nospam.easynet.co.uk>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Wed, 15 Jul 1998 23:53:34 +0100
Organization: philg@nospam.easynet.co.uk
Lines: 9
Message-ID: <35AD32E7.3C2B87A9@nospam.easynet.co.uk>
References: <35AC71D4.AA79EB4A@easynet.co.uk> <35AD10B6.153EE9C5@compuserve.com>
<35AD2E8E.DEF2C169@nospam.easynet.co.uk>
Reply-To: philg@nospam.easynet.co.uk
NNTP-Posting-Host: philg.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:414
scee.yaroze.programming.codewarrior:302 scee.yaroze.programming.2d_graphics:441

I suppose also, to be on the safe side, I could cheat and make all my
OS-level variables globals!

Only joking, but because I haven't got much of a clue on the hardware
side it's not clear to me what sort of things always need to be
accessible to the OS

Phil

--MESSAGE FILE 677 END: ./1 SCEE/yaroze/beginners/000000414html.html

--MESSAGE FILE 678 START: ./1 SCEE/yaroze/beginners/000000415html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: 16 Jul 1998 11:15:36 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Sender: thutton@TECH10
Message-ID: <uiukyd29z.fsf@cybec.com.au>
References: <35AC71D4.AA79EB4A@easynet.co.uk>
    <35AD10B6.153EE9C5@compuserve.com>
    <35AD2E8E.DEF2C169@nospam.easynet.co.uk>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34
Xref: chuka.playstation.co.uk scee.yaroze.beginners:415
scee.yaroze.programming.codewarrior:303 scee.yaroze.programming.2d_graphics:442

Philip Gooch <philg@nospam.easynet.co.uk> writes:
> But what confuses me is: Why does OTTags need to be a global if I'm only using
it
> in one function - InitGraphics()? Is GsOT_TAG somehow used by the OS
throughout
> the program and so needs to be aware of it whenever it needs it? Sorry, I'm
> really dim on the low-level stuff. I'm better at algorithms - honest!

The main difference between local variables and globals variables in C
is their scope, obviously (ie. which functions can see them). The
second biggest difference is where they're stored. Global and static
variables are allocated from the heap, while locals are from the
stack.

The stack is also used to store parameters passed to functions and
return addresses. Exhausting the stack is a Bad Thing, as function
calls may misbehave, crash, hang... I honestly don't know how big the
default stack is for the Yaroze - it's determined at compile time.
That's why your code may work for one compiler, but not another.

Basically, if you have some enormous data structures locally, make
them static. But remember, they'll persist across multiple calls to
the function, though this doesn't matter if you were already treating
them as locals (which don't persist).
--
Toby.
--MESSAGE FILE 678 END: ./1 SCEE/yaroze/beginners/000000415html.html

--MESSAGE FILE 679 START: ./1 SCEE/yaroze/beginners/000000416html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Gerrit Goossen <gerrit@funnytown.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Wed, 15 Jul 1998 23:06:05 -0400
Organization: SCEA News Server
Lines: 27
Message-ID: <35AD6DE7.11E5@funnytown.com>
NNTP-Posting-Host: 38.165.241.13
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-MACOS8 (Macintosh; I; PPC)

>What happens is that when I run the program I get the Yaroze boot-up screen, then the screen flashes briefly before returning to the boot-
>up screen.
>
>What's weird is that in Codewarrior, if I change my data address
>in Linker Settings from the default 0x00000000 to 0x80140000, I get a
>very large (700K) executable, except this time the screen goes black >and I get a line of garbage along the bottom.

Maybe some techies have a different opinion, but it's probably a wise idea to leave the data address at 0L and let the linker figure things out for you?

As for what's going wrong, have you explored the Metrowerks debugger at all? There's a handy panel that will let you back-trace through the stack which can help you figure out which function is dying.

BTW, I agree with Alex; If you backtrack a bit I'm sure you'll find "GsSortFastSprite" is dying because your OTTags are stored locally and disappearing before you use 'em. Of course because it's such a small app., the code *might* still run fine if nothing writes over where the local variables "used" to exist. (I guess CW does a little more clean-up than GCC :)

- Gerrit

PS - IMHO, 9 times out of 10, CodeWarrior is the best way to develop applications for any platform. Yaroze included.
--MESSAGE FILE 679 END: ./1 SCEE/yaroze/beginners/000000416html.html

--MESSAGE FILE 680 START: ./1 SCEE/yaroze/beginners/000000417html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: 16 Jul 1998 08:11:02 GMT
Organization: SCEE
Lines: 28
Message-ID: <01bdb02d$4280dc00$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <35AD6DE7.11E5@funnytown.com>
NNTP-Posting-Host: camfw01.millennium.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi Gerrit,

But you still gotta love GCC!

Regards,

George@SCEE

Gerrit Goossen <gerrit@funnytown.com> wrote in article
<35AD6DE7.11E5@funnytown.com>...

> BTW, I agree with Alex; If you backtrack a bit I'm sure you'll find
> "GsSortFastSprite" is dying because your OTTags are stored locally and
> disappearing before you use 'em. Of course because it's such a small
> app., the code *might* still run fine if nothing writes over where the
> local variables "used" to exist. (I guess CW does a little more clean-up
> than GCC :)
>
> - Gerrit
>
> PS - IMHO, 9 times out of 10, CodeWarrior is the best way to develop
> applications for any platform. Yaroze included.
>
--MESSAGE FILE 680 END: ./1 SCEE/yaroze/beginners/000000417html.html

--MESSAGE FILE 681 START: ./1 SCEE/yaroze/beginners/000000418html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: black&white
Date: 16 Jul 1998 08:29:08 GMT
Organization: SCEE
Lines: 19
Message-ID: <01bdb02f$c7d63e20$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <35A3E897.1582@virgin.net> <35A3FA51.405B7C2C@hotmail.com>
<6o67ov$8q37@scea> <01bdadd0$04286180$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdae56$bb788460$026f6f6f@two>
<01bdae10$fab64180$f2e832a2@gbain.wav.scee.sony.co.uk>
<35ACDF4A.4C84E304@ndirect.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi Alex,

I have to admit, Colin helped me out on this one...

Regards,

George@SCEE

Alex Herbert <aherbert@ndirect.co.uk> wrote in article
<35ACDF4A.4C84E304@ndirect.co.uk>...
> Now that is one hell of an answer. That is so cool. And there was me
counting
> hsyncs...
>
> Herbs
>
>
>
--MESSAGE FILE 681 END: ./1 SCEE/yaroze/beginners/000000418html.html

--MESSAGE FILE 682 START: ./1 SCEE/yaroze/beginners/000000419html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@easynet.co.uk>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Thu, 16 Jul 1998 14:24:24 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22

Message-ID: <35ADFF08.A310D245@easynet.co.uk>
References: <35AC71D4.AA79EB4A@easynet.co.uk>
       <35AD10B6.153EE9C5@compuserve.com>
       <35AD2E8E.DEF2C169@nospam.easynet.co.uk> <uiukyd29z.fsf@cybec.com.au>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:419
scee.yaroze.programming.codewarrior:304 scee.yaroze.programming.2d_graphics:445

Toby Hutton wrote:

> The stack is also used to store parameters passed to functions and
> return addresses. Exhausting the stack is a Bad Thing, as function
> calls may misbehave, crash, hang... I honestly don't know how big the
> default stack is for the Yaroze - it's determined at compile time.
> That's why your code may work for one compiler, but not another.
>
> Basically, if you have some enormous data structures locally, make
> them static. But remember, they'll persist across multiple calls to
> the function, though this doesn't matter if you were already treating
> them as locals (which don't persist).
> --
> Toby.

  Does the GsOT_TAG structure count as an enormous data structure? Is that why
in this
case it needed to be global (or static)?

Phil

--MESSAGE FILE 682 END: ./1 SCEE/yaroze/beginners/000000419html.html

--MESSAGE FILE 683 START: ./1 SCEE/yaroze/beginners/000000420html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Thu, 16 Jul 1998 14:53:10 +0100
Organization: Sony Computer Entertainment Europe
Lines: 71
Message-ID: <35AE05C6.489D09F9@scee.sony.co.uk>
References: <35AC71D4.AA79EB4A@easynet.co.uk>
          <35AD10B6.153EE9C5@compuserve.com>
          <35AD2E8E.DEF2C169@nospam.easynet.co.uk> <uiukyd29z.fsf@cybec.com.au>
<35ADFF08.A310D245@easynet.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:420
scee.yaroze.programming.codewarrior:305 scee.yaroze.programming.2d_graphics:446

Philip Gooch wrote:
>
>   Does the GsOT_TAG structure count as an enormous data structure?

Generally, yes.

> Is that why in this case it needed to be global (or static)?

No. The reason it must be defined outside a function (or static) is because the GPU will be reading
it (so it can draw the screen) while the CPU is off Doing Other Things. If GsOT_TAG was defined
locally (and not static), its contents would be valid only for the 'life' of the function (the time
spent inside the function) it is contained in.
This means that if you create a valid GsOT_TAG structure (which is done by the system when you call
GsSortSprite() or GsSortObject4()) and then set the GPU off reading it (using GsDrawOT), and then
exit your function to go and do other things, then the space used by the GsOT_TAG structure will be
reclaimed and probably wiped over, while the GPU is reading it! This is a very Bad Thing. So
defining this structure globally will solve the problem. If you want to keep it as a local variable,
defining it as 'static' will tell the compiler not to reclaim the space when the function exits.

A variable that is defined 'static' in a function only has the scope of that function, but it is not
destroyed when the function returns, unlike other local variables which are not defined 'static'.

Example:

```
============ 8< snip ================

void nonStatic(void) {
    int ns = 0;
    printf("ns = %d\n",ns);
    ns++;
}

void usesStatic(void) {
    static int s = 0;    // s is defined static here
    printf("s = %d\n",s);
    s++;
}

void main(void) {
    nonStatic();
    nonStatic();
    nonStatic();

    usesStatic();
    usesStatic();
    usesStatic();
}

============ 8< snip ================
```

This program gives the following output:

```
    ns = 0;
    ns = 0;
    ns = 0;
    s = 0;
```

```
    s = 1;
    s = 2;

Just to make life more confusing, a 'static' global variable has the scope of
the object file it is
defined in, so only functions in that C source file can use it.

Cheers,

James

--
== James_Russell@scee.sony.co.uk                +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

A sufficiently advanced god would use evolution.
--MESSAGE FILE 683 END: ./1 SCEE/yaroze/beginners/000000420html.html


--MESSAGE FILE 684 START: ./1 SCEE/yaroze/beginners/000000421html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Thu, 16 Jul 1998 15:22:12 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 38
Message-ID: <35AE0C94.1D8D32A3@easynet.co.uk>
References: <35AD6DE7.11E5@funnytown.com>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)



Gerrit Goossen wrote:

> >What happens is that when I run the program I get the Yaroze boot-up
> screen, then the screen flashes briefly before returning to the boot-
> >up screen.
> >
> >What's weird is that in Codewarrior, if I change my data address
> >in Linker Settings from the default 0x00000000 to 0x80140000, I get a
> >very large (700K) executable, except this time the screen goes black >and I
get a line of garbage along the bottom.
>
> Maybe some techies have a different opinion, but it's probably a wise
> idea to leave the data address at 0L and let the linker figure things
> out for you?
>
> As for what's going wrong, have you explored the Metrowerks debugger at
> all? There's a handy panel that will let you back-trace through the
> stack which can help you figure out which function is dying.
>
> BTW, I agree with Alex; If you backtrack a bit I'm sure you'll find
> "GsSortFastSprite" is dying because your OTTags are stored locally and
> disappearing before you use 'em. Of course because it's such a small
> app., the code *might* still run fine if nothing writes over where the
> local variables "used" to exist. (I guess CW does a little more clean-up
> than GCC :)
>
> - Gerrit
```

Cheers Gerrit

I haven't made much use of the debugger. I'll be sure to start using now. The stack trace facility sounds useful. I must
admit I'm not very up on what goes on under the hood in terms of how and where storage space is allocated. Some people
have suggested using malloc() to dynamically allocate memory from the heap for all the ordering table-related stuff,
rather than using arrays. If you know what you're doing (unlike me!) this sounds like a good approach.

Phil

--MESSAGE FILE 684 END: ./1 SCEE/yaroze/beginners/000000421html.html

--MESSAGE FILE 685 START: ./1 SCEE/yaroze/beginners/000000422html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Object files and linking
Date: Thu, 16 Jul 1998 21:57:54 +0100
Organization: Sony Computer Entertainment Europe
Lines: 215
Message-ID: <35AE6952.2D94C5E9@scee.sony.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Not everybody here is a C guru, and I know the C book I learnt from (C programming for the Amiga,
one of the dodgiest Abacus books around) wasn't exactly very helpful when it came to complex
programs. So here's a little bit about object files and linking which hopefully everyone will find
useful.

When you first learn C, all of your programs will be in one source file, and you've probably
learnt
to compile it by some rote-learned wizard's incantation like "Abracadabra, ccpsx -o myCfile.exe
myCfile.c -O3 -X$80100000" without really knowing what it all meant.

If you've been programming for a little while and have started to create larger and larger
programs,
you've probably found that having all your source in one big file is a pain. It becomes difficult
to
manage and find the bits you want to adjust. Those marginally clued up will have figured out that
'#include "myfile.c"' is just like inserting myfile.c into that point of the program, and will
have
split up their program that way (I know I did). So you'd have, say 5 separate C files that all got
#include'd when you compiled, to make one big file and the magic incantation worked.

Still, this is really inefficient, because the compiler has to re-compile the whole thing when
you're probably only changing one line. The solution is to split up your program into various
managable parts (say, Music, 2D graphics, Controllers, Main Loop, etc). These parts are then
compiled into _object_files_, and the object files are linked together to form the final program.

The beauty of this scheme is that once an object file has been created, you don't need to
recompile
it unless the related source code changes. You always need to relink all the object files together
though. This means that you'll get much faster compilation/linking times, because the compiler
doesn't have to process all the C source files, only the ones you've changed.

===

To create an object file, the magic incantation is:

```
ccpsx -c -o myCfile.o myCfile.c
```

'-c' means compile only, don't link. This will compile your file (turn it into machine code) but
won't try to link it up with any other object files.
'-o' means that the next argument is the name of the object file to create. It doesn't matter what
it's called, but most people use the same name as the source file with the extension ".o" or
".obj"

If you've split up your file up into lots of different chunks and tried the above, you've probably
encountered lots of horrible errors. There's usually a common cause for all this, and they're
remedied with ".h" files.

Variables:

When you compile a C file it's usually going to reference variables or functions in another C
file.
If you have the variable 'myVar' defined in another source file, and use "myVar = myVar + 1" in
this
file, then the compiler is going to have to know what sort of variable 'myVar' is. It could be a
char, an int, a pointer, a float, or anything, so the compiler must know what type it is,
otherwise
it can't generate the correct machine code to process it.

The way to let the compiler know that a variable is defined outside of this file is with the
'extern' keyword. If you specify 'extern float myVar;' before you use 'myVar' in this C file, then
the compiler will know that myVar is referring to a float in some other C file somewhere.

Functions:

Functions defined outside the file don't need the 'extern' keyword. But they do need a
_function_prototype_. A function prototype looks exactly like the first line of a function
definition:

e.g.

```
int myFunction(int a, float b) {
        return a + b;
}
```

has a function prototype of:

```
int myFunction(int a, float b);
```

This is to let the compiler know how many parameters the external function will expect, what types
those parameters will be, and what sort of variable it is going to return. If it didn't know these
things, it couldn't create the appropriate machine code. This is why you #include <libps.h>, so
that
the compiler knows how many/what type the variables passed to/from library functions are.

".h" files.

People tend to get a bit sick of writing 'extern' this and 'void myFunction(...);' prototypes in
EVERY C file that references another object file. So they tend to create HEADER files, which
contain
all that guff, and then just #include it. So say you had a C file called "graphics.c" which
contained all your useful graphics functions, you might create "graphics.h" which contained all of
graphics.c's function prototypes, and usually any structure definitions used by graphics.c too.
This
graphics.h file can then be #include'd into your _other_ C files so that you don't have to define
the function prototypes.

".h" files are used in many wonderful and wierd ways, so you may see variations on this. But their
main purpose is to be included with C files so that the compiler will know the types, functions
and
variables involved.

  ===

Once your C file has been compiled into an object file, you need to link all the object files
together to create a single executable. This is done with the program 'ld', the linker. ccpsx's
default behaviour is to compile the file you give it and then call 'ld' on it, which is why just
calling ccpsx will get you a real executable, because it's actually calling ld which does the
executable creation. ccpsx is intelligent enough to distinguish between a C source file and an
object file too, so if you call ccpsx with a list of object files, it will pass

them all to the
linker instead of trying to compile them.

The linker takes all the object files and adjusts the machine code in each one so that the
function
calls and variable references work correctly. It's rare to get linker errors, but they can be
troublesome because your code compiled fine (no C errors) but it won't link. The solution is
usually
to make sure that you've made no spelling mistakes when referencing external variables and
functions
(uppercase/lowercase matters too). Generally, a linker problem stems from one C file's idea of
things being different from another C file's idea of things. So if you add a new parameter to a
function, be sure to add the same parameter to the appropriate .h file.

One of the parameters you specify to the linker is the link address - this is where the program
will
be placed when it is run.

  ===

Function/variable naming

The object file contains the names of the functions and variables involved, so when the linker
uses
the object file it can figure out which functions 'connect'. Case is usually important in naming.

The C keyword 'static' is useful here. If a global variable or function is defined 'static' then
its
name is effectively not exported to the object file. This means that no other object file can
access
that global variable/function. This is useful when you use a lot of global variables/functions in
different C files with the same name, like 'timer' or 'count', or 'initialise()'. If you define
these variables/functions as 'static', the names are not exported and so there won't be any
conflicts when you link with another file using 'timer' or 'count' as a global variable/function
name.

  ===

Including raw data

Sometimes it is useful to include raw data (like a TMD or TIM) directly into the program. There
are
programs available which will convert raw data into a C source file (looking something like "char
myRawData[] = { 0x12,0x34,0x56... };) If you compile these files into object files, then you can
just link them in at linktime, instead of #include'ing them. This will drastically reduce compile

times. All you need to do in your main program is have 'extern char myRawData[]' somewhere near
the
top.

===

".lib" files

A library is a collection of object files, all stored into one big file. You pass a .lib file to the
linker as normal, but it only extracts the object files it needs. This is really useful when you've
created a generic library of functions and you want to pass it around to other developers or use it
in different programs. Since only the object files containing functions that are used are included
in the final executable, this is a drastic reduction in file size than if you'd included everything.

===

Makefiles

Makefiles are initially difficult to create and understand, but in essence they are very simple.
When you make a program using lots of object files, you don't want to have to type in that long
magic incantation to compile the ones you've changed. The make program can detect which files have
been adjusted and call ccpsx/ld for you. So when you quit your editor, ready to compile, make will
only find and compile _only_the_adjusted_ files, so all you need to do is type 'make' regardless of
what C file you were editing.

A makefile is a list of dependencies like:

```
bananas.o: bananas.c bananas.h
        ccpsx -c -o bananas.o bananas.c
```

This means "If bananas.h OR bananas.c is younger than bananas.o then run 'ccpsx -c -o bananas.o
bananas.c'".

If you have 3 object files "graphics.o", "music.o", "main.o" then your makefile might look like:

```
myprog.exe: graphics.o music.o main.o
        ccpsx -o myprog.exe graphics.o music.o main.o

graphics.o: graphics.c graphics.h
        ccpsx -c -o graphics.o graphics.c

music.o: music.c music.h
        ccpsx -c -o music.o music.c

main.o: main.c main.h
        ccpsx -c -o main.o main.c
```

This is an oversimplification - makefiles are extremely powerful and can get extremely complicated.
There were some tricks here I didn't use for simplicity of explanation.

  ===

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Carpe Noctem.
--MESSAGE FILE 685 END: ./1 SCEE/yaroze/beginners/000000422html.html

--MESSAGE FILE 686 START: ./1 SCEE/yaroze/beginners/000000423html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: 17 Jul 1998 10:35:38 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Sender: thutton@TECH10
Message-ID: <upvf5nwkl.fsf@cybec.com.au>
References: <35AC71D4.AA79EB4A@easynet.co.uk>
    <35AD10B6.153EE9C5@compuserve.com>
    <35AD2E8E.DEF2C169@nospam.easynet.co.uk> <uiukyd29z.fsf@cybec.com.au>
    <35ADFF08.A310D245@easynet.co.uk> <35AE05C6.489D09F9@scee.sony.co.uk>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34
Xref: chuka.playstation.co.uk scee.yaroze.beginners:423
scee.yaroze.programming.codewarrior:306 scee.yaroze.programming.2d_graphics:447

James Russell <James_Russell@scee.sony.co.uk> writes:

>
> Philip Gooch wrote:
> >
> >   Does the GsOT_TAG structure count as an enormous data structure?
>
> Generally, yes.
>
> > Is that why in this case it needed to be global (or static)?
>
> No. The reason it must be defined outside a function (or static) is because
the GPU will be reading
> it (so it can draw the screen) while the CPU is off Doing Other Things. If
GsOT_TAG was defined
> locally (and not static), its contents would be valid only for the 'life' of
the function (the time
> spent inside the function) it is contained in.

Ok. Hrmm. I had my OT defined locally in main() originally, crashed,
made it static, everything worked. So the 'life' of the variable had
nothing to do with it - I assumed it must've been too big. I'm right
in my case, aren't I?
--
Toby.
--MESSAGE FILE 686 END: ./1 SCEE/yaroze/beginners/000000423html.html

--MESSAGE FILE 687 START: ./1 SCEE/yaroze/beginners/000000424html.html

Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Fri, 17 Jul 1998 09:42:22 +0100
Organization: Sony Computer Entertainment Europe
Lines: 33
Message-ID: <35AF0E6E.3ECA2415@scee.sony.co.uk>
References: <35AC71D4.AA79EB4A@easynet.co.uk>
       <35AD10B6.153EE9C5@compuserve.com>
       <35AD2E8E.DEF2C169@nospam.easynet.co.uk> <uiukyd29z.fsf@cybec.com.au>
       <35ADFF08.A310D245@easynet.co.uk> <35AE05C6.489D09F9@scee.sony.co.uk>
<upvf5nwkl.fsf@cybec.com.au>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.beginners:424
scee.yaroze.programming.codewarrior:307 scee.yaroze.programming.2d_graphics:448

Toby Hutton wrote:
>
> James Russell <James_Russell@scee.sony.co.uk> writes:
>
> >
> > Philip Gooch wrote:
> > >
> > >   Does the GsOT_TAG structure count as an enormous data structure?
> >
> > Generally, yes.
> >
> > > Is that why in this case it needed to be global (or static)?
> >
> > No. The reason it must be defined outside a function (or static) is because
the GPU will be reading
> > it (so it can draw the screen) while the CPU is off Doing Other Things. If
GsOT_TAG was defined
> > locally (and not static), its contents would be valid only for the 'life' of
the function (the time
> > spent inside the function) it is contained in.
>
> Ok. Hrmm. I had my OT defined locally in main() originally, crashed,
> made it static, everything worked. So the 'life' of the variable had
> nothing to do with it - I assumed it must've been too big. I'm right
> in my case, aren't I?

Well, there's a conflict of definition here - when I said "the time spent inside
the function", I
meant the time between when you enter the function and return from the function.
Function calls made
from that function are included in this time. Since you never return from the
main() function until
you exit the program, the time spent inside the function is equal to the life of
the program!

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Two elephants fell off a cliff. Boom Boom.

--MESSAGE FILE 687 END: ./1 SCEE/yaroze/beginners/000000424html.html

--MESSAGE FILE 688 START: ./1 SCEE/yaroze/beginners/000000425html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Fri, 17 Jul 1998 12:06:57 +0100
Organization: Sony Computer Entertainment Europe
Lines: 30
Message-ID: <35AF3051.CBD1D9D@scee.sony.co.uk>
References: <35AC71D4.AA79EB4A@easynet.co.uk>
       <35AD10B6.153EE9C5@compuserve.com>
       <35AD2E8E.DEF2C169@nospam.easynet.co.uk> <uiukyd29z.fsf@cybec.com.au>
       <35ADFF08.A310D245@easynet.co.uk> <35AE05C6.489D09F9@scee.sony.co.uk>
<upvf5nwkl.fsf@cybec.com.au>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.beginners:425
scee.yaroze.programming.codewarrior:308 scee.yaroze.programming.2d_graphics:449

Toby Hutton wrote:
> Ok. Hrmm. I had my OT defined locally in main() originally, crashed,
> made it static, everything worked. So the 'life' of the variable had
> nothing to do with it - I assumed it must've been too big. I'm right
> in my case, aren't I?

Whoops! I really should read the message before responding... :O)

I replied:
> Well, there's a conflict of definition here - when I said "the time spent
inside the function",
> I meant the time between when you enter the function and return from the
function. Function
> calls made from that function are included in this time. Since you never
return from the main()
> function until you exit the program, the time spent inside the main() function
is equal to the
> life of the program!

This is true, but didn't answer your question. When you call a function with
local variables, the
compiler will try to allocate space on the stack for them, and if the stack
isn't big enough,
kaboom, a crash. However, defining a variable as 'static' inside a function
tells the compiler to
allocate space for it (once) on the heap, not the stack, which is why your
program worked when you
defined it 'static'. Thanks to Patrik Buckau for pointing out my mistake.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Two elephants fell off a cliff. Boom Boom.
--MESSAGE FILE 688 END: ./1 SCEE/yaroze/beginners/000000425html.html

--MESSAGE FILE 689 START: ./1 SCEE/yaroze/beginners/000000426html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@easynet.co.uk>
Newsgroups:
scee.yaroze.beginners,scee.yaroze.programming.codewarrior,scee.yaroze.programmin
g.2d_graphics
Subject: Re: Still strugglin' with the basics: broken sprite code (long)
Date: Fri, 17 Jul 1998 12:08:19 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <35AF30A2.14DA9F66@easynet.co.uk>
References: <35AC71D4.AA79EB4A@easynet.co.uk>
              <35AD10B6.153EE9C5@compuserve.com>
              <35AD2E8E.DEF2C169@nospam.easynet.co.uk>
<uiukyd29z.fsf@cybec.com.au> <35ADFF08.A310D245@easynet.co.uk>
<35AE05C6.489D09F9@scee.sony.co.uk>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:426
scee.yaroze.programming.codewarrior:309 scee.yaroze.programming.2d_graphics:450

James Russell wrote:

> Philip Gooch wrote:
> >
> >   Does the GsOT_TAG structure count as an enormous data structure?
>
> Generally, yes.
>
> > Is that why in this case it needed to be global (or static)?
>
> No. The reason it must be defined outside a function (or static) is because
the GPU will be reading
> it (so it can draw the screen) while the CPU is off Doing Other Things. If
GsOT_TAG was defined
> locally (and not static), its contents would be valid only for the 'life' of
the function (the time
> spent inside the function) it is contained in.
> This means that if you create a valid GsOT_TAG structure (which is done by the
system when you call
> GsSortSprite() or GsSortObject4()) and then set the GPU off reading it (using
GsDrawOT), and then
> exit your function to go and do other things, then the space used by the
GsOT_TAG structure will be
> reclaimed and probably wiped over, while the GPU is reading it! This is a very
Bad Thing. So
> defining this structure globally will solve the problem. If you want to keep
it as a local variable,
> defining it as 'static' will tell the compiler not to reclaim the space when
the function exits.
>

This is very useful information. Thanks James.

I think you've pinpointed what for me is the most difficult thing to master, which is how to handle the
multitasking aspects of Yaroze programming.

Cheers

Phil

--MESSAGE FILE 689 END: ./1 SCEE/yaroze/beginners/000000426html.html

--MESSAGE FILE 690 START: ./1 SCEE/yaroze/beginners/000000427html.html
Path: chuka.playstation.co.uk!news
From: Nick Slaven <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Object files and linking
Date: Fri, 17 Jul 1998 19:02:57 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 115
Message-ID: <35AF91D1.CCE4F782@compuserve.com>
References: <35AE6952.2D94C5E9@scee.sony.co.uk>
NNTP-Posting-Host: ld43-099.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

James Russell wrote:
> This is to let the compiler know how many parameters the external function will expect, what types
> those parameters will be, and what sort of variable it is going to return. If it didn't know these
> things, it couldn't create the appropriate machine code. This is why you #include <libps.h>, so
> that
> the compiler knows how many/what type the variables passed to/from library functions are.
>
> ".h" files.
>
> People tend to get a bit sick of writing 'extern' this and 'void myFunction(...);' prototypes in
> EVERY C file that references another object file. So they tend to create HEADER files, which
> contain
> all that guff, and then just #include it. So say you had a C file called "graphics.c" which
> contained all your useful graphics functions, you might create "graphics.h" which contained all of
> graphics.c's function prototypes, and usually any structure definitions used by graphics.c too.
> This
> graphics.h file can then be #include'd into your _other_ C files so that you don't have to define
> the function prototypes.
>
> ".h" files are used in many wonderful and wierd ways, so you may see variations on this. But their
> main purpose is to be included with C files so that the compiler will know the types, functions
> and
> variables involved.

It might be worth mentioning pre processor directives (I think thats the name).

For instance; say you stick all your graphics in one module, and all your game engine in another.
For arguments sake lets say our files are graphics.c,graphics.h,game.c and game.h.
Now lets say we have a variable in Graphics called Screen and one in Game called PadStatus. The files might look something like this.

```
Graphics.h
extern int Screen;

Graphics.c
int    Screen;

Game.h
extern int PadStatus;

Game.c
int    PadStatus;
```

Now lets say that we have all our function prototypes in our headers as well (to save on typing). Our headers might look something like this now

```
Graphics.h
void   Draw(void);
extern     int Screen;

Game.h
int GetPadStatus(void);
extern     int PadStatus;
```

Now when we include Graphics.h in game.c we can see GetPadStatus and PadStatus, however
when we include Graphics.h in graphics.c we will get an error generated as Screen will
be declared twice, once as an extern in Graphics.h and once in Graphics.c.
To get around this we use the pre processor directives #define and #ifndef
#define as you know is used for macro definitions, but it can also be used to define
"flags" at compile time. These "flags" can be tested for existence with #ifndef (which
stands for "if not defined").
So, our header file now looks like this-

```
Graphics.h
void   Draw(void);
#ifndef    GRAPHICS_C
   extern int Screen;
#endif
```

and our source file looks like this

```
Graphics.c
#define GRAPHICS_C
#include "Graphics.h"
#include "Game.h"
```

so the line "extern int Screen" is only ever included in files that don't have GRAPHICS_C
defined at the top.

One step on - it is possible to create multiple includes of the same header in one c file
this can happen when your headers include headers themselves. This can lead to all sorts of

sticky problems (for instance you may get multiple references for structure definitions)
causing the compiler to generate a bucket load of errors. This can be avoided by wrapping
your entire header in one #ifndef statement. Our header file now looks like this.

```
Graphics.h
#ifndef   GRAPHICS_H
    #define GRAPHICS_H

    void   Draw(void);
    #ifndef   GRAPHICS_C
        extern int Screen;
    #endif
#endif
```

Hmmm, this is a bit of a naff example but I hope you can see what I'm getting at, and I
hope I haven't confused anybody.

Cheers

Nick (S)

--MESSAGE FILE 690 END: ./1 SCEE/yaroze/beginners/000000427html.html

--MESSAGE FILE 691 START: ./1 SCEE/yaroze/beginners/000000428html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Object files and linking
Date: Fri, 17 Jul 1998 21:50:41 +0100
Organization: Sony Computer Entertainment Europe
Lines: 41
Message-ID: <35AFB921.F692044A@scee.sony.co.uk>
References: <35AE6952.2D94C5E9@scee.sony.co.uk>
<35AF91D1.CCE4F782@compuserve.com>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Nick Slaven wrote:
>
> It might be worth mentioning pre processor directives (I think thats the name).

I use them in a similar way:

If I've got Graphics.c which has globals that must be accessed by other modules, I do this:

```
Graphics.c:
#define _GRAPHICS_C
#include "graphics.h"
...
yadda yadda yadda
...
```

Graphics.h
```
#ifndef _GRAPHICS_C
#define GRAPHICS_EXTERN extern
#else
#define GRAPHICS_EXTERN
#endif

GRAPHICS_EXTERN int banana;
GRAPHICS_EXTERN int wibble;
```

Thus, in Graphics.C, wibble and banana are defined without the 'extern' keyword, but if I include
graphics.h in any other file, they are defined 'extern'. banana and wibble are not defined in
Graphics.c, but graphics.h. I'm sure there must be a better way of doing this though.

Cheers,

James

--
== James_Russell@scee.sony.co.uk +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

A student who changes the course of history is probably taking an exam.
--MESSAGE FILE 691 END: ./1 SCEE/yaroze/beginners/000000428html.html

--MESSAGE FILE 692 START: ./1 SCEE/yaroze/beginners/000000429html.html
Path: chuka.playstation.co.uk!news
From: Pankaj Gautama <pankaj.gautama@virgin.net>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: What's the point of CodeWarrior ??
Date: Fri, 17 Jul 1998 22:41:57 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <35AFC525.5495@virgin.net>
Reply-To: pankaj.gautama@virgin.net
NNTP-Posting-Host: p39-pigeon-gui.tch.virgin.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 3.01C-VN709-003 (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:429
scee.yaroze.freetalk.english:1439

At the time of purchasing my Yaroze, I also opted for CodeWarrior at the awfully decent £90 ;-).

I unpacked the Yaroze, read the startup guide and proceeded to look at some demos, compiling and editing from the wonderful DOS prompt.

This worked fine.

Two weeks later (I only do stuff on the Yaroze at Weekends), I thought I should try out CodeWarrior.

What a pile of cack! There's nothing there that I can't do from DOS. Granted, I have coding experience and am familiar with makefiles, projects and also change control, but to fork out £90 for a glorified

(bad) editor, with a Yaroze comms program only marginally easier to use
than SIOCONS, I feel is a complete waste. (sorry for the long sentence -
bad grammar an' all).

Unfortunately, I think there's a two week return period for CodeWarrior,
hence, even though I don't use this product, there's no way for me to
get my money back!

Let this be a warning for those who're thinking of buying it - the IDE's
a bit crap and the only reason to get it is if you can't suss out
makefiles.

If any of you know of anything decent that CodeWarrior CAN do, then
please let me know, cos I just don't get it!
--MESSAGE FILE 692 END: ./1 SCEE/yaroze/beginners/000000429html.html

--MESSAGE FILE 693 START: ./1 SCEE/yaroze/beginners/000000430html.html
Path: chuka.playstation.co.uk!news
From: "Mark Wilson" <m.wilson@dial.pipex.com>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??
Date: Sat, 18 Jul 1998 09:29:56 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <6opmgn$ofp17@chuka.playstation.co.uk>
References: <35AFC525.5495@virgin.net>
NNTP-Posting-Host: userm622.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 5.00.0518.4
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0518.4
Xref: chuka.playstation.co.uk scee.yaroze.beginners:430
scee.yaroze.freetalk.english:1440

>What a pile of cack! There's nothing there that I can't do from DOS.
>Granted, I have coding experience and am familiar with makefiles,
>projects and also change control, but to fork out £90 for a glorified
>(bad) editor, with a Yaroze comms program only marginally easier to use
>than SIOCONS, I feel is a complete waste. (sorry for the long sentence -
>bad grammar an' all).
>

The only reason I see for using CodeWarrior is the debugger, which beats the
GNU one hands down. The rest of the system ranges between merely acceptable
and downright incompetent.

>Unfortunately, I think there's a two week return period for CodeWarrior,
>hence, even though I don't use this product, there's no way for me to
>get my money back!
>

I thought it was thirty days?

>Let this be a warning for those who're thinking of buying it - the IDE's
>a bit crap and the only reason to get it is if you can't suss out
>makefiles.
>

Hmm, ok that's another good reason in CWs favour. I can suss out makefiles,
and have used them for many years, but they're a major pain in the bum... A
project system is much simpler.

Mark

--MESSAGE FILE 693 END: ./1 SCEE/yaroze/beginners/000000430html.html

--MESSAGE FILE 694 START: ./1 SCEE/yaroze/beginners/000000431html.html
Path: chuka.playstation.co.uk!news
From: "Craig Graham" <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??
Date: 18 Jul 1998 11:26:04 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <01bdb23e$8ca54600$f30b0a0a@Angela1.intelligent-group.com>
References: <35AFC525.5495@virgin.net> <6opmgn$ofp17@chuka.playstation.co.uk>
NNTP-Posting-Host: d1-s5-46-telehouse.mistral.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.beginners:431
scee.yaroze.freetalk.english:1441

I'll return to this one later in the weekend - anyone familiar with me will
be looking forward to this.....

Craig.

--MESSAGE FILE 694 END: ./1 SCEE/yaroze/beginners/000000431html.html

--MESSAGE FILE 695 START: ./1 SCEE/yaroze/beginners/000000432html.html
Path: chuka.playstation.co.uk!news
From: "Mark Wilson" <m.wilson@dial.pipex.com>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??
Date: Sat, 18 Jul 1998 12:28:58 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <6oq10f$ofp18@chuka.playstation.co.uk>
References: <35AFC525.5495@virgin.net> <6opmgn$ofp17@chuka.playstation.co.uk>
<01bdb23e$8ca54600$f30b0a0a@Angela1.intelligent-group.com>
NNTP-Posting-Host: usern564.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 5.00.0518.4
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0518.4
Xref: chuka.playstation.co.uk scee.yaroze.beginners:432
scee.yaroze.freetalk.english:1442

Can't wait ;-)
Craig Graham <c_graham@hinge.mistral.co.uk> wrote in message
01bdb23e$8ca54600$f30b0a0a@Angela1.intelligent-group.com...
>
>I'll return to this one later in the weekend - anyone familiar with me will
>be looking forward to this.....
>
>Craig.
>

--MESSAGE FILE 695 END: ./1 SCEE/yaroze/beginners/000000432html.html

--MESSAGE FILE 696 START: ./1 SCEE/yaroze/beginners/000000433html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@nospam.easynet.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??
Date: Sat, 18 Jul 1998 18:51:15 +0100

Organization: philg@nospam.easynet.co.uk
Lines: 59
Message-ID: <35B0E08F.4E160699@nospam.easynet.co.uk>
References: <35AFC525.5495@virgin.net>
Reply-To: philg@nospam.easynet.co.uk
NNTP-Posting-Host: philg.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:433 scee.yaroze.freetalk.english:1449

Pankaj Gautama wrote:

> At the time of purchasing my Yaroze, I also opted for CodeWarrior at the
> awfully decent £90 ;-).
>
> I unpacked the Yaroze, read the startup guide and proceeded to look at
> some demos, compiling and editing from the wonderful DOS prompt.
>
> This worked fine.
>
> Two weeks later (I only do stuff on the Yaroze at Weekends), I thought I
> should try out CodeWarrior.
>
> What a pile of cack! There's nothing there that I can't do from DOS.
> Granted, I have coding experience and am familiar with makefiles,
> projects and also change control, but to fork out £90 for a glorified
> (bad) editor, with a Yaroze comms program only marginally easier to use
> than SIOCONS, I feel is a complete waste. (sorry for the long sentence -
> bad grammar an' all).
>
> Unfortunately, I think there's a two week return period for CodeWarrior,
> hence, even though I don't use this product, there's no way for me to
> get my money back!
>
> Let this be a warning for those who're thinking of buying it - the IDE's
> a bit crap and the only reason to get it is if you can't suss out
> makefiles.
>
> If any of you know of anything decent that CodeWarrior CAN do, then
> please let me know, cos I just don't get it!

NOO! Not this one again! You either love Codewarrior or hate it. I've never used anything else, because I've got a Mac, but here are a few things that are pretty good about it.

1) Compiling programs with multiple targets is a doddle - if you want to compile multiple versions of your code, say your trying out different things and you want to test the effects, this is easy. You can add all the different versions of your code to a project and quickly choose which ones to compile.
2) Similarly, it's easy to compile Debug and Optimised (with 4 levels of optimisation) versions of your code
3) Markers: if you want to quickly go to a particular point in your code, you can add a marker. Great for long and untidy source code!
4) Pop-up menus so you can quickly jump to all your functions.
5) Pop up menus so you can quickly open up your header files (great if you've forgotten what you've called or defined something as
6) Clicking and holding on a variable will let you jump to its definition

7) Colour syntax highlighting
8) Being able to dynamically download data from the host computer - great if you want to write games with lots of levels and graphics (downside is you need PsComUtil to run them)

That'll do for starters

Phil

--MESSAGE FILE 696 END: ./1 SCEE/yaroze/beginners/000000433html.html

--MESSAGE FILE 697 START: ./1 SCEE/yaroze/beginners/000000434html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@nospam.easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Object files and linking
Date: Sun, 19 Jul 1998 02:13:21 +0100
Organization: philg@nospam.easynet.co.uk
Lines: 46
Message-ID: <35B1482F.94AB6660@nospam.easynet.co.uk>
References: <35AE6952.2D94C5E9@scee.sony.co.uk>
<35AF91D1.CCE4F782@compuserve.com> <35AFB921.F692044A@scee.sony.co.uk>
Reply-To: philg@nospam.easynet.co.uk
NNTP-Posting-Host: philg.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)

James Russell wrote:

> Nick Slaven wrote:
> >
> > It might be worth mentioning pre processor directives (I think thats the name).
>
> I use them in a similar way:
>
> If I've got Graphics.c which has globals that must be accessed by other modules, I do this:
>
> Graphics.c:
> #define _GRAPHICS_C
> #include "graphics.h"
> ...
> yadda yadda yadda
> ...
>
> Graphics.h
> #ifndef _GRAPHICS_C
> #define GRAPHICS_EXTERN extern
> #else
> #define GRAPHICS_EXTERN
> #endif
>
> GRAPHICS_EXTERN int banana;
> GRAPHICS_EXTERN int wibble;
>
> Thus, in Graphics.C, wibble and banana are defined without the 'extern' keyword, but if I include

> graphics.h in any other file, they are defined 'extern'. banana and wibble are not defined in
> Graphics.c, but graphics.h. I'm sure there must be a better way of doing this though.
>
> Cheers,
>
> James
> .

  All this stuff is very useful. Thanks guys.

Basically the way I see it, you add the #ifndef stuff in your header file to prevent the same things
being defined twice (which can happen if you #include the same header files in multiple source
files)

Phil

--MESSAGE FILE 697 END: ./1 SCEE/yaroze/beginners/000000434html.html

--MESSAGE FILE 698 START: ./1 SCEE/yaroze/beginners/000000435html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??
Date: Sun, 19 Jul 1998 02:42:03 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 47
Message-ID: <35B14EEA.60974A67@ndirect.co.uk>
References: <35AFC525.5495@virgin.net>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-28.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:435
scee.yaroze.freetalk.english:1454

Pankaj Gautama wrote:

> At the time of purchasing my Yaroze, I also opted for CodeWarrior at the
> awfully decent £90 ;-).
>
> I unpacked the Yaroze, read the startup guide and proceeded to look at
> some demos, compiling and editing from the wonderful DOS prompt.
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> What a pile of cack! There's nothing there that I can't do from DOS.
> Granted, I have coding experience and am familiar with makefiles,
> projects and also change control, but to fork out £90 for a glorified
> (bad) editor, with a Yaroze comms program only marginally easier to use
> than SIOCONS, I feel is a complete waste. (sorry for the long sentence -
> bad grammar an' all).

Yes, CW is a little rough round the edges to say the least.

>
>
> Unfortunately, I think there's a two week return period for CodeWarrior,
> hence, even though I don't use this product, there's no way for me to
> get my money back!
>
> Let this be a warning for those who're thinking of buying it - the IDE's
> a bit crap and the only reason to get it is if you can't suss out
> makefiles.
>
> If any of you know of anything decent that CodeWarrior CAN do, then
> please let me know, cos I just don't get it!

I like the fact that I can compile and run my code with a single button press. I like the way the compiler points to erronous code in an editor window so it can be corrected there and then. But the main reason I stick with CW is the dynamic loading - load a TIM, copy to VRAM, load next TIM at same location etc etc. Saves a hell of a lot of memory. Now I have it, I can't live without it!

Herbs

--MESSAGE FILE 698 END: ./1 SCEE/yaroze/beginners/000000435html.html

--MESSAGE FILE 699 START: ./1 SCEE/yaroze/beginners/000000436html.html
Path: chuka.playstation.co.uk!news
From: Kevin <kevin@reality-bytesX.demon.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??
Date: Sun, 19 Jul 1998 11:49:51 +0100
Organization: Reality-Bytes Coding Group
Lines: 13
Message-ID: <35B1CF4F.C5FD7847@reality-bytesX.demon.co.uk>
References: <35AFC525.5495@virgin.net> <6opmgn$ofp17@chuka.playstation.co.uk>
<01bdb23e$8ca54600$f30b0a0a@Angela1.intelligent-group.com>
NNTP-Posting-Host: reality-bytes.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:436
scee.yaroze.freetalk.english:1460

Looking forward to it man.

Kevin

Craig Graham wrote:

> I'll return to this one later in the weekend - anyone familiar with me will
> be looking forward to this.....
>
> Craig.

--MESSAGE FILE 699 END: ./1 SCEE/yaroze/beginners/000000436html.html

--MESSAGE FILE 700 START: ./1 SCEE/yaroze/beginners/000000437html.html

Path: chuka.playstation.co.uk!news
From: "James Banks" <james.banks@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Dual Shock Pad
Date: Sun, 19 Jul 1998 19:45:58 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <6oteut$4606@chuka.playstation.co.uk>
References: <3598089D.5294@metronet.de> <3599158D.F0D8F074@ndirect.co.uk>
<6nrif7$rq83@chuka.playstation.co.uk>
NNTP-Posting-Host: p37-osterich-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Jan-Lieuwe Koopmans wrote in message
<6nrif7$rq83@chuka.playstation.co.uk>...
>>michael.resch wrote:
>>
>>> Hi,
>>>
>>> does anyone know how i can controll the vibration
>>> of the dual shock pad ???
>>>
>>> cu
>>> Mike
>>
>>You can't. The Yaroze libs don't allow us to write to the controller
>>ports. This is why we can't use the multi-tap either.
>>
>
>But assembly does allow us to do so...
>
>
>Greets,
>
>Jan-Lieuwe
>
>
    Would anyone like to show me how ??

Cheers,

James

--MESSAGE FILE 700 END: ./1 SCEE/yaroze/beginners/000000437html.html

--MESSAGE FILE 701 START: ./1 SCEE/yaroze/beginners/000000438html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Dual Shock Pad
Date: Sun, 19 Jul 1998 20:57:52 -0700
Organization: SCEA News Server
Lines: 49
Message-ID: <35B2C040.B5E06C32@sinclair.net>
References: <3598089D.5294@metronet.de> <3599158D.F0D8F074@ndirect.co.uk>
<6nrif7$rq83@chuka.playstation.co.uk> <6oteut$4606@chuka.playstation.co.uk>
NNTP-Posting-Host: 204.137.153.48
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 4.05 [en] (Win95; I)

No one knows how; otherwise, some demos would use it. I did read a clue, if you are good at hacking the system (I ain't even gonna try): I read that to write to the controller ports, you should write to the SIO registers, writing to the ports in a similar way to writing directly to the memory cards. This may or may not be correct, it's way beyond my level.

James Banks wrote:
>
> Jan-Lieuwe Koopmans wrote in message
> <6nrif7$rq83@chuka.playstation.co.uk>...
> >>michael.resch wrote:
> >>
> >>> Hi,
> >>>
> >>> does anyone know how i can controll the vibration
> >>> of the dual shock pad ???
> >>>
> >>> cu
> >>> Mike
> >>
> >>You can't. The Yaroze libs don't allow us to write to the controller
> >>ports. This is why we can't use the multi-tap either.
> >>
> >
> >But assembly does allow us to do so...
> >
> >
> >Greets,
> >
> >Jan-Lieuwe
> >
> >
>   Would anyone like to show me how ??
>
> Cheers,
>
> James

--
-   Joshua Meeds
  Dreamwriter Dragon
      -=UDIC=-
____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 701 END: ./1 SCEE/yaroze/beginners/000000438html.html

--MESSAGE FILE 702 START: ./1 SCEE/yaroze/beginners/000000439html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??
Date: Mon, 20 Jul 1998 12:17:35 GMT
Organization: SCEA News Server
Lines: 7
Message-ID: <35b33531.13470355@news.scea.sony.com>
References: <35AFC525.5495@virgin.net> <6opmgn$ofp17@chuka.playstation.co.uk>

<01bdb23e$8ca54600$f30b0a0a@Angela1.intelligent-group.com>
NNTP-Posting-Host: client-119-1.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.beginners:439
scee.yaroze.freetalk.english:1478

>I'll return to this one later in the weekend - anyone familiar with me will
>be looking forward to this.....

Phew, I thought you went soft on us! [BG]

-Matt

--MESSAGE FILE 702 END: ./1 SCEE/yaroze/beginners/000000439html.html

--MESSAGE FILE 703 START: ./1 SCEE/yaroze/beginners/000000440html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??
Date: Mon, 20 Jul 1998 18:46:10 +0100
Organization: Intelligent Research
Lines: 93
Message-ID: <35B38262.186E232A@hinge.mistral.co.uk>
References: <35AFC525.5495@virgin.net> <6opmgn$ofp17@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:440
scee.yaroze.freetalk.english:1482

**** Craig yawns, flexs his muscles, bares his teeth a little and rips into
**** this topic yet again...wish folks read up the old posts on this subject.

Mark Wilson wrote:

> >What a pile of cack!

Cack? Where's your evidance?

     >There's nothing there that I can't do from DOS.

Dead code stripping & call tree analysis.
Optimisation that works.
Understandable inline assembler syntax.
FileServer (though my view on this is mixed, I prefer ARS for it's speed).
GUI Debugger.
IDE that isn't (contrary to popular myth) as bad as all that.
C++.
Generates full on playstation EXE format (for those who want that).

> >Granted, I have coding experience and am familiar with makefiles,

Not much obviously ;)

> >projects and also change control, but to fork out £90 for a glorified
> >(bad) editor, with a Yaroze comms program only marginally easier to use

The yaroze version editor is buggy, yes. They sorted the IDE out on thePro
version about 6monthes ago, no more dodgy characters and stuff.

Perhaps if enough people mail them they'll do an IDE update for the
yaroze compiler that provides the same fixes.

> >than SIOCONS, I feel is a complete waste. (sorry for the long sentence -
> >bad grammar an' all).

The comms program also includes their fileserver code.

I suggest you check out what the ProDev version (which isn't that far
ahead of the Yaroze one) costs. The differance is measured in thousands.
And Metrowerks aren't overcharging for it in context. Several companys
charge much more than that:

eg. Microtec 68000 dev tools for embedded systems:
£1000 for the C compiler + assembler
£1000 for the C++ compiler (requires the C/assembler package)
£1500 for the debugger (and you have to port the monitor program yourself
which is a bugger even for experienced 68K experts)

> The only reason I see for using CodeWarrior is the debugger, which beats the
> GNU one hands down. The rest of the system ranges between merely acceptable
> and downright incompetent.

The debugger is a big step beyond the GNU one. The rest of the systemis actually
rather good. The compiler itself is very fast compared to GNU,
and the code browsing stuff is excellent (better in many respects than the
Microsoft IDE).

> >Unfortunately, I think there's a two week return period for CodeWarrior,
> >hence, even though I don't use this product, there's no way for me to
> >get my money back!
> >
>
> I thought it was thirty days?
>
> >Let this be a warning for those who're thinking of buying it - the IDE's
> >a bit crap and the only reason to get it is if you can't suss out
> >makefiles.

Or you want a much better dev system than the GNU compiler.

> Hmm, ok that's another good reason in CWs favour. I can suss out makefiles,
> and have used them for many years, but they're a major pain in the bum... A
> project system is much simpler.
>

I could go on, but my view's are on record already - I notice that mostpeople
who complain that the IDE is holding them back (and one guy
blamed the whole fact he couldn't code on a yaroze on the IDE not
working the same as VC++), tend to be the same people who don't
produce or release anything. Or do anything else but whine on and on
about CW being crap. It's cheap - stop being so wet and get on with it.

> Mark

Craig.
(fed up of whinges on this subject - why not whinge at the lack of a fileserver
that works via serial for GNU instead?)

--MESSAGE FILE 704 START: ./1 SCEE/yaroze/beginners/000000441html.html
Path: chuka.playstation.co.uk!news
From: "Mark Wilson" <m.wilson@dial.pipex.com>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??
Date: Mon, 20 Jul 1998 19:25:12 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 61
Message-ID: <6p0260$46010@chuka.playstation.co.uk>
References: <35AFC525.5495@virgin.net> <6opmgn$ofp17@chuka.playstation.co.uk>
<35B38262.186E232A@hinge.mistral.co.uk>
NNTP-Posting-Host: userl842.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 5.00.0518.4
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0518.4
Xref: chuka.playstation.co.uk scee.yaroze.beginners:441
scee.yaroze.freetalk.english:1483

>Mark Wilson wrote:
>
>> >What a pile of cack!
>

Um, don't think I did say that actually...

>The yaroze version editor is buggy, yes. They sorted the IDE out on thePro
>version about 6monthes ago, no more dodgy characters and stuff.
>Perhaps if enough people mail them they'll do an IDE update for the
>yaroze compiler that provides the same fixes.
>

Or if enough people moan here...

>I suggest you check out what the ProDev version (which isn't that far
>ahead of the Yaroze one) costs. The differance is measured in thousands.
>And Metrowerks aren't overcharging for it in context. Several companys
>charge much more than that:
>

I agree that CW is a bargain at £90.

>eg. Microtec 68000 dev tools for embedded systems:
>£1000 for the C compiler + assembler
>£1000 for the C++ compiler (requires the C/assembler package)
>£1500 for the debugger (and you have to port the monitor program yourself
>which is a bugger even for experienced 68K experts)
>

And the Microtec compiler is a bit smelly, GNU is better.

>
>> The only reason I see for using CodeWarrior is the debugger, which beats
the
>> GNU one hands down. The rest of the system ranges between merely
acceptable
>> and downright incompetent.
>
>The debugger is a big step beyond the GNU one. The rest of the systemis
actually
>rather good. The compiler itself is very fast compared to GNU,
>and the code browsing stuff is excellent (better in many respects than the
>Microsoft IDE).
>

>
Ah, now this *is* a reply to something I said. I was probably a bit cruel...
should have said "good to buggy"

>(fed up of whinges on this subject - why not whinge at the lack of a
fileserver
>that works via serial for GNU instead?)

OK... Why oh why isn't there a GNU fileserver?

I'm fed up of these CW arguments as well, as I can never decide which side
I'm on ;-)

Mark

--MESSAGE FILE 704 END: ./1 SCEE/yaroze/beginners/000000441html.html

--MESSAGE FILE 705 START: ./1 SCEE/yaroze/beginners/000000442html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??
Date: 21 Jul 1998 18:29:57 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Sender: thutton@TECH10
Message-ID: <uiukr7gje.fsf@cybec.com.au>
References: <35AFC525.5495@virgin.net> <6opmgn$ofp17@chuka.playstation.co.uk>
    <35B38262.186E232A@hinge.mistral.co.uk>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34
Xref: chuka.playstation.co.uk scee.yaroze.beginners:442
scee.yaroze.freetalk.english:1500

Craig Graham <c_graham@hinge.mistral.co.uk> writes:
> > The only reason I see for using CodeWarrior is the debugger, which beats the
> > GNU one hands down. The rest of the system ranges between merely acceptable
> > and downright incompetent.
>
> The debugger is a big step beyond the GNU one. The rest of the systemis
actually

I didn't buy CodeWarrior because a) I'm very familiar with GNU and b)
I don't run Windows. So I'm curious about the CW debugger, since
everyone seems to rave about it.

I currently use gdb within emacs, giving me full source code debugging
capabilities rather than the line oriented 'plain' gdb. Could someone
compare the CW debugger with gdb running in, say, DDD or xxgdb? Is it
just the interface that people don't like about gdb?

Thanks,
--
Toby.
--MESSAGE FILE 705 END: ./1 SCEE/yaroze/beginners/000000442html.html

--MESSAGE FILE 706 START: ./1 SCEE/yaroze/beginners/000000443html.html
Path: chuka.playstation.co.uk!news
From: peter black <peter.black@virgin.net>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: What's the point of CodeWarrior ??

Date: Tue, 21 Jul 1998 20:22:30 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 45
Message-ID: <35B4EA76.150E@virgin.net>
References: <35AFC525.5495@virgin.net>
Reply-To: peter.black@virgin.net
NNTP-Posting-Host: p01-skua-gui.tch.virgin.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 3.01C-VN709-003 (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:443
scee.yaroze.freetalk.english:1514

Pankaj Gautama wrote:
>
> At the time of purchasing my Yaroze, I also opted for CodeWarrior at the
> awfully decent £90 ;-).
>
> I unpacked the Yaroze, read the startup guide and proceeded to look at
> some demos, compiling and editing from the wonderful DOS prompt.
>
> This worked fine.
>
> Two weeks later (I only do stuff on the Yaroze at Weekends), I thought I
> should try out CodeWarrior.
>
> What a pile of cack! There's nothing there that I can't do from DOS.
> Granted, I have coding experience and am familiar with makefiles,
> projects and also change control, but to fork out £90 for a glorified
> (bad) editor, with a Yaroze comms program only marginally easier to use
> than SIOCONS, I feel is a complete waste. (sorry for the long sentence -
> bad grammar an' all).
>
> Unfortunately, I think there's a two week return period for CodeWarrior,
> hence, even though I don't use this product, there's no way for me to
> get my money back!
>
> Let this be a warning for those who're thinking of buying it - the IDE's
> a bit crap and the only reason to get it is if you can't suss out
> makefiles.
>
> If any of you know of anything decent that CodeWarrior CAN do, then
> please let me know, cos I just don't get it!
as a complete beginner
all i can say is that codewarrior is absolutly brilliant
i have little idea of how DOS works and had majour problems getting
the sound tools to work

codewarrior has made learning c++ real pleasure
having all my silly misstakes pointed out
and being able to watch programs run a line at a time has
been a real revelation

codewarrior is great

yours peter black

--MESSAGE FILE 706 END: ./1 SCEE/yaroze/beginners/000000443html.html

--MESSAGE FILE 707 START: ./1 SCEE/yaroze/beginners/000000444html.html
Path: chuka.playstation.co.uk!news

From: peter black <peter.black@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: dxf
Date: Tue, 21 Jul 1998 20:41:27 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <35B4EEE7.4AEE@virgin.net>
Reply-To: peter.black@virgin.net
NNTP-Posting-Host: p01-skua-gui.tch.virgin.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-VN709-003 (Win95; I)

I have tried importing the dxf models found in the pxs/bin
to some cheap cad programs that claim to import dxf files
but they didn't

is there somthing odd about the dxf files on the psx disc?
aren't all dxf files the same?

can any one tell me if DesignCad97 from viagrafix would produce
compatible files it dose say dxf on the box?

i am reluctant to spend the little money i have on a program
that may not what i need.

--MESSAGE FILE 707 END: ./1 SCEE/yaroze/beginners/000000444html.html

--MESSAGE FILE 708 START: ./1 SCEE/yaroze/beginners/000000445html.html
Path: chuka.playstation.co.uk!news
From: "T Khan" <2bad@lineone.net>
Newsgroups: scee.yaroze.beginners
Subject: Coding Help
Date: 23 Jul 1998 17:56:53 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <01bdb66c$36c14180$9a3363c3@default>
NNTP-Posting-Host: host5-99-51-154.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1162

Hi,

Can anyone help me? I don't now anything about c programing or graphics. I
need some serious help. Is there any help on the website which I can
download or something.

Also I am working on car model movement, and I need to know how to make the
model
gradually gain speed (accelerate) and slow down. I use the MoveImage
command.
And how would you straighten the car (after a bend) once it has been
leaning? I use the 'Rotate' command to make it lean but it just seems to
carry on leaning more and more.

How do you put sound in a game, e.g music, sound effects to the car?

The manuals hardly explain this stuff.
Are there any downloadable tool wich make programming easier?

Thanks,
Tanvir Khan

--MESSAGE FILE 708 END: ./1 SCEE/yaroze/beginners/000000445html.html

--MESSAGE FILE 709 START: ./1 SCEE/yaroze/beginners/000000446html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@nospam.easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Clever bit manipulation routines?
Date: Thu, 23 Jul 1998 20:54:45 +0100
Organization: philg@nospam.easynet.co.uk
Lines: 27
Message-ID: <35B79502.BC7489D6@nospam.easynet.co.uk>
Reply-To: philg@nospam.easynet.co.uk
NNTP-Posting-Host: philg.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)

Hello folks

I've got a few lines of code that look ugly and wondered if there's a
clever bit manipulation routine using shifting, ANDing and complement or
something to achieve the same thing. I'm sure there's a way, just can't
figure it out.

Basically:

```
if (gPlayer.turningAngle > 45) gPlayer.turningAngle = 45;
if (gPlayer.turningAngle < -45) gPlayer.turningAngle = -45;
```

I'm convinced there's something out there that will handle both of these
in one line, something like
(~(gPlayer.turningAngle) & 0x2d) >> something. Though obviously not
this!

Do you see what I'm getting at? Something that will leave the variable
unchanged unless it is greater or less than a certain value, in which
case it becomes that value.

Anyone have any ideas?

Cheers

Phil

--MESSAGE FILE 709 END: ./1 SCEE/yaroze/beginners/000000446html.html

--MESSAGE FILE 710 START: ./1 SCEE/yaroze/beginners/000000447html.html
Path: chuka.playstation.co.uk!news
From: Nick Slaven <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Clever bit manipulation routines?
Date: Thu, 23 Jul 1998 23:38:41 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 47
Message-ID: <35B7BB71.D869219@compuserve.com>
References: <35B79502.BC7489D6@nospam.easynet.co.uk>
NNTP-Posting-Host: ld52-142.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Philip Gooch wrote:
>
> Hello folks
>
> I've got a few lines of code that look ugly and wondered if there's a
> clever bit manipulation routine using shifting, ANDing and complement or
> something to achieve the same thing. I'm sure there's a way, just can't
> figure it out.
>
> Basically:
>
> if (gPlayer.turningAngle > 45) gPlayer.turningAngle = 45;
> if (gPlayer.turningAngle < -45) gPlayer.turningAngle = -45;
>
> I'm convinced there's something out there that will handle both of these
> in one line, something like
> (~(gPlayer.turningAngle) & 0x2d) >> something. Though obviously not
> this!
>
> Do you see what I'm getting at? Something that will leave the variable
> unchanged unless it is greater or less than a certain value, in which
> case it becomes that value.
>
> Anyone have any ideas?
>
> Cheers
>
> Phil
how about the limitRange macro (tho its not bit manipulation)
like this

limitRange(gPlayer.turningAngle,-45,45);

its defined in libps.h & is coded as follows.

#define limitRange(x, l, h) ((x)=((x)<(l)?(l):(x)>(h)?(h):(x)))

The A=B?C:D; construct you find here, (if you're familiar with it
ignore the rest) takes the argument in B and if it is nonzero (ie true)
sticks the value of C in A, if B is zero (ie false) the value of D is
placed in A. B can be a single variable or any logical expression (like
(gPlayer.turningAngle<-45) for instance)

cheers

Nick (S)

--MESSAGE FILE 710 END: ./1 SCEE/yaroze/beginners/000000447html.html

--MESSAGE FILE 711 START: ./1 SCEE/yaroze/beginners/000000448html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.beginners
Subject: Re: Clever bit manipulation routines?
Date: 24 Jul 1998 12:05:57 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 42
Sender: thutton@TECH10
Message-ID: <ug1fsatq2.fsf@cybec.com.au>
References: <35B79502.BC7489D6@nospam.easynet.co.uk>

<35B7BB71.D869219@compuserve.com>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

Nick Slaven <NickSlaven@compuserve.com> writes:
> how about the limitRange macro (tho its not bit manipulation)
> like this
>
> limitRange(gPlayer.turningAngle,-45,45);
>
> its defined in libps.h & is coded as follows.
>
> #define limitRange(x, l, h) ((x)=((x)<(l)?(l):(x)>(h)?(h):(x)))
>
> The A=B?C:D; construct you find here, (if you're familiar with it
> ignore the rest) takes the argument in B and if it is nonzero (ie true)
> sticks the value of C in A, if B is zero (ie false) the value of D is
> placed in A. B can be a single variable or any logical expression (like
> (gPlayer.turningAngle<-45) for instance)

This is probably the easiest way for arbitrary values. I'd also
suggest you use more sensible values for your angles if possible.

Looks like turningAngle is indeed an angle, right? And it looks like
you're using 360 degrees as a full circle, and you want to limit the
turning angle to an eighth of that, 45 degrees.

The libraries often use 12 bit fixed point math. This means that 4096
is 1, 2048 is 1/2 and 512 will be an eighth. 512 in hex is 0x0200 and
511 is 0x01ff. To limit a value between 0 and +511 you simply:

val &= 0x1ff;

If 4096 is too high a resolution, try 256. It's a similar resolution
to 360. An eighth of 256 is 32, and you could use: val &= 0x1f;

This won't work for negative numbers. If you wanted to limit the
range between -32 and 32 I'd do it by making the range 0-64 and then
subtracting 32, or perhaps val = ((val + 0x20) & 0x3f) - 0x20;

There really is no reason to use 360 degrees in a circle, except to
satisfy any preconcieved notions that a 'right-angle' is 90 degrees.
For computer science, 360 degrees is a not a great number as it isn't
a power of 2.
--
Toby.
--MESSAGE FILE 711 END: ./1 SCEE/yaroze/beginners/000000448html.html

--MESSAGE FILE 712 START: ./1 SCEE/yaroze/beginners/000000449html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.beginners
Subject: Re: Clever bit manipulation routines?
Date: 24 Jul 1998 03:53:11 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <slrn6rg196.6j6.tjs@indy19.cs.monash.edu.au>
References: <35B79502.BC7489D6@nospam.easynet.co.uk>
<35B7BB71.D869219@compuserve.com> <ug1fsatq2.fsf@cybec.com.au>
NNTP-Posting-Host: indy19.cs.monash.edu.au
X-Newsreader: slrn (0.9.5.1 UNIX)

On 24 Jul 1998 12:05:57 +1000, Toby Hutton <thutton@cybec.com.au> wrote:

[snip]
>The libraries often use 12 bit fixed point math. This means that 4096
>is 1, 2048 is 1/2 and 512 will be an eighth. 512 in hex is 0x0200 and
>511 is 0x01ff. To limit a value between 0 and +511 you simply:
>
>val &= 0x1ff;

sadly, that won't do what was wanted. That will wrap all values into a range,
whereas the intention was to compute f(x), where f(x)=-45 if x<-45, f(x)=x
if -45<=x<=45, f(x)=45 if 45<x.

while you could do that with bitops, it would be messier and slower than the
equivalent test/assigns.

toby.
--MESSAGE FILE 712 END: ./1 SCEE/yaroze/beginners/000000449html.html

--MESSAGE FILE 713 START: ./1 SCEE/yaroze/beginners/000000450html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Clever bit manipulation routines?
Date: Fri, 24 Jul 1998 09:47:32 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 27
Message-ID: <35B84A24.939EB9F8@easynet.co.uk>
References: <35B79502.BC7489D6@nospam.easynet.co.uk>
<35B7BB71.D869219@compuserve.com>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Nick Slaven wrote:

> how about the limitRange macro (tho its not bit manipulation)
> like this
>
> limitRange(gPlayer.turningAngle,-45,45);
>
> its defined in libps.h & is coded as follows.
>
> #define limitRange(x, l, h)   ((x)=((x)<(l)?(l):(x)>(h)?(h):(x)))
>
> The A=B?C:D; construct you find here, (if you're familiar with it
> ignore the rest) takes the argument in B and if it is nonzero (ie true)
> sticks the value of C in A, if B is zero (ie false) the value of D is
> placed in A. B can be a single variable or any logical expression (like
> (gPlayer.turningAngle<-45) for instance)
>
> cheers
>
> Nick (S)

  That'll do nicely! I should have spotted that myself. Cheers.

Phil

--MESSAGE FILE 713 END: ./1 SCEE/yaroze/beginners/000000450html.html

--MESSAGE FILE 714 START: ./1 SCEE/yaroze/beginners/000000451html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Clever bit manipulation routines?
Date: Fri, 24 Jul 1998 09:55:02 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 27
Message-ID: <35B84BE6.80FC4CA7@easynet.co.uk>
References: <35B79502.BC7489D6@nospam.easynet.co.uk>
<35B7BB71.D869219@compuserve.com> <ug1fsatq2.fsf@cybec.com.au>
<slrn6rg196.6j6.tjs@indy19.cs.monash.edu.au>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Toby Sargeant wrote:

> On 24 Jul 1998 12:05:57 +1000, Toby Hutton <thutton@cybec.com.au> wrote:
> [snip]
> >The libraries often use 12 bit fixed point math. This means that 4096
> >is 1, 2048 is 1/2 and 512 will be an eighth. 512 in hex is 0x0200 and
> >511 is 0x01ff. To limit a value between 0 and +511 you simply:
> >
> >val &= 0x1ff;
>
> sadly, that won't do what was wanted. That will wrap all values into a range,
> whereas the intention was to compute f(x), where f(x)=-45 if x<-45, f(x)=x
> if -45<=x<=45, f(x)=45 if 45<x.
>
> while you could do that with bitops, it would be messier and slower than the
> equivalent test/assigns.
>
> toby.

  But the point Toby S made about using 4096 as 1 etc is still valid, and
useful.
In fact I do normally do that - the example I gave using 45 degrees was just for
illustration.

Phil

--MESSAGE FILE 714 END: ./1 SCEE/yaroze/beginners/000000451html.html

--MESSAGE FILE 715 START: ./1 SCEE/yaroze/beginners/000000452html.html
Path: chuka.playstation.co.uk!news
From: "James Banks" <james.banks@virgin.net>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Sound and Music tutorial
Date: Fri, 24 Jul 1998 19:05:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <6paik6$bqp8@chuka.playstation.co.uk>
NNTP-Posting-Host: p187-penguin-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.beginners:452
scee.yaroze.freetalk.english:1546

Does anyone know if anyone has compiled a 'definitive' tutorial for playing sound and music on the Yaroze ?? I have been concentrating mainly on the graphics side without even thinking of sounds or music.

Cheers,

James

--MESSAGE FILE 715 END: ./1 SCEE/yaroze/beginners/000000452html.html

--MESSAGE FILE 716 START: ./1 SCEE/yaroze/beginners/000000453html.html
Path: chuka.playstation.co.uk!news
From: "T Khan" <2bad@lineone.net>
Newsgroups: scee.yaroze.beginners
Subject: siocons ERRORS!
Date: 24 Jul 1998 19:29:07 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <01bdb742$41ff0b00$d92e63c3@default>
NNTP-Posting-Host: host5-99-46-217.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1162

Please help,

I suddenly have a problem. I cannot load anything onto the Yaroze from siocons.
whenever I try it say syntax error (FFFFFFFFFFFFFFFFFFFF) and other FFFFFFFFFFFFFF errors on the TV screen. It just does not WORK. Please help.

Tanvir Khan
Email: 2bad@lineone.net

I hope nothings faulty.

--MESSAGE FILE 716 END: ./1 SCEE/yaroze/beginners/000000453html.html

--MESSAGE FILE 717 START: ./1 SCEE/yaroze/beginners/000000454html.html
Path: chuka.playstation.co.uk!news
From: "T Khan" <2bad@lineone.net>
Newsgroups: scee.yaroze.beginners
Subject: books recommend
Date: 24 Jul 1998 20:26:06 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <01bdb74a38675180d92e63c3@default>
NNTP-Posting-Host: host5-99-46-217.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1162

Hi,

Please recommend good C programming and Graphics books,
Would any do or the one written in the manual?

Tanvir Khan
2bad@lineone.net

--MESSAGE FILE 717 END: ./1 SCEE/yaroze/beginners/000000454html.html

--MESSAGE FILE 718 START: ./1 SCEE/yaroze/beginners/000000455html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Sound and Music tutorial
Date: Fri, 24 Jul 1998 22:08:33 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <35b9059c.1309456@news.playstation.co.uk>
References: <6paik6$bqp8@chuka.playstation.co.uk>
NNTP-Posting-Host: p32-tern-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.beginners:455
scee.yaroze.freetalk.english:1552

On Fri, 24 Jul 1998 19:05:50 +0100, "James Banks"
<james.banks@virgin.net> wrote:

>
>   Does anyone know if anyone has compiled a 'definitive' tutorial for
>playing sound and music on the Yaroze ?? I have been concentrating mainly on
>the graphics side without even thinking of sounds or music.
>
>
>Cheers,
>
>
>
>James
>
>

I've stuck a quick and dirty tutorial on my web page which details my
experiences in this area (under the Help button), but I haven't gone
into anything in particular detail.

Richard.
http://www.netyaroze-europe.com/~rcutting

--MESSAGE FILE 718 END: ./1 SCEE/yaroze/beginners/000000455html.html

--MESSAGE FILE 719 START: ./1 SCEE/yaroze/beginners/000000456html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Sound and Music tutorial
Date: 25 Jul 1998 11:53:28 GMT
Organization: SCEE
Lines: 30
Message-ID: <01bdb75e$fd867c20$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6paik6$bqp8@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.beginners:456
scee.yaroze.freetalk.english:1556

Hi James,

Yes, I have but it won't be realeased for another few weeks.

Hold tight....I won't disapoint you.

Regards,

George@SCEE

James Banks <james.banks@virgin.net> wrote in article
<6paik6$bqp8@chuka.playstation.co.uk>...
>
>   Does anyone know if anyone has compiled a 'definitive' tutorial for
> playing sound and music on the Yaroze ?? I have been concentrating mainly
on
> the graphics side without even thinking of sounds or music.
>
>
> Cheers,
>
>
>
> James
>
>
>
--MESSAGE FILE 719 END: ./1 SCEE/yaroze/beginners/000000456html.html

--MESSAGE FILE 720 START: ./1 SCEE/yaroze/beginners/000000457html.html
Path: chuka.playstation.co.uk!news
From: "T Khan" <2bad@lineone.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: books recommend
Date: 25 Jul 1998 21:22:44 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <01bdb81b$474872c0$b7e2abc3@default>
References: <01bdb74a38675180d92e63c3@default>
NNTP-Posting-Host: 195.171.226.183
X-Newsreader: Microsoft Internet News 4.70.1162

T Khan <2bad@lineone.net> wrote in article
<01bdb74a38675180d92e63c3@default>...
> Hi,
>
> Please recommend good C programming and Graphics books,
> Would any do or the one written in the manual?
>
I've looked through some 'C' books and notice they all teach you the
'scanf' function which does not seem to work on the Yaroze. Why is this and
what can be done about it? Are there other functions which don't work on
the Yaroze? If so what can be done instead.

> Tanvir Khan
> 2bad@lineone.net
>
>
--MESSAGE FILE 720 END: ./1 SCEE/yaroze/beginners/000000457html.html

--MESSAGE FILE 721 START: ./1 SCEE/yaroze/beginners/000000458html.html
Path: chuka.playstation.co.uk!news
From: ScoTT Campbell <escotia@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: siocons ERRORS!
Date: Sun, 26 Jul 1998 13:37:02 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <35BB22ED.AD583D78@hotmail.com>
References: <01bdb742$41ff0b00$d92e63c3@default>
NNTP-Posting-Host: 173-181-163.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

T Khan wrote:

>
>
> I suddenly have a problem. I cannot load anything onto the Yaroze from
> siocons.
> whenever I try it say syntax error (FFFFFFFFFFFFFFFFFFFF) and other
> FFFFFFFFFFFFFF errors on the TV screen. It just does not WORK. Please
> help.
>
>

Check you haven't got conflicting download speeds.

ScoTT

--MESSAGE FILE 721 END: ./1 SCEE/yaroze/beginners/000000458html.html

--MESSAGE FILE 722 START: ./1 SCEE/yaroze/beginners/000000459html.html
Path: chuka.playstation.co.uk!news
From: ScoTT Campbell <escotia@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: ftp uploading problems
Date: Sun, 26 Jul 1998 13:39:04 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <35BB2368.930F47A9@hotmail.com>
NNTP-Posting-Host: 173-181-163.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Anyone know why I can't upload files bigger than about 10k?

I'm using ftp on dos

ScoTT

--MESSAGE FILE 722 END: ./1 SCEE/yaroze/beginners/000000459html.html

--MESSAGE FILE 723 START: ./1 SCEE/yaroze/beginners/000000460html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com

From: "JW" <jarw@clover.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: books recommend
Date: Sun, 26 Jul 1998 12:19:08 -0400
Organization: SCEA News Server
Lines: 25
Message-ID: <6pfk9o$ep34@scea>
References: <01bdb74a38675180d92e63c3@default>
<01bdb81b$474872c0$b7e2abc3@default>
NNTP-Posting-Host: usr-tort-m29-r29.clover.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

The scanf function in C is used to read from the standard input. This means that when the function is called in your program it tries to read characters that the user is typing on the keyboard (the standard input). There is probably no great need for this on the Yaroze as the important input device is the controller (and possibly the memory card). There is the printf function which has been adapted to work with the Yaroze libraries. This function sends output to the standard output (your computer's monitor). The only reason this function is provided is so you can send debugging messages to your monitor while a program is running. You can see why this could be useful.

The C functions that are supported on the Yaroze can be found in the "Standard C Functions" section of the User Guide you got with your Yaroze.

As far as C programming books I would consider a book called something like "How To Program C". It was written by Deitel/Deitel and was published by Prentice Hall. If you can't find this anything like a beginning C book or "How to Program C in 21 days" would be a start. As graphics go, others have suggested "Introduction to Computer Graphics" by Foley and van Dam.

Hope this helps.

JW

--MESSAGE FILE 723 END: ./1 SCEE/yaroze/beginners/000000460html.html

--MESSAGE FILE 724 START: ./1 SCEE/yaroze/beginners/000000461html.html
Path: chuka.playstation.co.uk!news
From: ScoTT Campbell <escotia@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: ftp uploading problems
Date: Sun, 26 Jul 1998 23:41:39 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <35BBB0A2.C61A3757@hotmail.com>
References: <35BB2368.930F47A9@hotmail.com>
NNTP-Posting-Host: 172-54-171.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Problem sorted. Thanks Pete.

ScoTT Campbell wrote:

> Anyone know why I can't upload files bigger than about 10k?
>
> I'm using ftp on dos

>
> ScoTT

--MESSAGE FILE 724 END: ./1 SCEE/yaroze/beginners/000000461html.html

--MESSAGE FILE 725 START: ./1 SCEE/yaroze/beginners/000000462html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.beginners
Subject: Re: Clever bit manipulation routines?
Date: 27 Jul 1998 13:14:14 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Sender: thutton@TECH10
Message-ID: <uyatg7zp5.fsf@cybec.com.au>
References: <35B79502.BC7489D6@nospam.easynet.co.uk>
    <35B7BB71.D869219@compuserve.com> <ug1fsatq2.fsf@cybec.com.au>
    <slrn6rg196.6j6.tjs@indy19.cs.monash.edu.au>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

tjs@cs.monash.edu.au (Toby Sargeant) writes:

>
> On 24 Jul 1998 12:05:57 +1000, Toby Hutton <thutton@cybec.com.au> wrote:
> [snip]
> >The libraries often use 12 bit fixed point math. This means that 4096
> >is 1, 2048 is 1/2 and 512 will be an eighth. 512 in hex is 0x0200 and
> >511 is 0x01ff. To limit a value between 0 and +511 you simply:
> >
> >val &= 0x1ff;
>
> sadly, that won't do what was wanted. That will wrap all values into a range,
> whereas the intention was to compute f(x), where f(x)=-45 if x<-45, f(x)=x
> if -45<=x<=45, f(x)=45 if 45<x.

f(x) that you just described is a range, no? Don't let x get less
than -45 or greater than 45. What? Hey?

If you used +/-31 instead of +/-45, why wouldn't
x = ((x + 0x20) & 0x3f) - 0x20; work?
--
Toby.
--MESSAGE FILE 725 END: ./1 SCEE/yaroze/beginners/000000462html.html

--MESSAGE FILE 726 START: ./1 SCEE/yaroze/beginners/000000463html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Clever bit manipulation routines?
Date: Mon, 27 Jul 1998 22:02:02 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <35BCEACA.299@manc.u-net.com>
References: <35B79502.BC7489D6@nospam.easynet.co.uk>
       <35B7BB71.D869219@compuserve.com> <ug1fsatq2.fsf@cybec.com.au>
       <slrn6rg196.6j6.tjs@indy19.cs.monash.edu.au> <uyatg7zp5.fsf@cybec.com.au>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Toby Hutton wrote:
> If you used +/-31 instead of +/-45, why wouldn't
> f(x) = ((x + 0x20) & 0x3f) - 0x20; work?

It strips bits higher than 0x3f (=63 so bit-6 upwards) which is a
problem because x needs to be signed.
In this case f(-35) = 29 (when it should be -31) :

if x is -35 then it is required that it gets limited to -31,
but the f(x) above would give the wrong number because
(x + 0x20) would equal 0xFFFD (-3 decimal) (assuming 16bit signed int)
and when &'d with 0x3f it would then be 0x3d (61 decimal).
Then the - 0x20 would make it 29.

Just use this:

limitRange(x, -45, 45);

Later,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 726 END: ./1 SCEE/yaroze/beginners/000000463html.html

--MESSAGE FILE 727 START: ./1 SCEE/yaroze/beginners/000000464html.html
Path: chuka.playstation.co.uk!news
From: Pankaj Gautama <pankaj.gautama@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: siocons ERRORS!
Date: Mon, 27 Jul 1998 22:56:29 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <35BCF78D.707E@virgin.net>
References: <01bdb742$41ff0b00$d92e63c3@default>
Reply-To: pankaj.gautama@virgin.net
NNTP-Posting-Host: p51-chachalaca-gui.tch.virgin.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-VN709-003 (Win95; I)

T Khan wrote:
>
> Please help,
>
> I suddenly have a problem. I cannot load anything onto the Yaroze from
> siocons.
> whenever I try it say syntax error (FFFFFFFFFFFFFFFFFFFF) and other
> FFFFFFFFFFFFFF errors on the TV screen. It just does not WORK. Please
> help.
>
> Tanvir Khan
> Email: 2bad@lineone.net
>
> I hope nothings faulty.

Check your comms cable. I had the same problem when I first got my

Yaroze - I didn't realise the Yaroze end of the cable went in SO far.
(lotsa panicking there!)
--MESSAGE FILE 727 END: ./1 SCEE/yaroze/beginners/000000464html.html

--MESSAGE FILE 728 START: ./1 SCEE/yaroze/beginners/000000465html.html
Path: chuka.playstation.co.uk!news
From: "James Banks" <net.yaroze@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: TIM File Attribute
Date: Wed, 29 Jul 1998 19:06:08 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <6pnohn$3ue14@chuka.playstation.co.uk>
NNTP-Posting-Host: p24-grebe-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

    I know this is probably a really easy question to answer but can anyone explain how I calculate the attribute number for TIM files ?? I have used Ira Rainey's Sprite tutorial which uses 8 bit sprites but I am now working on a breakout game using 4 bit TIM's and it doesn't work !! Someone please help.

Cheers,

James

http://www.netyaroze-europe.com/~jbanks/
net.yaroze@virgin.net

--MESSAGE FILE 728 END: ./1 SCEE/yaroze/beginners/000000465html.html

--MESSAGE FILE 729 START: ./1 SCEE/yaroze/beginners/000000466html.html
Path: chuka.playstation.co.uk!news
From: "James Banks" <net.yaroze@virgin.net>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Ball movement on a breakout game
Date: Wed, 29 Jul 1998 19:08:13 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <6pnoho$3ue15@chuka.playstation.co.uk>
NNTP-Posting-Host: p24-grebe-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.beginners:466
scee.yaroze.freetalk.english:1563

    Hi, I'm working on my first real Yaroze project which will hopefully be a Breakout style game. I haven't got a clue how to model the correct ball movements, can anyone point me in the right direction ??

Cheers,

James

--MESSAGE FILE 729 END: ./1 SCEE/yaroze/beginners/000000466html.html

--MESSAGE FILE 730 START: ./1 SCEE/yaroze/beginners/000000467html.html
Path: chuka.playstation.co.uk!news
From: "Carlos Pieterse" <john-doe@image.dk>
Newsgroups: scee.yaroze.beginners
Subject: Re: TIM File Attribute
Date: Wed, 29 Jul 1998 21:24:31 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <6pnssv$3ue16@chuka.playstation.co.uk>
References: <6pnohn$3ue14@chuka.playstation.co.uk>
NNTP-Posting-Host: pm29-10.image.dk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

>   I know this is probably a really easy question to answer but can anyone
>explain how I calculate the attribute number for TIM files ?? I have used
>Ira Rainey's Sprite tutorial which uses 8 bit sprites but I am now working
>on a breakout game using 4 bit TIM's and it doesn't work !! Someone please
>help.

Ok, the bits 24-25 must be set to 0, when you use 4bit sprites.

Like this:

bit 25,24 - 0,0 = 4bit
bit 25,24 - 0,1 = 8bit
bit 25,24 - 1,1 = 15 bit direct

Look under GsSPRITE in Library Reference, where the used bits of attribute
are described!!!

>
>Cheers,
>
>
>James

Carlos Pierterse

--MESSAGE FILE 730 END: ./1 SCEE/yaroze/beginners/000000467html.html

--MESSAGE FILE 731 START: ./1 SCEE/yaroze/beginners/000000468html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Ball movement on a breakout game
Date: 29 Jul 1998 19:26:52 GMT
Organization: SCEE
Lines: 26
Message-ID: <01bdbac3$129537c0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6pnoho$3ue15@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.beginners:468
scee.yaroze.freetalk.english:1564

Hi James,

I did a Breakout style game for the PC but it wasn't that great. BUT Mario Perdue
did a great Net Yaroze version that you can find on the SCEA website.

Regards,

George@SCEE

James Banks <net.yaroze@virgin.net> wrote in article
<6pnoho$3ue15@chuka.playstation.co.uk>...
>   Hi, I'm working on my first real Yaroze project which will hopefully be
> a Breakout style game. I haven't got a clue how to model the correct ball
> movements, can anyone point me in the right direction ??
>
>
> Cheers,
>
>
> James
>
>
>
>
--MESSAGE FILE 731 END: ./1 SCEE/yaroze/beginners/000000468html.html

--MESSAGE FILE 732 START: ./1 SCEE/yaroze/beginners/000000469html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: TIM File Attribute
Date: Wed, 29 Jul 1998 20:35:52 +0100
Organization: Sony Computer Entertainment Europe
Lines: 31
Message-ID: <35BF7998.F5951872@scee.sony.co.uk>
References: <6pnohn$3ue14@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

James Banks wrote:
>
>   I know this is probably a really easy question to answer but can anyone
> explain how I calculate the attribute number for TIM files ?? I have used
> Ira Rainey's Sprite tutorial which uses 8 bit sprites but I am now working
> on a breakout game using 4 bit TIM's and it doesn't work !! Someone please
> help.

The reference manual (under GsSPRITE) states which bits in the attribute mean what, but doesn't
state how to calculate the attribute.

Depending on the application, you decide what value the bits should be set to (there is a list of
valid numbers in the manual) and then just add up all the values after shifting them appropriately.
For example, if I want to turn Brightness Regulation off (value 1 at bit 6) and am using a 15bit
direct sprite (value 2 at bits 24-25), then the attribute is:

```
attribute = (1 << 6) + (2 << 24);

A complete (but rather inefficient) setting would be:

attribute = (BRIGHTNESS << 6) + (BitDEPTH << 24) + (RotationON << 27) +
(SemiTransRate << 28) +
(SemiTransON << 30) + (Displayed << 31);

where Brightness, BitDEPTH, etc are the desired values within the ranges
specified in the manual.


--
== James_Russell@scee.sony.co.uk                +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Amnesia: You've read the book now read the book.
--MESSAGE FILE 732 END: ./1 SCEE/yaroze/beginners/000000469html.html


--MESSAGE FILE 733 START: ./1 SCEE/yaroze/beginners/000000470html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Ball movement on a breakout game
Date: Wed, 29 Jul 1998 19:33:54 GMT
Organization: L4 Software
Lines: 22
Message-ID: <35bf78cb.16550359@205.149.189.29>
References: <6pnoho$3ue15@chuka.playstation.co.uk>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scee.yaroze.beginners:470
scee.yaroze.freetalk.english:1565

If you look at my WalZ demo in the North American web site, you'll see
how ball movement is done. WalZ is s breakout style game where the
bricks move.

Mario


On Wed, 29 Jul 1998 19:08:13 +0100, "James Banks"
<net.yaroze@virgin.net> wrote:

>    Hi, I'm working on my first real Yaroze project which will hopefully be
>a Breakout style game. I haven't got a clue how to model the correct ball
>movements, can anyone point me in the right direction ??
>
>
>Cheers,
>
>
>James
>
>

--MESSAGE FILE 733 END: ./1 SCEE/yaroze/beginners/000000470html.html


--MESSAGE FILE 734 START: ./1 SCEE/yaroze/beginners/000000471html.html
```

Path: chuka.playstation.co.uk!news
From: Roman und Gregor Dashuber <d-twinz@gap.baynet.de>
Newsgroups: scee.yaroze.beginners
Subject: Starting problems
Date: Thu, 30 Jul 1998 15:19:45 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <35C072F1.6F80@gap.baynet.de>
NNTP-Posting-Host: line04.GAP.BAYNET.DE
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (WinNT; I)

I'm in desperate need of help,

I have a problem. Neither the "hello world"-demo nor the sample
program runs on my computer. I follow the instructions and bring
up the console tool(siocons), but then the siocons prompt (double
-right arrow) doesn't appear. I press F3 whichs brings up the
Auto[1]: prompt and enter the name of the batch file(in this case
batch0). After pressing enter i receive the error message:

BINARY WRITE: timeout !
auto commands all stop

I have already checked the communication cable, the Pc and the
TV, but the problem stayed always the same.

I don't know what to do else, please help !

e-mail: d-twinz@gap.baynet.de

Roman
--MESSAGE FILE 734 END: ./1 SCEE/yaroze/beginners/000000471html.html

--MESSAGE FILE 735 START: ./1 SCEE/yaroze/beginners/000000472html.html
Path: chuka.playstation.co.uk!news
From: "Carlos Pieterse" <john-doe@image.dk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Starting problems
Date: Thu, 30 Jul 1998 15:56:57 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <6ppu2s$fvf3@chuka.playstation.co.uk>
References: <35C072F1.6F80@gap.baynet.de>
NNTP-Posting-Host: pm26-60.image.dk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Roman und Gregor Dashuber wrote:
>I'm in desperate need of help,
>
>I have a problem. Neither the "hello world"-demo nor the sample
>program runs on my computer. I follow the instructions and bring
>up the console tool(siocons), but then the siocons prompt (double
>-right arrow) doesn't appear. I press F3 whichs brings up the
>Auto[1]: prompt and enter the name of the batch file(in this case
>batch0). After pressing enter i receive the error message:
>
>BINARY WRITE: timeout !
>auto commands all stop

Looks like your PC ain't talking with the Yaroze.
>
>I have already checked the communication cable, the Pc and the
>TV, but the problem stayed always the same.

Be sure to push the communications cable hard in the Yaroze!
>
>I don't know what to do else, please help !

What is your port setup (com1/com2, which addresses?) baud settings etc.

>
>e-mail: d-twinz@gap.baynet.de
>
>Roman

Carlos Pieterse.

--MESSAGE FILE 735 END: ./1 SCEE/yaroze/beginners/000000472html.html

--MESSAGE FILE 736 START: ./1 SCEE/yaroze/beginners/000000473html.html
Path: chuka.playstation.co.uk!news
From: Roman und Gregor Dashuber <d-twinz@gap.baynet.de>
Newsgroups: scee.yaroze.beginners
Subject: Starting Problems
Date: Thu, 30 Jul 1998 22:58:09 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <35C0DE61.5A7B@gap.baynet.de>
NNTP-Posting-Host: line05.GAP.BAYNET.DE
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (WinNT; I)

I'm in desperate need of help,

I have a problem. Neither the "hello world"-demo nor the sample
program runs on my computer. I follow the instructions and bring
up the console tool(siocons), but then the siocons prompt (double
-right arrow) doesn't appear. I press F3 whichs brings up the
Auto[1]: prompt and enter the name of the batch file(in this case
batch0). After pressing enter i receive the error message:

BINARY WRITE: timeout !
auto commands all stop

I have already checked the communication cable, the Pc and the
TV, but the problem stayed always the same.

I don't know what to do else, please help !

e-mail: d-twinz@gap.baynet.de

Roman
--MESSAGE FILE 736 END: ./1 SCEE/yaroze/beginners/000000473html.html

--MESSAGE FILE 737 START: ./1 SCEE/yaroze/beginners/000000474html.html
Path: chuka.playstation.co.uk!news

From: "Carlos Pieterse" <john-doe@image.dk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Starting Problems
Date: Thu, 30 Jul 1998 23:53:46 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 51
Message-ID: <6pqq0r$fvf5@chuka.playstation.co.uk>
References: <35C0DE61.5A7B@gap.baynet.de>
NNTP-Posting-Host: p301-183.ppp.get2net.dk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

>I'm in desperate need of help,
>
>I have a problem. Neither the "hello world"-demo nor the sample
>program runs on my computer. I follow the instructions and bring
>up the console tool(siocons), but then the siocons prompt (double
>-right arrow) doesn't appear. I press F3 whichs brings up the
>Auto[1]: prompt and enter the name of the batch file(in this case
>batch0). After pressing enter i receive the error message:
>
>BINARY WRITE: timeout !
>auto commands all stop
>
>I have already checked the communication cable, the Pc and the
>TV, but the problem stayed always the same.
>
>I don't know what to do else, please help !
>
>e-mail: d-twinz@gap.baynet.de
>
>Roman

Like I stated earlier(btw. try keeping the same subject in to the newsgroup! -this you should have posted under your previuos message!!) what is your port setup (com1/com2, which addresses?) baud settings etc.

Hereby I mean :

Which com port (the serial port on the PC this is!) have you plugged in the yaroze serial cable?
What speed did you set the baud rating at ?? (you must set it to 9600 bps for starters!)
How is your serial port set up in the BIOS of computer?? (auto ???)
What OS are you using ???
Where did you install the psx-, gnu- directories etc.
You must specify your problem a bit for us (or I) being able to help you!

Furthermore you must have a SET for DTLH3000 in your yaroze environment. What is this ?? (Try typing SET in your yaroze environment, and tell me the setting of DTLH3000!)

You are using a PC ?? (not a mac???)

I'd wished you'd replied on my first posting. I think I'd by now could have been capable of solving your problem. (but with your above message, anything could be wrong!!!)

Regards,

Carlos Pieterse

--MESSAGE FILE 738 START: ./1 SCEE/yaroze/beginners/000000475html.html
Path: chuka.playstation.co.uk!news
From: "Stradal, Franz" <FStradal@ikarion.com>
Newsgroups: scee.yaroze.beginners
Subject: Sprites
Date: Fri, 31 Jul 1998 09:49:22 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <35C17702.528C3022@ikarion.com>
NNTP-Posting-Host: miles.ikarion.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

I m just a beginner, so it is an easy question.
I have 12 sprites 16*16 pixle 4Bit Clut.
The CLUT i always loadup to 0*480, 0*481, 0*482 ...
When i move the Sprites to 320*0, 320*16, 320*32, 320*48 .... it works
fine;
but when they are moved to 320*0, 336*0, 352*0, 368*0... i just have
colord snow???
Any ideas?

--MESSAGE FILE 738 END: ./1 SCEE/yaroze/beginners/000000475html.html

--MESSAGE FILE 739 START: ./1 SCEE/yaroze/beginners/000000476html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Sprites
Date: Fri, 31 Jul 1998 09:09:29 +0100
Organization: I wish!
Lines: 18
Message-ID: <35C17BB9.351C@mdx.ac.uk>
References: <35C17702.528C3022@ikarion.com>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

which sprite routine are use using to calculate the u,v values of the
GsSPRITE? (these refer to the inset of the sprites from the top left of
the texture page they are on, and can sometimes be calculated wrong)?
What is strange is that surely at least the 320,0 sprite should show up
in both cases?

Rob Swan

Stradal, Franz wrote:
>
> I m just a beginner, so it is an easy question.
> I have 12 sprites 16*16 pixle 4Bit Clut.
> The CLUT i always loadup to 0*480, 0*481, 0*482 ...
> When i move the Sprites to 320*0, 320*16, 320*32, 320*48 .... it works
> fine;
> but when they are moved to 320*0, 336*0, 352*0, 368*0... i just have
> colord snow???
> Any ideas?
--MESSAGE FILE 739 END: ./1 SCEE/yaroze/beginners/000000476html.html

--MESSAGE FILE 740 START: ./1 SCEE/yaroze/beginners/000000477html.html
Path: chuka.playstation.co.uk!news
From: Roman und Gregor Dashuber <d-twinz@gap.baynet.de>
Newsgroups: scee.yaroze.beginners
Subject: Starting Problems 2
Date: Fri, 31 Jul 1998 14:02:26 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <35C1B252.7342@gap.baynet.de>
NNTP-Posting-Host: 195.37.219.70
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (WinNT; I)

Thanks a lot for the mail Carlos,

I'll try to specify my problem a bit more.
I'm using a Pentium 200 Mhz with 32Mb Ram, the yaroze is
connected to the Pc over com1.
The baudrate is set up at 9600 bps as it is then standard
configuration in djsetup.bat.
In the BIOS then com1 port is specified as: "Onboard UART 1 :
3F8/IRQ4"
The OS version I'm using is Ms-Dos 7.00. The psx- and the gnu-
directories were installed on
c drive root.
The setting of DTLH3000 is:

DJGPP=C:/psx/djgpp.env
TMP=C:\tmp   < only the important part
concerning the DTLH3000
DTLH3000=0x3f8,4,9600

I hope that these informations will help.

Regards,

Roman
--MESSAGE FILE 740 END: ./1 SCEE/yaroze/beginners/000000477html.html

--MESSAGE FILE 741 START: ./1 SCEE/yaroze/beginners/000000478html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Starting problems
Date: 31 Jul 1998 13:36:01 GMT
Organization: SCEE
Lines: 53
Message-ID: <01bdbc23$5d663ae0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <35C072F1.6F80@gap.baynet.de>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi Roman,

After the cd boots you should have some startup messages on
the t.v screen.

acces card checking: OK

memory card checking: OK
terminal speed 9600 BPS

if all thats o.k then move along...

Check all your settings. You might need to edit "djsetup.bat"
to set the proper directories. This is VERY important. Next...

type "siocons" at the dos prompt after you have typed "djsetup.bat"

Reset you PlayStation the first time you do this...or you might
get a Binary write error. You should now see some communication
messages on your dos box. If no ">>" appears.....hit enter a few times
to bring it up.

After you see ">>" you are connected properly. Go ahead and try out the
siocons commands.

Good-luck..

George@SCEE

Roman und Gregor Dashuber <d-twinz@gap.baynet.de> wrote in article
<35C072F1.6F80@gap.baynet.de>...
> I'm in desperate need of help,
>
> I have a problem. Neither the "hello world"-demo nor the sample
> program runs on my computer. I follow the instructions and bring
> up the console tool(siocons), but then the siocons prompt (double
> -right arrow) doesn't appear. I press F3 whichs brings up the
> Auto[1]: prompt and enter the name of the batch file(in this case
> batch0). After pressing enter i receive the error message:
>
> BINARY WRITE: timeout !
> auto commands all stop
>
> I have already checked the communication cable, the Pc and the
> TV, but the problem stayed always the same.
>
> I don't know what to do else, please help !
>
> e-mail: d-twinz@gap.baynet.de
>
> Roman
>
--MESSAGE FILE 741 END: ./1 SCEE/yaroze/beginners/000000478html.html

--MESSAGE FILE 742 START: ./1 SCEE/yaroze/beginners/000000479html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Sound and Music tutorial
Date: Sun, 2 Aug 1998 01:47:11 +0100
Organization: Debri Productions
Lines: 4
Message-ID: <1dd41dg.k1uccsxdqpjxN@a1-88-110.a1.nl>
References: <6paik6$bqp8@chuka.playstation.co.uk>
<35b9059c.1309456@news.playstation.co.uk>
NNTP-Posting-Host: a1-88-110.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:479
scee.yaroze.freetalk.english:1594

I have a profile-list, nick has a demo-list. Anybody for a
tutorial-list??

DEnnis..
--MESSAGE FILE 742 END: ./1 SCEE/yaroze/beginners/000000479html.html

--MESSAGE FILE 743 START: ./1 SCEE/yaroze/beginners/000000480html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: books recommend
Date: Sun, 2 Aug 1998 01:47:15 +0100
Organization: Debri Productions
Lines: 18
Message-ID: <1dd41hi.1yv01fb11scw6N@a1-88-110.a1.nl>
References: <01bdb74a38675180d92e63c3@default>
NNTP-Posting-Host: a1-88-110.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

T Khan <2bad@lineone.net> wrote:

> Hi,
>
> Please recommend good C programming and Graphics books,
> Would any do or the one written in the manual?
>
> Tanvir Khan
> 2bad@lineone.net

AAAAAAAHHHHHHHRRRRRRRGGGGG.

JUST CUT THE CRAP!!!!!

1 ARTICLE SHOULD DO IT!!!!!
DON'T PUT EVERY ARTICLE IN EVERY NEWSGROUP!

DEnnis..
--MESSAGE FILE 743 END: ./1 SCEE/yaroze/beginners/000000480html.html

--MESSAGE FILE 744 START: ./1 SCEE/yaroze/beginners/000000481html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Coding Help
Date: Sun, 2 Aug 1998 01:47:20 +0100
Organization: Debri Productions
Lines: 29
Message-ID: <1dd41ke.w543kn1phw7slN@a1-88-110.a1.nl>
References: <01bdb66c$36c14180$9a3363c3@default>
NNTP-Posting-Host: a1-88-110.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

T Khan <2bad@lineone.net> wrote:

> Hi,
>
> Can anyone help me? I don't now anything about c programing or graphics. I
> need some serious help. Is there any help on the website which I can
> download or something.
>
> Also I am working on car model movement, and I need to know how to make the

> model
> gradually gain speed (accelerate) and slow down. I use the MoveImage
> command.
> And how would you straighten the car (after a bend) once it has been
> leaning? I use the 'Rotate' command to make it lean but it just seems to
> carry on leaning more and more.
>
> How do you put sound in a game, e.g music, sound effects to the car?
>
> The manuals hardly explain this stuff.
> Are there any downloadable tool wich make programming easier?
>
> Thanks,
> Tanvir Khan

JUST S* O*, I'M GETTING FED UP WITH THIS. EVERY ARTICLE IN ALL THE
NEWSGROUPS.

DEnnis..
--MESSAGE FILE 744 END: ./1 SCEE/yaroze/beginners/000000481html.html

--MESSAGE FILE 745 START: ./1 SCEE/yaroze/beginners/000000482html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: siocons ERRORS!
Date: Sun, 2 Aug 1998 01:47:24 +0100
Organization: Debri Productions
Lines: 17
Message-ID: <1dd41nd.dwdrl1dlipcjN@a1-88-110.a1.nl>
References: <01bdb742$41ff0b00$d92e63c3@default>
NNTP-Posting-Host: a1-88-110.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

T Khan <2bad@lineone.net> wrote:

> Please help,
>
> I suddenly have a problem. I cannot load anything onto the Yaroze from
> siocons.
> whenever I try it say syntax error (FFFFFFFFFFFFFFFFFFFF) and other
> FFFFFFFFFFFFFF errors on the TV screen. It just does not WORK. Please
> help.
>
> Tanvir Khan
> Email: 2bad@lineone.net
>
> I hope nothings faulty.

CHECK YOUR BRAIN!
--MESSAGE FILE 745 END: ./1 SCEE/yaroze/beginners/000000482html.html

--MESSAGE FILE 746 START: ./1 SCEE/yaroze/beginners/000000483html.html
Path: chuka.playstation.co.uk!news
From: Han Solo <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Beginner docs.
Date: Sun, 02 Aug 1998 17:56:48 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18

Message-ID: <35C49A4F.77AE97B8@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=x-user-defined
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

If you consider yourself a beginner then come to my
site.

http://www.netyaroze-europe.com/~jaycee

After having difficulty myself in getting started
with the simple things, I've taken the time to
write a number of documents, which I hope you
may find useful.

If you have any comments or opinions regarding
them, please repost on this thread.
Thanks.

--
jc
james@chowfam.demon.co.uk

--MESSAGE FILE 746 END: ./1 SCEE/yaroze/beginners/000000483html.html

--MESSAGE FILE 747 START: ./1 SCEE/yaroze/beginners/000000484html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Yaroze Programming FAQ
Date: Mon, 03 Aug 1998 10:21:06 +0100
Organization: Sony Computer Entertainment Europe
Lines: 21
Message-ID: <35C58102.730E7B32@scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

There is a Yaroze Programming FAQ which can be accessed from the New Members
page on the official
site:

http://www.netyaroze-europe.com/yaroze/newmembers/yarfaq.htm

It contains frequently asked questions most people have when they first start
programming the
Yaroze. The questions and answers have been taken from the newsgroups. Please
email the person
maintaining it (listed at the top of the page), if you feel that there should be
some additions to
the questions, or corrections/clarifications to the answers.

Cheers,

James

--

== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

"Weaseling out of things is what separates us from the animals!...
        Except the weasel." -- Homer
--MESSAGE FILE 747 END: ./1 SCEE/yaroze/beginners/000000484html.html

--MESSAGE FILE 748 START: ./1 SCEE/yaroze/beginners/000000485html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Beginner docs.
Date: Mon, 03 Aug 1998 18:09:34 -0700
Organization: Cisco Systems
Lines: 35
Message-ID: <35C65F4E.3C0B6BD0@jps.net>
References: <35C49A4F.77AE97B8@chowfam.demon.co.uk>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-249.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

I may be dreaming here, but I would LOVE to set up some kind of
universally-accessible knowledge base. The only thing that comes
close to it right now (that we have) is these newsgroups---and
that isn't exactly the most efficient way to get info.

Anyone for writing/installing some kind of system for this?

- e!

Han Solo wrote:
>
> If you consider yourself a beginner then come to my
> site.
>
> http://www.netyaroze-europe.com/~jaycee
>
> After having difficulty myself in getting started
> with the simple things, I've taken the time to
> write a number of documents, which I hope you
> may find useful.
>
> If you have any comments or opinions regarding
> them, please repost on this thread.
> Thanks.
>
> --
> jc
> james@chowfam.demon.co.uk

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 748 END: ./1 SCEE/yaroze/beginners/000000485html.html

--MESSAGE FILE 749 START: ./1 SCEE/yaroze/beginners/000000486html.html

Path: chuka.playstation.co.uk!news
From: doug@littlegreenmen.demon.co.uk (Doug Roberts)
Newsgroups: scee.yaroze.beginners
Subject: DrawSync confusion.
Date: Tue, 04 Aug 1998 11:35:51 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <35c6f063.10719834@news.playstation.co.uk>
NNTP-Posting-Host: dhvuk.demon.co.uk
X-Newsreader: Forte Free Agent 1.11/32.235

Can anyone please explain to me how when and how often to use the
drawsync function? Some of the source I've look at uses it often,
after all the all the functions like LoadImage etc, and some just in
the main loop before the VSync function. Maybe I'm just getting
confused but hey, I guess that's what happens when you buy yourself
one of these things and have to learn everything from scratch
(including the language!).

Just like to say thanks to everyone who has taken time to provide
help, tutorials and source. It's been isuch a help getting me as far
as I've got to date.

Regards,
Doug.
--MESSAGE FILE 749 END: ./1 SCEE/yaroze/beginners/000000486html.html

--MESSAGE FILE 750 START: ./1 SCEE/yaroze/beginners/000000487html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: DrawSync confusion.
Date: Tue, 04 Aug 1998 13:05:59 +0100
Organization: Sony Computer Entertainment Europe
Lines: 43
Message-ID: <35C6F927.4765EF18@scee.sony.co.uk>
References: <35c6f063.10719834@news.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Doug Roberts wrote:
>
> Can anyone please explain to me how when and how often to use the
> drawsync function? Some of the source I've look at uses it often,
> after all the all the functions like LoadImage etc, and some just in
> the main loop before the VSync function.

DrawSync(0) waits for the Graphics Processing Unit to finish processing all the
commands that have
been sent to it. There are two reasons that you'd want to call it:

1) When you're loading TIMs into VRAM using LoadImage, the GPU will queue up the
LoadImage command
(which means that it doesn't get executed immmediately). When it gets around to
processing it, it
will use the values in the RECT structure that exists at the time of the GPU
processing, rather than
the values that were in the RECT when you did the LoadImage. Thus doing this:

```
setRect(&myRect,1,2,3,4);
LoadImage(&myRect,&myTimData);
setRect(&myRect,5,6,7,8);

is more likely to use the _latter_ rectangle instead of the intended former
rectangle. To get around
this, it is advisable to do a DrawSync(0) directly after the LoadImage
instruction, which guarantees
that the values the GPU will use will be the ones you intend.

2) In a double buffering situation, you are supposed to swap screens when 1) The
GPU has completed
drawing the last frame, and 2) in the Vertical Blank. Thus you will see programs
do this:

DrawSync(0);  // Wait for GPU to finish
Vsync(0);  // Wait for the vertical blank
GsSwapDispBuff(); //Swap the display buffers.



Cheers,

James

--
== James_Russell@scee.sony.co.uk                +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Scorpio: "This is my death ray. Which country would you like to destroy, Homer?
France or Italy?"
Homer:   "Ummmm.... France."
Scorpio: "Hehe... No-one ever says Italy."
--MESSAGE FILE 750 END: ./1 SCEE/yaroze/beginners/000000487html.html


--MESSAGE FILE 751 START: ./1 SCEE/yaroze/beginners/000000488html.html
Path: chuka.playstation.co.uk!news
From: codeworks <jim@codeworks.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze Programming FAQ
Date: Wed, 05 Aug 1998 00:29:33 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <35C7995D.64B3CDFF@codeworks.demon.co.uk>
References: <35C58102.730E7B32@scee.sony.co.uk>
NNTP-Posting-Host: codeworks.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (WinNT; I)
X-Accept-Language: en

James,

Excellent work with the Faq!

Cheers

Jim

James Russell wrote:

> There is a Yaroze Programming FAQ which can be accessed from the New Members
```

page on the official
> site:
>
> http://www.netyaroze-europe.com/yaroze/newmembers/yarfaq.htm
>
> It contains frequently asked questions most people have when they first start programming the
> Yaroze. The questions and answers have been taken from the newsgroups. Please email the person
> maintaining it (listed at the top of the page), if you feel that there should be some additions to
> the questions, or corrections/clarifications to the answers.
>
> Cheers,
>
> James
>
> --
> == James_Russell@scee.sony.co.uk   +44 (171) 447-1626
> == Developer Support Engineer - Sony Computer Entertainment Europe
>
> "Weaseling out of things is what separates us from the animals!...
>   Except the weasel." -- Homer
>

--MESSAGE FILE 751 END: ./1 SCEE/yaroze/beginners/000000488html.html

--MESSAGE FILE 752 START: ./1 SCEE/yaroze/beginners/000000489html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Sound and Music tutorial
Date: Wed, 05 Aug 1998 14:06:26 +0100
Organization: The Hex Heroes
Lines: 15
Message-ID: <35C858D2.6EE7@writeme.com>
References: <6paik6$bqp8@chuka.playstation.co.uk>
NNTP-Posting-Host: atl4-021.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:489
scee.yaroze.freetalk.english:1639

James Banks wrote:

> Does anyone know if anyone has compiled a 'definitive' tutorial for
> playing sound and music on the Yaroze ?? I have been concentrating
> mainly on the graphics side without even thinking of sounds or music.

Sound systems do seem to be the least well documented area. You can gain
a little from the sound document available at:

http://www.netyaroze-europe.com/yaroze_scea/docs/index.html

Although it does cover quite a lot of irrelevant material (CD sound), it
does have a couple of useful SFX tips.

James (~mrfrosty)
--MESSAGE FILE 752 END: ./1 SCEE/yaroze/beginners/000000489html.html

--MESSAGE FILE 753 START: ./1 SCEE/yaroze/beginners/000000490html.html
Path: chuka.playstation.co.uk!news
From: "Stradal, Franz" <FStradal@ikarion.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Sprites
Date: Wed, 05 Aug 1998 15:42:38 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <35C8614E.781CB22B@ikarion.com>
References: <35C17702.528C3022@ikarion.com> <35C17BB9.351C@mdx.ac.uk>
NNTP-Posting-Host: miles.ikarion.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Thanks for help.
I rehacked the tuto0 example from Codewarrior.
And yes, the 320,0 Sprite is always right.Now i use one big map, with
subsprites in it,
and it works!

Robert Swan wrote:

> which sprite routine are use using to calculate the u,v values of the
> GsSPRITE? (these refer to the inset of the sprites from the top left of
> the texture page they are on, and can sometimes be calculated wrong)?
> What is strange is that surely at least the 320,0 sprite should show up
> in both cases?
>
> Rob Swan
>
> Stradal, Franz wrote:
> >
> > I'm just a beginner, so it is an easy question.
> > I have 12 sprites 16*16 pixle 4Bit Clut.
> > The CLUT i always loadup to 0*480, 0*481, 0*482 ...
> > When i move the Sprites to 320*0, 320*16, 320*32, 320*48 .... it works
> > fine;
> > but when they are moved to 320*0, 336*0, 352*0, 368*0... i just have
> > colord snow???
> > Any ideas?

--MESSAGE FILE 753 END: ./1 SCEE/yaroze/beginners/000000490html.html

--MESSAGE FILE 754 START: ./1 SCEE/yaroze/beginners/000000491html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Middlesex Short Course
Date: Thu, 6 Aug 1998 23:27:06 +0100
Organization: Debri Productions
Lines: 14
Message-ID: <1ddd536.7v1tis1sy9534N@a1-88-122.a1.nl>
NNTP-Posting-Host: a1-88-122.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

For all beginners the Short Course is a great oppertunity!!

I put a small journal online to get an impression on the first short
course. I also took lot's of photo's and there is even a quicktimeVR

from the classroom.

http://www.a1.nl/macsupport/debri/

or

http://com.to/debri

Cheers DEnnis....
--MESSAGE FILE 754 END: ./1 SCEE/yaroze/beginners/000000491html.html

--MESSAGE FILE 755 START: ./1 SCEE/yaroze/beginners/000000492html.html
Path: chuka.playstation.co.uk!news
From: Roman und Gregor Dashuber <d-twinz@gap.baynet.de>
Newsgroups: scee.yaroze.beginners
Subject: starting Problems
Date: Sun, 09 Aug 1998 14:16:03 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <35CD9303.3067@gap.baynet.de>
NNTP-Posting-Host: line09.GAP.BAYNET.DE
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (WinNT; I)

Hello,

I'm still strugglin with my NY. I followed the advice of James
Russel and pushed the cable in the Playstation firmly. After that
i started Siocons again, the >> didn't appear. I pressed enter a
few times (about a minute), but the prompt didn't appear. I
pressed F3 to execute the batch0 file. After that I got the
binary write error as described in my first two Mails. I also
tried out the method George from SCEE told me and restarted the
Yaroze after i've typed "djsetup.bat" and "siocons", but
it also didn't help. I pressed a few times enter but no prompt
(>>) appeared.

If anyone has got an idea of what is wrong with my NY, pleas help
me.

Regards, Roman

e-mail : d-twinz@gap.baynet.de
--MESSAGE FILE 755 END: ./1 SCEE/yaroze/beginners/000000492html.html

--MESSAGE FILE 756 START: ./1 SCEE/yaroze/beginners/000000493html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Craig Venz <craig@cobite.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: starting Problems
Date: Mon, 10 Aug 1998 10:53:05 -0400
Organization: SCEA News Server
Lines: 75
Message-ID: <35CF0951.53B006F9@cobite.com>
References: <35CD9303.3067@gap.baynet.de>
NNTP-Posting-Host: snew.cobite.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 4.05 [en] (X11; I; Linux 2.0.33 i586)
To: Roman und Gregor Dashuber <d-twinz@gap.baynet.de>

Roman und Gregor Dashuber wrote:
>
> Hello,
>
> I'm still strugglin with my NY. I followed the advice of James
> Russel and pushed the cable in the Playstation firmly. After that
> i started Siocons again, the >> didn't appear. I pressed enter a
> few times (about a minute), but the prompt didn't appear. I
> pressed F3 to execute the batch0 file. After that I got the
> binary write error as described in my first two Mails. I also
> tried out the method George from SCEE told me and restarted the
> Yaroze after i've typed "djsetup.bat" and "siocons", but
> it also didn't help. I pressed a few times enter but no prompt
> (>>) appeared.
>
> If anyone has got an idea of what is wrong with my NY, pleas help
> me.
>
> Regards, Roman
>
> e-mail : d-twinz@gap.baynet.de

Looking back over a previous note of yours, I noticed you said you were using MS-DOS 7 - correct me if Im wrong but isnt that win95?

Anyway, there are a couple of things to consider that could be the cause of the problem, which is that your Yaroze is _definitely_ not communicating with your PC.

Make sure you know what all your COM ports are connected to. Since you have MS DOS 7 you have Win95, so boot up 95, and check out what you have your modem (I assume you have one since thats one of the 'requirements' for the Net Yaroze program) and your mouse, and your free COM port are. Do this by checking in the Modems Control Panel to see what port your modem is on, then find out which one your mouse is on, this is either in the Mouse control panel, or on the System control panel under Pointing Devices(?) or something similar. See how many COM ports you actually have. Do you have a free one? A mouse takes away one port, a modem might (see below).

Check to make sure the cable is plugged in, that the port on your PC is _really_ COM1, not COM2, or COM3 even, that the com port you have the Yaroze plugged up to isn't disabled in the BIOS (this is a common thing it seems, as internal modems that are in a shipped computer have their own internal com port, and the manufacturer turns off one of the motherboard's built in COM ports so you think you only have 2, when you really now have 3)

If you're deadly sure you have the right port, and its not disabled, the next thing you might need to check is whether there is an IRQ conflict between the COM port you're using and one of your other COM ports, or another device. This is only likely if you have three COM ports in your PC (one probably being an internal modem). As COM1/COM3 share the same IRQ, as does COM2/COM4, if you have two devices you want to use at the same time on COM1 and COM3, one of them is going to work and one isnt. So either you can not use the modem and the yaroze at the same time, or you can change the IRQ on one of the ports to a free IRQ. Do this in the Control Panels of Win95 under the System cpanel, right click one of the com ports under the Ports item in the big list of devices.

Next thing to try doing is to use a Windows communications program to

check the com port you're using. HyperTerm works well, use it to create a 'new connection' and when it asks you what device to use, change the dropdown which says "Connect using:" to COM1. Make the BPS selection 9600, hit OK, turn on your yaroze, and start hitting return in the window when the Green Brick screen comes up. If you get any text, you now know you have the right COM port and you can quit and start using SIOCONS with impunity.

It's going to take some messing around to get this to work, I had a devil of a time getting my old 486 to correctly use 3 COM ports simultaneously but it's happy now, as am I. Keep posting if you have more problems, or are confused... or just keep posting. :)

Craig
--MESSAGE FILE 756 END: ./1 SCEE/yaroze/beginners/000000493html.html

--MESSAGE FILE 757 START: ./1 SCEE/yaroze/beginners/000000494html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: starting Problems
Date: Mon, 10 Aug 1998 17:25:10 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <35CF1EE6.9AEBB4C8@ndirect.co.uk>
References: <35CD9303.3067@gap.baynet.de> <35CF0951.53B006F9@cobite.com>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-56.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

It is always possible that something is broken. Maybe a dud serial lead/port?

Hope not.

Herbs

--MESSAGE FILE 757 END: ./1 SCEE/yaroze/beginners/000000494html.html

--MESSAGE FILE 758 START: ./1 SCEE/yaroze/beginners/000000495html.html
Path: chuka.playstation.co.uk!news
From: Peter Passmore <p.passmore@mdx.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: starting Problems
Date: Tue, 11 Aug 1998 00:41:09 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <35CF8515.2A6@mdx.ac.uk>
References: <35CD9303.3067@gap.baynet.de> <35CF0951.53B006F9@cobite.com>
NNTP-Posting-Host: staff-dialup1.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Win95; I)

Hi,

Craig's advice may well be the key. I had a win 95 machine with an

external modem on com2. When I tried to connect the yaroze to com2 it wouldn't work as win95 seemed to have assigned com2 to the modem regardless of whether the modem was connected. The work around was to plug the yaroze into com2 and try to connect to the ISP which of course failed with a comms error. However this then freed the com2 port so that the yaroze worked. Playing with 18 yarozes I've seen pcs die and tvs develop problems but the yarozes have so far always worked apart from when the cables were incorrectly connected Have you tried it on another PC? Good luck, you must be getting pretty pissed off by now, and you've yet to experience the libs!

Peter.
--MESSAGE FILE 758 END: ./1 SCEE/yaroze/beginners/000000495html.html

--MESSAGE FILE 759 START: ./1 SCEE/yaroze/beginners/000000496html.html
Path: chuka.playstation.co.uk!news
From: Chris Chadwick <xjk18@dial.pipex.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: DrawSync confusion.
Date: Tue, 11 Aug 1998 00:56:55 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 69
Message-ID: <35CFF947.10D5@dial.pipex.com>
References: <35c6f063.10719834@news.playstation.co.uk>
<35C6F927.4765EF18@scee.sony.co.uk>
NNTP-Posting-Host: usern605.uk.uudial.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

James Russell wrote:
>
> 1) When you're loading TIMs into VRAM using LoadImage, the GPU will queue up the LoadImage command
> (which means that it doesn't get executed immmediately). When it gets around to processing it, it
> will use the values in the RECT structure that exists at the time of the GPU processing, rather than
> the values that were in the RECT when you did the LoadImage. Thus doing this:
>
> setRect(&myRect,1,2,3,4);
> LoadImage(&myRect,&myTimData);
> setRect(&myRect,5,6,7,8);
>
> is more likely to use the _latter_ rectangle instead of the intended former rectangle. To get around
> this, it is advisable to do a DrawSync(0) directly after the LoadImage instruction, which guarantees
> that the values the GPU will use will be the ones you intend.
>

Are you sure about this? I only ask as I use MoveImage without a subsequent DrawSync and everything
works OK. I use the following function to dynamically create a sprite by using MoveImage to copy
characters from a font TIM into the sprite area of VRAM:

```
//
*-------------------------------------------------------------------------------
-----------
//* MakeAmmoBarText
//
```

```
*------------------------------------------------------------------------
------<???>
void MakeAmmoBarText(char *charp)
{
RECT   src;
int    len=0;
int    destX = timData[TIM_POLYCART].px+31;   //* 31 is 124>>2 because of 4bit
pixels
int    destY = timData[TIM_POLYCART].py+40;
int    ascii;
int    fontX = timData[TIM_POLYCART].px+4;

    //* Set font image source rect (constant members)
    src.y = destY;
    src.h = 5;
    src.w = 1;                          //* 1 is 4 4bit pixels wide

    //* Copy chars to sprite image area
    while (ascii = *charp++) {
        if (ascii==' ')
            src.x = fontX + 26;             //* Space pattern is after Z
        else
            src.x = fontX + (ascii - 'A');

        MoveImage(&src, destX++, destY);
        len++;
    }

    //* Update .x and .w sprite settings for this text
    ammoText->x = AMMO_BAR_X + ((BAR_MAX - (ammoText->w=len<<2)) >> 1);
}
```

As you can see, the main loop copies a character at a time from the font TIM using
MoveImage (altering the RECT on each iteration!) without a subsequent DrawSync. This is
vital as this function will be called from within the main game loop where a DrawSync
issued anywhere other than before the main VSync would cause havoc.

When I queried the EXACT operation of MoveImage a couple of months back, I was told
(by someone at tech support, I think) it was OK to do this as a copy of the RECT is made
when the MoveImage request is put in the GPU queue. Thus, the RECT can be altered
immediately after MoveImage without fear of getting undesirable results. This indeed
appears to be the case as the above function works fine.

I would, then, be very surprised if LoadImage doesnt also operate in the same manner
by storing a copy of the RECT when executed. Then again, I've been surprised before :)

Regards,

-Chris
--MESSAGE FILE 759 END: ./1 SCEE/yaroze/beginners/000000496html.html

--MESSAGE FILE 760 START: ./1 SCEE/yaroze/beginners/000000497html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>

Newsgroups: scee.yaroze.beginners
Subject: Re: DrawSync confusion.
Date: Tue, 11 Aug 1998 09:31:20 +0100
Organization: Sony Computer Entertainment Europe
Lines: 22
Message-ID: <35D00158.871324EB@scee.sony.co.uk>
References: <35c6f063.10719834@news.playstation.co.uk>
<35C6F927.4765EF18@scee.sony.co.uk> <35CFF947.10D5@dial.pipex.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Chris Chadwick wrote:
>
> When I queried the EXACT operation of MoveImage a couple of months back, I was
told
> (by someone at tech support, I think) it was OK to do this as a copy of the
RECT is made
> when the MoveImage request is put in the GPU queue. Thus, the RECT can be
altered
> immediately after MoveImage without fear of getting undesirable results. This
indeed
> appears to be the case as the above function works fine.

After Colin and I checked the source in more detail, I found we've been
spreading FDU (Fear Doubt &
Uncertainty) over the use of <Load|Store|Move>Image. Yes, indeed they DO copy
the arguments. So it
is perfectly OK to adjust the RECT straight afterwards. <POISON_THE_WELL> Blame
Colin, it's all his
fault. </POISON_THE_WELL> :O)

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

One Chicken to bring them all and in the darkness bind them.
--MESSAGE FILE 760 END: ./1 SCEE/yaroze/beginners/000000497html.html

--MESSAGE FILE 761 START: ./1 SCEE/yaroze/beginners/000000498html.html
Path: chuka.playstation.co.uk!news
From: Karl Sigiscar <karls@mygale.org>
Newsgroups: scee.yaroze.beginners
Subject: Siocons trouble
Date: Wed, 12 Aug 1998 09:08:11 +0200
Organization: Eureka
Lines: 12
Message-ID: <35D13F5B.2430E60F@mygale.org>
NNTP-Posting-Host: 195.25.52.76
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

When I type djsetup from the PSX library drawer, I get an insufficient
environment space message.

When I use Siocons on my PC, I get a SYNC ERROR message (FFFFFFFF) on my TV screen.
When set up at a 115200 baud rate, SIOCONS blocks.

But when using CodeWarrior with PSCom Utils, the communication is all right.
What's wrong with Siocons on my system ? I want to use it for some projects, and PSCom Utils for others.

--MESSAGE FILE 761 END: ./1 SCEE/yaroze/beginners/000000498html.html

--MESSAGE FILE 762 START: ./1 SCEE/yaroze/beginners/000000499html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: starting Problems
Date: Wed, 12 Aug 1998 00:46:47 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <6qsp9d$n7i2@chuka.playstation.co.uk>
References: <35CD9303.3067@gap.baynet.de> <35CF0951.53B006F9@cobite.com>
<35CF8515.2A6@mdx.ac.uk>
NNTP-Posting-Host: 195.2.132.1
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Peter Passmore wrote in message <35CF8515.2A6@mdx.ac.uk>...

>Good luck, you must be getting pretty pissed off by now, and you've
>yet to experience the libs!

Hee hee. Now that's just *evil*.... :-)

Nick F
---
http://www.saqnet.co.uk/users/nickf
http://www.n64gazetta.com
http://www.netyaroze-europe.com/~rookie1
ICQ #9464742
"That's impossible! Even for a computer..."

--MESSAGE FILE 762 END: ./1 SCEE/yaroze/beginners/000000499html.html

--MESSAGE FILE 763 START: ./1 SCEE/yaroze/beginners/000000500html.html
Path: chuka.playstation.co.uk!news
From: Pankaj Gautama <pankaj.gautama@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Siocons trouble
Date: Thu, 13 Aug 1998 01:00:25 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <35D22C99.1BFE@virgin.net>
References: <35D13F5B.2430E60F@mygale.org>
Reply-To: pankaj.gautama@virgin.net
NNTP-Posting-Host: p55-parrot-gui.tch.virgin.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-VN709-003 (Win95; I)

Karl Sigiscar wrote:
>
> When I type djsetup from the PSX library drawer, I get an insufficient
> environment space message.

This probably means you've got so many environment variables set that
the DOS/WIn environment can't handle any more.

BUT - you can set your yaroze variables in your config.sys file, instead
of autoexec.bat/djsetup.bat.

Here's an extract from my config.sys

```
SET
PATH=C:\WINDOWS;C:\WINDOWS\COMMAND;c:\windows\system;c:\DOS;d:\extdos;d:\
Winstuff\dos;d:\yaroze\psx\bin;d:\yaroze\gnu\bin;C:\
SET TEMP=D:\TEMP
set DJGPP=d:/yaroze/psx/djgpp.env
set TMP=d:\yaroze\work
set DTLH3000=0x2f8,3,9600
Set DirCmd=/OGN
```

I then don't need to run djsetup when I want to do the Yaroze Dev Thang

Hope that helps.
--MESSAGE FILE 763 END: ./1 SCEE/yaroze/beginners/000000500html.html

--MESSAGE FILE 764 START: ./1 SCEE/yaroze/beginners/000000501html.html
Path: chuka.playstation.co.uk!news
From: "Urban" <urban@aptitudes.fr>
Newsgroups: scee.yaroze.beginners
Subject: Background tec !
Date: Thu, 13 Aug 1998 09:34:04 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <6qu551$n7i4@chuka.playstation.co.uk>
NNTP-Posting-Host: ancy8-220.abo.wanadoo.fr
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi, I'm french programer and i search demo and info for backgroung
dev, how to create a big map and use with game ????

urban@aptitudes.fr

--MESSAGE FILE 764 END: ./1 SCEE/yaroze/beginners/000000501html.html

--MESSAGE FILE 765 START: ./1 SCEE/yaroze/beginners/000000502html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Siocons trouble
Date: Thu, 13 Aug 1998 16:45:21 -0700
Organization: Cisco Systems
Lines: 57
Message-ID: <35D37A91.ACE1815A@jps.net>
References: <35D13F5B.2430E60F@mygale.org> <35D22C99.1BFE@virgin.net>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-249.cisco.com

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

You may also want to try some of the following:

- Don't put the DJSETUP.BAT stuff in your AUTOEXEC.BAT just yet. Check the AUTOEXEC.BAT to make sure that you can remove as many of those SET environment statements as possible or shorten your path. This should free up some space. After you've determined that you can't squeeze any more memory out of the environment, then run the DJSETUP.BAT file by adding to the AUTOEXEC.BAT:

  call c:\psx\djsetup.bat

  (Adjust the path as necessary.)

- If the above doesn't work, then try loading up your shell (MS-DOS Prompt). Click on the button for properties and then click on the Memory tab. Change the Initial Environment to 4096 (or something larger). You'll have to close the window and re-load the shell. CD over to your PSX directory and run DJSETUP on the prompt---it should run fine now. The only tedious thing about this method is that you have to run DJSETUP.BAT manually every time you open the DOS window.

Pankaj Gautama wrote:
>
> Karl Sigiscar wrote:
> >
> > When I type djsetup from the PSX library drawer, I get an insufficient
> > environment space message.
>
> This probably means you've got so many environment variables set that
> the DOS/WIn environment can't handle any more.
>
> BUT - you can set your yaroze variables in your config.sys file, instead
> of autoexec.bat/djsetup.bat.
>
> Here's an extract from my config.sys
>
> SET
> PATH=C:\WINDOWS;C:\WINDOWS\COMMAND;c:\windows\system;c:\DOS;d:\extdos;d:\
Winstuff\dos;d:\yaroze\psx\bin;d:\yaroze\gnu\bin;C:\
> SET TEMP=D:\TEMP
> set DJGPP=d:/yaroze/psx/djgpp.env
> set TMP=d:\yaroze\work
> set DTLH3000=0x2f8,3,9600
> Set DirCmd=/OGN
>
> I then don't need to run djsetup when I want to do the Yaroze Dev Thang
>
> Hope that helps.

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                  '''   '''
--MESSAGE FILE 765 END: ./1 SCEE/yaroze/beginners/000000502html.html

--MESSAGE FILE 766 START: ./1 SCEE/yaroze/beginners/000000503html.html
Path: chuka.playstation.co.uk!news
From: Roman und Gregor Dashuber <d-twinz@gap.baynet.de>
Newsgroups: scee.yaroze.beginners
Subject: Starting Problems; once again
Date: Fri, 14 Aug 1998 18:38:26 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <35D46802.7EF8@gap.baynet.de>
NNTP-Posting-Host: line09.GAP.BAYNET.DE
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (WinNT; I)

Hey,

after trying out all the references which were sent to me, i can
finally say : nothing worked. I checked a hundred times the
com-ports and tried out everything i've been told. At least i
duplicated the problem on two other PC's. A Notebook with 200 MHz
and 32 Mb Ram and a 486 DX4 100MHz with 12 Mb Ram. I got the same
error message as on my own computer, the ">>" didn't appear after
starting siocons. Now i'm sure that there must be a hardware
problem with the NY, itself. If there's anyone left who has got
an idea of what to do now, mail me. Thanks in advice.

Regards Roman

e-mail: d-twinz@gap.baynet.de
--MESSAGE FILE 766 END: ./1 SCEE/yaroze/beginners/000000503html.html

--MESSAGE FILE 767 START: ./1 SCEE/yaroze/beginners/000000504html.html
Path: chuka.playstation.co.uk!news
From: "Chris Searle" <chris@cxs97c.netkonect.co.uk>
Newsgroups:
scee.yaroze.programming.2d_graphics,scee.yaroze.beginners,scea.yaroze.programmin
g.2d_graphics
Subject: Need help with arrays
Date: Mon, 17 Aug 1998 21:51:29 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 53
Message-ID: <6rcfhe$l2e4@chuka.playstation.co.uk>
NNTP-Posting-Host: cxs97c.netkonect.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:515
scee.yaroze.beginners:504 scea.yaroze.programming.2d_graphics:398

Hi, I've got an array, u_long line[640], and want to copy a random 320
chunks to a two-dimensional array here some source:

```
#include <stdio.h>
#include <libps.h>
#include <memory.h>

u_long scr[240][320];
u_long line[640];

main() {
  RECT screen;
```

```
  short counter;

  SetVideoMode(MODE_PAL);
  GsInitGraph(320, 240, 4, 0, 0);
  GsDefDispBuff(0, 0, 0, 0);

  screen.x = screen.y = 0;
  screen.h = 240;
  screen.w = 320;

  for( counter = 0; counter < 640; counter++) {
    if(rand()%2) line[counter] = (1<<15) + (31<<10) + (31<<5) + 31; //set
pixels to
    else line[counter] =  (1<<15);                                  //black
or white
  } // setup first array

  while(1) {
    VSync(0);

    for(counter = 0; counter < 240; counter++) {           //This part
doesn't work
      memcpy( scr+(counter*320), line+(rand()%320), 640 ); //copy 640 bytes
(320 int's)
    }

    LoadImage( &screen, *scr );

    DrawSync(0);
    GsSwapDispBuff();
  } // end while

  ResetGraph(0);
} // end main
```

This is a simple programming question but I do need some help.

Cheers

--MESSAGE FILE 767 END: ./1 SCEE/yaroze/beginners/000000504html.html

--MESSAGE FILE 768 START: ./1 SCEE/yaroze/beginners/000000505html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups:
scee.yaroze.programming.2d_graphics,scee.yaroze.beginners,scea.yaroze.programmin
g.2d_graphics
Subject: Re: Need help with arrays
Date: Tue, 18 Aug 1998 19:16:33 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 61
Message-ID: <35D9C501.C08B393A@ndirect.co.uk>
References: <6rcfhe$l2e4@chuka.playstation.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-50.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:516
scee.yaroze.beginners:505 scea.yaroze.programming.2d_graphics:399

Chris Searle wrote:

> Hi, I've got an array, u_long line[640], and want to copy a random 320
> chunks to a two-dimensional array here some source:
>
> #include <stdio.h>
> #include <libps.h>
> #include <memory.h>
>
> u_long scr[240][320];
> u_long line[640];
>
> main() {
>   RECT screen;
>   short counter;
>
>   SetVideoMode(MODE_PAL);
>   GsInitGraph(320, 240, 4, 0, 0);
>   GsDefDispBuff(0, 0, 0, 0);
>
>   screen.x = screen.y = 0;
>   screen.h = 240;
>   screen.w = 320;
>
>   for(counter = 0; counter < 640; counter++) {
>   if(rand()%2) line[counter] = (1<<15) + (31<<10) + (31<<5) + 31; //set
> pixels to
>   else line[counter] = (1<<15);   //black
> or white
>   } // setup first array
>
>   while(1) {
>   VSync(0);
>
>   for(counter = 0; counter < 240; counter++) {   //This part
> doesn't work
>   memcpy(scr+(counter*320), line+(rand()%320), 640); //copy 640 bytes
> (320 int's)
>   }
>
>   LoadImage(&screen, *scr);
>
>   DrawSync(0);
>   GsSwapDispBuff();
>   } // end while
>
>   ResetGraph(0);
> } // end main
>
> This is a simple programming question but I do need some help.
>
> Cheers

Not sure exactly what you're trying to do here, but your scr[] array should probably be u_short, as each screen pixel is 16-bit. u_long is 32.

Herbs

--MESSAGE FILE 768 END: ./1 SCEE/yaroze/beginners/000000505html.html

--MESSAGE FILE 769 START: ./1 SCEE/yaroze/beginners/000000506html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups:
scee.yaroze.programming.2d_graphics,scee.yaroze.beginners,scea.yaroze.programmin
g.2d_graphics
Subject: Re: Need help with arrays
Date: Tue, 18 Aug 1998 15:38:07 -0700
Organization: Cisco Systems
Lines: 59
Message-ID: <35DA024F.10FF8B2B@jps.net>
References: <6rcfhe$l2e4@chuka.playstation.co.uk>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-238.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:518
scee.yaroze.beginners:506 scea.yaroze.programming.2d_graphics:401

Weird. I don't know what you're trying to accomplish either, but try
this? What is the effect you want? Static?

```
#include <stdio.h>
#include <libps.h>
#include <memory.h>

u_short scr[240][320];
u_short line[640];

void main(void)
  {
  RECT screen;
  short counter;

  SetVideoMode(MODE_PAL);
  GsInitGraph(320, 240, 4, 0, 0);
  GsDefDispBuff(0, 0, 0, 0);

  screen.x = screen.y = 0;
  screen.h = 240;
  screen.w = 320;

  // setup first array
  for( counter = 0; counter < 640; counter++)
    {
    // set pixels to black or white
    line[counter] =  (1<<15);
    if( rand()%2 )
      { line[counter] += (31<<10) + (31<<5) + 31; }
    }  // for( counter = 0; counter < 640; counter++)

  while(1)
    {
    VSync(0);

    // copy 640 bytes (320 u_shorts/ints):
    //
    // scr[][] dereferences to a memory location.
    // scr[]   is a pointer to the final [] array
    // scr     is a pointer to the [] pointer to the final []
    //
```

```
    for(counter = 0; counter < 240; counter++)
      { memcpy( scr[counter], line[rand()%320], 640 ); }

    LoadImage( &screen, *scr );

    DrawSync(0);
    GsSwapDispBuff();
    }  // while(1)
  ResetGraph(0);
  }  // void main(void)

--
Mata ne,           ...                                          ...
- e!             ::'              tenchi@shell.jps.net            '::
  (Protocol)    ::  ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis  ::
  (Tenchikun)    ::.           http://www.jps.net/tenchi          .::
                   '''                                          '''
--MESSAGE FILE 769 END: ./1 SCEE/yaroze/beginners/000000506html.html


--MESSAGE FILE 770 START: ./1 SCEE/yaroze/beginners/000000507html.html
Path: chuka.playstation.co.uk!news
From: Roman und Gregor Dashuber <d-twinz@gap.baynet.de>
Newsgroups: scee.yaroze.beginners
Subject: STARTING PROBLEMS 5
Date: Thu, 27 Aug 1998 22:12:28 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <35E5BDAC.6E1D@gap.baynet.de>
NNTP-Posting-Host: line27.GAP.BAYNET.DE
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (WinNT; I)

hey,

i'm still stuck with my starting problem, when i try to run
siocons no ">>" appears. I've tried everthing what the newsgroups
members told me to but the problem is still there. Now i'm quiet
sure that either my serial cable is detective or even my NET
YAROZE.

If anyone has got an idea of what to do now or who i should
contact, tell me. Thanks in advice.

Regards, Roman.
--MESSAGE FILE 770 END: ./1 SCEE/yaroze/beginners/000000507html.html


--MESSAGE FILE 771 START: ./1 SCEE/yaroze/beginners/000000508html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: Re: STARTING PROBLEMS 5
Date: 27 Aug 1998 21:36:02 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <01bdd203$ebef3820$7802bfc3@manolo>
References: <35E5BDAC.6E1D@gap.baynet.de>
NNTP-Posting-Host: ip056.pool-16.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Hi,i'm emanuele,i had these problems with Windows NT Operating System,but
```

under windows 95 it will work fine.
You must buy Codewarrior is an exponential development tool simple to use...

Cheers,Emanuele.

--MESSAGE FILE 771 END: ./1 SCEE/yaroze/beginners/000000508html.html

--MESSAGE FILE 772 START: ./1 SCEE/yaroze/beginners/000000509html.html
Path: chuka.playstation.co.uk!news
From: "Carlos Pieterse" <john-doe@image.dk>
Newsgroups: scee.yaroze.beginners
Subject: Re: STARTING PROBLEMS 5
Date: Fri, 28 Aug 1998 00:17:24 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <6s4lst$ckr15@chuka.playstation.co.uk>
References: <35E5BDAC.6E1D@gap.baynet.de>
NNTP-Posting-Host: p301-027.ppp.get2net.dk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi!

To me it seems that your Yaroze must be defective! (if you did the previous checks, I mailed you! and those posted in this ng).

You must contact sony, to get it repaired/swapped!

Go to the Net Yaroze members page, choose support->PlayStation Hardware Problems

Btw. how unfortunate to buy a NY, which is defective upon retrieval! (I'd gone totally ....#$!%)

Good luck,

Carlos Pieterse

--MESSAGE FILE 772 END: ./1 SCEE/yaroze/beginners/000000509html.html

--MESSAGE FILE 773 START: ./1 SCEE/yaroze/beginners/000000510html.html
Path: chuka.playstation.co.uk!news
From: "T Khan" <2bad@lineone.net>
Newsgroups: scee.yaroze.beginners
Subject: collision detection.
Date: 30 Aug 1998 17:20:06 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <01bdcb9e$7381ce40$2de5abc3@2badlineone.net>
NNTP-Posting-Host: 195.171.229.45
X-Newsreader: Microsoft Internet News 4.70.1162

Hi

I'm working on a cool racing game but I am having some problems. I know nothing about collision detection.
I would be thankful for any help. Iwould definitley need some code to work with otherwise I would not know what to do. Please help.

Thanks.

Tanvir Khan
EMAG DESIGN

2bad@lineone.net

--MESSAGE FILE 773 END: ./1 SCEE/yaroze/beginners/000000510html.html

--MESSAGE FILE 774 START: ./1 SCEE/yaroze/beginners/000000511html.html
Path: chuka.playstation.co.uk!news
From: "T Khan" <2bad@lineone.net>
Newsgroups: scee.yaroze.beginners
Subject: background
Date: 30 Aug 1998 17:21:29 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <01bdcb9e$a5349580$2de5abc3@2badlineone.net>
NNTP-Posting-Host: 195.171.229.45
X-Newsreader: Microsoft Internet News 4.70.1162

Hi,

I need to know how to add a background to my racing game (eg. Sprites etc).
I would need a code to work with as I would not know what to do otherwise.

Thanks.

Tanvir Khan
EMAG DESIGN

2bad@lineone.net

--MESSAGE FILE 774 END: ./1 SCEE/yaroze/beginners/000000511html.html

--MESSAGE FILE 775 START: ./1 SCEE/yaroze/beginners/000000512html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: collision detection.
Date: Sun, 30 Aug 1998 20:12:44 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <6sc8f9$kuv6@chuka.playstation.co.uk>
References: <01bdcb9e$7381ce40$2de5abc3@2badlineone.net>
NNTP-Posting-Host: modem051.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

T Khan <2bad@lineone.net> wrote in message
<01bdcb9e$7381ce40$2de5abc3@2badlineone.net>...
>
>I'm working on a cool racing game but I am having some problems. I know
>nothing about collision detection.
>I would be thankful for any help. Iwould definitley need some code to
work
>with otherwise I would not know what to do. Please help.

Hmmm. Try looking at George Bain's tutorials for some v. useful source
(apparently he won't mind if you rip it off without giving credit) ;-)
My first demo, Amateur Wars, is about as simple as 2D games get:
although it isn't exactly written in the most efficient/ sensible way
IMHO that just makes it easier to understand. You can find it on my
website... source included! Feel free to rip the collision detection
from it - after all, I ripped it from Mr Frosty's Snowball Fight source
(along with 99% of my GDUK entry - "Snawboll Fight")

Only kidding Jimbo :-)

Nick F
---
http://www.saqnet.co.uk/users/nickf
http://www.n64gazetta.com
http://www.netyaroze-europe.com/~rookie1
ICQ #9464742
"That's impossible! Even for a computer..."

--MESSAGE FILE 775 END: ./1 SCEE/yaroze/beginners/000000512html.html

--MESSAGE FILE 776 START: ./1 SCEE/yaroze/beginners/000000513html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: background
Date: Mon, 31 Aug 1998 21:17:04 +0200
Organization: Debri Productions
Lines: 25
Message-ID: <1den91k.hl5esh1pjvi9sN@a1-88-100.a1.nl>
References: <01bdcb9e$a5349580$2de5abc3@2badlineone.net>
NNTP-Posting-Host: a1-88-100.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

T Khan <2bad@lineone.net> wrote:

> Hi,
>
> I need to know how to add a background to my racing game (eg. Sprites etc).
> I would need a code to work with as I would not know what to do otherwise.
>
>
>
> Thanks.
>
> Tanvir Khan
> EMAG DESIGN
>
> 2bad@lineone.net

I have a great tip for you!! Ask GrandMaster T. Khan for EMAG DESIGN. He
is possitive he knows it all and EMAG DESIGN is THE company that can do
it all!

(You started it again)

DEnnis..
--MESSAGE FILE 776 END: ./1 SCEE/yaroze/beginners/000000513html.html

--MESSAGE FILE 777 START: ./1 SCEE/yaroze/beginners/000000514html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: collision detection.
Date: Mon, 31 Aug 1998 21:17:05 +0200
Organization: Debri Productions
Lines: 27
Message-ID: <1den961.17d14yl1ain4luN@a1-88-100.a1.nl>
References: <01bdcb9e$7381ce40$2de5abc3@2badlineone.net>
NNTP-Posting-Host: a1-88-100.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

T Khan <2bad@lineone.net> wrote:

> Hi
>
> I'm working on a cool racing game but I am having some problems. I know
> nothing about collision detection.
> I would be thankful for any help. Iwould definitley need some code to work
> with otherwise I would not know what to do. Please help.
>
> Thanks.
>
> Tanvir Khan
> EMAG DESIGN
>
> 2bad@lineone.net

Nothing about????? whats this? EMAG DESIGN is probably making a
GT-buster and I already warned one of the coders from GT for your game.
He's keeping an eye on you. And I will also sent some mails to psygnosis
and other companies about you.. pleased?

(You probably don't care, EMAG DESIGN will probably beat EA in the near
future)

DEnnis..
--MESSAGE FILE 777 END: ./1 SCEE/yaroze/beginners/000000514html.html

--MESSAGE FILE 778 START: ./1 SCEE/yaroze/beginners/000000515html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: background
Date: Tue, 01 Sep 1998 08:32:36 +0100
Organization: I wish!
Lines: 13
Message-ID: <35EBA314.71A6@mdx.ac.uk>
References: <01bdcb9e$a5349580$2de5abc3@2badlineone.net>
<1den91k.hl5esh1pjvi9sN@a1-88-100.a1.nl>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

DEnnis Brinkhuis wrote:
> I have a great tip for you!! Ask GrandMaster T. Khan for EMAG DESIGN. He

> is possitive he knows it all and EMAG DESIGN is THE company that can do
> it all!

Come on DEnnis, don't reply to 'everything'...

T Kahn, I would suggest that whatever news browser you have, try to get
hold of the old messages, as most of your questions are already covered.
Have a look through peoples web pages as there are a few with loads of
stuff on them

Rob
--MESSAGE FILE 778 END: ./1 SCEE/yaroze/beginners/000000515html.html

--MESSAGE FILE 779 START: ./1 SCEE/yaroze/beginners/000000516html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: background
Date: Tue, 1 Sep 1998 18:37:37 +0200
Organization: Debri Productions
Lines: 24
Message-ID: <1deoa7s.17k2tk8178omr2N@a1-88-130.a1.nl>
References: <01bdcb9e$a5349580$2de5abc3@2badlineone.net>
<1den91k.hl5esh1pjvi9sN@a1-88-100.a1.nl> <35EBA314.71A6@mdx.ac.uk>
NNTP-Posting-Host: a1-88-130.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Robert Swan <rs108@mdx.ac.uk> wrote:

> DEnnis Brinkhuis wrote:
> > I have a great tip for you!! Ask GrandMaster T. Khan for EMAG DESIGN. He
> > is possitive he knows it all and EMAG DESIGN is THE company that can do
> > it all!
>
> Come on DEnnis, don't reply to 'everything'...
>

I know you're right Robert (but sorry, I did it again). This bloke is
just such a diehard pain in the a***.. euh... bottom..
I know you are the social type of guy, but I'm not (if the other person
is called Khan). He's just on my nerves now...
I'll try to let him...

And hey, during the ECTS I'm not in the Newsgroups.. nice and
peacefull... then.

Sorry mate,
I do am looking forward meeting you at the ECTS..

DEnnis..
--MESSAGE FILE 779 END: ./1 SCEE/yaroze/beginners/000000516html.html

--MESSAGE FILE 780 START: ./1 SCEE/yaroze/beginners/000000517html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.beginners
Subject: The sincerest form of flattery...
Date: Wed, 02 Sep 1998 18:39:44 +0100
Organization: The Hex Heroes
Lines: 1
Message-ID: <35ED82E0.6C06@writeme.com>

References: <01bdcb9e$7381ce40$2de5abc3@2badlineone.net>
<6sc8f9$kuv6@chuka.playstation.co.uk>
NNTP-Posting-Host: atl5-008.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

;o)
--MESSAGE FILE 780 END: ./1 SCEE/yaroze/beginners/000000517html.html

--MESSAGE FILE 781 START: ./1 SCEE/yaroze/beginners/000000518html.html
Path: chuka.playstation.co.uk!news
From: "Del" <derrick.b@virgin.net>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Using NY with Borland C++ v4.52 or Codewright v4.0
Date: Wed, 9 Sep 1998 15:43:53 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <6t64aq$bge11@chuka.playstation.co.uk>
NNTP-Posting-Host: p19-seedeater-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.beginners:518
scee.yaroze.freetalk.english:2221

Hi

Is anybody successfully using / setup any of the above mentioned, I'm a new yaroze member and after the comments I've seen posted regarding Code Warrior I decided not to purchase it. So I would like to either BCv4.52 (Which I have) CWv4.0 (Which I can possibly steal/borrow/beg from work!, preferably not in that order :-) I just want an IDE that allows me to Code / Make or Compile without the major hassles I'm having at the moment (I suppose doesn't everyone!).

Hope someone can help me.

Cheers

Derrick Bailey -- aka --- Del.

--MESSAGE FILE 781 END: ./1 SCEE/yaroze/beginners/000000518html.html

--MESSAGE FILE 782 START: ./1 SCEE/yaroze/beginners/000000519html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Using NY with Borland C++ v4.52 or Codewright v4.0
Date: Wed, 09 Sep 1998 17:13:49 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <35F6A93D.284940A6@ndirect.co.uk>
References: <6t64aq$bge11@chuka.playstation.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-05.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Xref: chuka.playstation.co.uk scee.yaroze.beginners:519
scee.yaroze.freetalk.english:2228

Del wrote:

> Hi
>
> Is anybody successfully using / setup any of the above mentioned, I'm a new
> yaroze member and after the comments I've seen posted regarding Code Warrior
> I decided not to purchase it. So I would like to either BCv4.52 (Which I
> have) CWv4.0 (Which I can possibly steal/borrow/beg from work!, preferably
> not in that order :-) I just want an IDE that allows me to Code / Make or
> Compile without the major hassles I'm having at the moment (I suppose
> doesn't everyone!).
>
> Hope someone can help me.
>

Can't help you with those IDEs 'cos I don't use them. I'm a CodeWarrior user and I like it. It does feel a little alien to start with, but once you know it, it's actually very good. It does exactly what you're asking for - and then some.

Herbs

--MESSAGE FILE 782 END: ./1 SCEE/yaroze/beginners/000000519html.html

--MESSAGE FILE 783 START: ./1 SCEE/yaroze/beginners/000000520html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Using NY with Borland C++ v4.52 or Codewright v4.0
Date: Wed, 09 Sep 1998 17:34:58 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 40
Message-ID: <35F6AE31.1463B3AA@easynet.co.uk>
References: <6t64aq$bge11@chuka.playstation.co.uk>
<35F6A93D.284940A6@ndirect.co.uk>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:520
scee.yaroze.freetalk.english:2230

Alex Herbert wrote:

> Del wrote:
>
> > Hi
> >
> > Is anybody successfully using / setup any of the above mentioned, I'm a new
> > yaroze member and after the comments I've seen posted regarding Code Warrior
> > I decided not to purchase it. So I would like to either BCv4.52 (Which I
> > have) CWv4.0 (Which I can possibly steal/borrow/beg from work!, preferably
> > not in that order :-) I just want an IDE that allows me to Code / Make or
> > Compile without the major hassles I'm having at the moment (I suppose

> > doesn't everyone!).
> >
> > Hope someone can help me.
> >
>
> Can't help you with those IDEs 'cos I don't use them. I'm a CodeWarrior user
> and I like it. It does feel a little alien to start with, but once you know
it,
> it's actually very good. It does exactly what you're asking for - and then
> some.
>
> Herbs

Don't want to get into another Codewarrior flame war, but I'd recommend using Codewarrior over Borland any day. We used Borland as the IDE on the Yaroze short course, remember - didn't you find it a pain? I did.

If you go back over the posts/rants about Codewarrior I think you'll find more people in favour of it that against it. Craig Graham uses it and he knows what he's
talking about, so it must be OK!

Phil

BTW Del - how are you getting on with the Yaroze? Didn't you and your group do that
2-d shoot-em-up during the course? That was pretty good.

--MESSAGE FILE 783 END: ./1 SCEE/yaroze/beginners/000000520html.html

--MESSAGE FILE 784 START: ./1 SCEE/yaroze/beginners/000000521html.html
Path: chuka.playstation.co.uk!news
From: "Del" <derrick.b@virgin.net>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Using NY with Borland C++ v4.52 or Codewright v4.0
Date: Wed, 9 Sep 1998 19:49:26 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 62
Message-ID: <6t6ikq$pf51@chuka.playstation.co.uk>
References: <6t64aq$bge11@chuka.playstation.co.uk>
<35F6A93D.284940A6@ndirect.co.uk> <35F6AE31.1463B3AA@easynet.co.uk>
NNTP-Posting-Host: p59-thrush-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.beginners:521
scee.yaroze.freetalk.english:2234

I suppose Borland IDE was a pain on the course because it wasn't setup properly, I.e, it didn't have the GCC compiler linked to it (Which I believe is possible). As for the Shootem Up, nothing until I get this Damn Editor / Compiler setup how I want it!! (I'm a bit fussy that way :-)). So what are you working Phil? anything interesting?.

Phil Gooch wrote in message <35F6AE31.1463B3AA@easynet.co.uk>...
>
>
>Alex Herbert wrote:
>
>> Del wrote:
>>
>> > Hi
>> >

>> > Is anybody successfully using / setup any of the above mentioned, I'm a
new
>> > yaroze member and after the comments I've seen posted regarding Code
Warrior
>> > I decided not to purchase it. So I would like to either BCv4.52 (Which
I
>> > have) CWv4.0 (Which I can possibly steal/borrow/beg from work!,
preferably
>> > not in that order :-) I just want an IDE that allows me to Code / Make
or
>> > Compile without the major hassles I'm having at the moment (I suppose
>> > doesn't everyone!).
>> >
>> > Hope someone can help me.
>> >
>>
>> Can't help you with those IDEs 'cos I don't use them. I'm a CodeWarrior
user
>> and I like it. It does feel a little alien to start with, but once you
know it,
>> it's actually very good. It does exactly what you're asking for - and
then
>> some.
>>
>> Herbs
>
>Don't want to get into another Codewarrior flame war, but I'd recommend
using
>Codewarrior over Borland any day. We used Borland as the IDE on the Yaroze
short
>course, remember - didn't you find it a pain? I did.
>
>If you go back over the posts/rants about Codewarrior I think you'll find
more
>people in favour of it that against it. Craig Graham uses it and he knows
what he's
>talking about, so it must be OK!
>
>Phil
>
>BTW Del - how are you getting on with the Yaroze? Didn't you and your group
do that
>2-d shoot-em-up during the course? That was pretty good.
>
>

--MESSAGE FILE 784 END: ./1 SCEE/yaroze/beginners/000000521html.html

--MESSAGE FILE 785 START: ./1 SCEE/yaroze/beginners/000000522html.html
Path: chuka.playstation.co.uk!news
From: Philip Gooch <philg@nospam.easynet.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Using NY with Borland C++ v4.52 or Codewright v4.0
Date: Wed, 09 Sep 1998 22:48:44 +0100
Organization: philg@nospam.easynet.co.uk
Lines: 16
Message-ID: <35F6F7B9.196802CF@nospam.easynet.co.uk>
References: <6t64aq$bge11@chuka.playstation.co.uk>
<35F6A93D.284940A6@ndirect.co.uk> <35F6AE31.1463B3AA@easynet.co.uk>
<6t6ikq$pf51@chuka.playstation.co.uk>
Reply-To: philg@nospam.easynet.co.uk
NNTP-Posting-Host: philg.easynet.co.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:522 scee.yaroze.freetalk.english:2236

Del wrote:

> I suppose Borland IDE was a pain on the course because it wasn't setup
> properly, I.e, it didn't have the GCC compiler linked to it (Which I believe
> is possible). As for the Shootem Up, nothing until I get this Damn Editor /
> Compiler setup how I want it!! (I'm a bit fussy that way :-)). So what are
> you working Phil? anything interesting?.
>

Nothing much really. Still struggling on with my 2D Spyhunter game which hasn't progressed much since the course. Oh well.

Phil

--MESSAGE FILE 785 END: ./1 SCEE/yaroze/beginners/000000522html.html

--MESSAGE FILE 786 START: ./1 SCEE/yaroze/beginners/000000523html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: GPU CODE NOT ASSIGNED ???????
Date: 11 Sep 1998 17:12:44 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <01bdbd70$c78f8360$5902bfc3@manolo>
NNTP-Posting-Host: ip025.pool-16.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Hi,if someone know what does it mean and why please help me because is the last bug on my demo!!!

Thanks...emanuele
--MESSAGE FILE 786 END: ./1 SCEE/yaroze/beginners/000000523html.html

--MESSAGE FILE 787 START: ./1 SCEE/yaroze/beginners/000000524html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GPU CODE NOT ASSIGNED ???????
Date: Fri, 11 Sep 1998 18:15:51 +0100
Organization: The Hex Heroes
Lines: 12
Message-ID: <35F95AC6.16A2@writeme.com>
References: <01bdbd70$c78f8360$5902bfc3@manolo>
NNTP-Posting-Host: atl5-030.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Emanuele Diotallevi wrote:

> Hi,if someone know what does it mean and why please help me because
> is the last bug on my demo!!!

I've had this error when a dynamic TMD has illegal parameters (usually
because I'm pointing the 3D functions at the wrong address).

If you're using 3D then double check that your #defines point to the
right place (probably true for any GPU commands - 2D also).

James (~mrfrosty)
--MESSAGE FILE 787 END: ./1 SCEE/yaroze/beginners/000000524html.html

--MESSAGE FILE 788 START: ./1 SCEE/yaroze/beginners/000000525html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: Re: GPU CODE NOT ASSIGNED ???????
Date: 11 Sep 1998 17:27:21 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <01bdbd72$d28cb4c0$5902bfc3@manolo>
References: <01bdbd70$c78f8360$5902bfc3@manolo> <35F95AC6.16A2@writeme.com>
NNTP-Posting-Host: ip025.pool-16.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Thanks james,but i have the pointer at the correct address because all my
program works fine but when i want to clone an object using the same tmd
object it says GPU......If you want i'llsend you my Mcp.

Hi! Emanuele.

--MESSAGE FILE 788 END: ./1 SCEE/yaroze/beginners/000000525html.html

--MESSAGE FILE 789 START: ./1 SCEE/yaroze/beginners/000000526html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GPU CODE NOT ASSIGNED ???????
Date: Fri, 11 Sep 1998 18:33:39 +0100
Organization: The Hex Heroes
Lines: 11
Message-ID: <35F95EF3.2105@writeme.com>
References: <01bdbd70$c78f8360$5902bfc3@manolo> <35F95AC6.16A2@writeme.com>
<01bdbd72$d28cb4c0$5902bfc3@manolo>
NNTP-Posting-Host: atl5-030.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Emanuele Diotallevi wrote:

> ......If you want i'llsend you my Mcp.

Sorry, don't know enough about it - I guess you'd better take a closer
look over how you're 'cloning' the TMD - are you sure you're copying all
the relevant data, etc..?

I'd guess your best bet would be posting some code to the 3D group

James.
--MESSAGE FILE 789 END: ./1 SCEE/yaroze/beginners/000000526html.html

--MESSAGE FILE 790 START: ./1 SCEE/yaroze/beginners/000000527html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.beginners
Subject: Yaroze dev. template and the FLibraries!
Date: Fri, 11 Sep 1998 18:45:51 +0100
Organization: The Hex Heroes
Lines: 30
Message-ID: <35F960F4.3646@writeme.com>
NNTP-Posting-Host: atl5-030.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Beginners - get your coding off the ground faster with my new Yaroze
development template.

Features:

Easy to use, flexible template that will stand you in good stead for the
/vast/ majority of game projects.

Support for standard, analogue pads, analogue joystics, NeGcon, mouse
and GunCon-45 (more accurate than the commerial games).
Powerful analogue remapping routine to keep your controllers in check.

Setup the screen and display environments with one simple call. Fixes
256 and 512 line bugs and automatically centres the screen for the mode
and height you are using.

Perfect modular system for synchronising logical flags throughout your
projects and my libraries (probably makes more sense when you've seen it
done...)

Full documentation and example code.

Phew!

Will probably be updated with more libraries depending on feedback.

Give flibs1_0 a try, eh?

James (~mrfrosty)
http://www.netyaroze-europe.com/~mrfrosty
--MESSAGE FILE 790 END: ./1 SCEE/yaroze/beginners/000000527html.html

--MESSAGE FILE 791 START: ./1 SCEE/yaroze/beginners/000000528html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GPU CODE NOT ASSIGNED ???????
Date: Fri, 11 Sep 1998 20:01:55 +0100
Organization: Sony Computer Entertainment Europe
Lines: 17
Message-ID: <35F973A3.4E808E76@scee.sony.co.uk>
References: <01bdbd70$c78f8360$5902bfc3@manolo>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Emanuele Diotallevi wrote:
>
> Hi,if someone know what does it mean and why please help me because is the
> last bug on my demo!!!

That occurs when GsLinkObject4() encounters an unknown polygon type. This
usually means that you've
corrupted your TMD. Don't run GsLinkObject4() twice over the same TMD.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Why do they put expiration dates on sour cream?
--MESSAGE FILE 791 END: ./1 SCEE/yaroze/beginners/000000528html.html

--MESSAGE FILE 792 START: ./1 SCEE/yaroze/beginners/000000529html.html
Path: chuka.playstation.co.uk!news
From: 2bad@lineone.net (Tanvir Khan)
Newsgroups: scee.yaroze.beginners
Subject: Collision Detection
Date: Mon, 14 Sep 1998 17:29:23 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 70
Message-ID: <35fd526f.9192286@news.playstation.co.uk>
NNTP-Posting-Host: host5-171-230-69.btinternet.com
X-Newsreader: Forte Free Agent 1.11/32.235

Hi,

I am still getting nowhere with collision detection even after some
help from George Bain's sample, so I am putting some bits of the code
of the code I'm working on for your knowledge so you know whats going
on.

I want a 3D car to collide once it is of the track which is made of
cells.

The struct of the car is:

```
typedef struct
  {
  SVECTOR         rotation;
  long            speed;
  GsDOBJ2         Object_Handler;
  GsCOORDINATE2   Object_Coord;

  } Object_Header0;
Object_Header0    CarModel;
```

Track struct is:

```
typedef struct
  {
```

```
  long            numberObjects;
  GsDOBJ2         Object_Handler[GROUND_MAX_OBJECTS];
  GsCOORDINATE2   Object_Coord[GROUND_MAX_OBJECTS];
  u_long          *Back_Pointer[GROUND_MAX_OBJECTS];

  u_long          *Object_Pointer[GROUND_MAX_OBJECTS];
  } Track_Header0;
Track_Header0     TrackData;
Track_Header0     Track1Data;
Track_Header0     Track2Data;
Track_Header0     Track3Data;
Track_Header0     Track4Data;
Track_Header0     Track5Data;

Tack array:

char RawGroundArray[GROUND_MAXX][GROUND_MAXZ] ={
{'6','1','1','1','1','1','2','0','0','0','0','0','0','6','2'},
{'3','0','0','0','0','0','5','1','2','0','0','6','1','4','3'},
{'3','0','0','0','0','0','0','0','3','0','0','3','0','0','3'},
{'3','0','0','0','6','1','1','1','4','0','0','3','0','0','3'},
{'3','0','0','0','3','0','0','0','0','0','0','3','0','0','3'},
{'5','1','2','0','5','1','1','1','1','1','1','4','0','0','3'},
{'0','0','3','0','0','0','0','0','0','0','0','0','0','0','3'},
{'0','0','3','0','0','6','1','1','1','1','1','1','1','1','4'},
{'0','6','4','0','0','3','0','0','0','0','0','0','0','0','0'},
{'0','3','0','0','6','4','0','0','0','0','0','0','0','0','0'},
{'6','4','0','0','3','0','0','0','0','0','0','0','0','0','0'},
{'3','0','0','0','5','1','1','1','1','1','1','1','1','1','2'},
{'3','0','0','0','0','0','0','0','0','0','0','0','0','0','3'},
{'3','0','0','0','0','0','0','0','0','0','0','0','0','0','3'},
{'5','1','1','1','1','1','1','1','1','1','1','1','1','1','4'}};

Can anyone please put some examples for collision detection using the
information provided.

If anymore info is needed that's no problem.

Sorry for the trouble.

Tanvir Khan
EMAG DESIGN

2bad@lineone.net
--MESSAGE FILE 792 END: ./1 SCEE/yaroze/beginners/000000529html.html


--MESSAGE FILE 793 START: ./1 SCEE/yaroze/beginners/000000530html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Chris Ramirez <xxramirezxx@earthlink.net>
Newsgroups: scee.yaroze.beginners
Subject: please help me!!
Date: Wed, 09 Sep 1998 20:12:23 -0700
Organization: none
Lines: 10
Message-ID: <35F74397.7E93@earthlink.net>
Reply-To: xxramirezxx@earthlink.net
NNTP-Posting-Host: pool013-max10.ds6-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

help me< I am chris ramirez the 14 yr old net yaroze member :) and I am
```

having problems with this file thing- ok here it is I downlaoded this tutorial and it is telling me to download a tim-sprite image into an addres like 0x800f8000, the thing I do not understand is what is the deal with an addres like that. How do I download an image-tim file into an adres like that? hmm?. please I would really like any help I can get :) please please please I beg any one!!!
well thank you for reading this message
Chris Ramirez
p.S thank you once more :)
--MESSAGE FILE 793 END: ./1 SCEE/yaroze/beginners/000000530html.html

--MESSAGE FILE 794 START: ./1 SCEE/yaroze/beginners/000000531html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Memory for beginners
Date: Tue, 15 Sep 1998 10:14:30 +0100
Organization: Sony Computer Entertainment Europe
Lines: 63
Message-ID: <35FE2FF6.B60CF288@scee.sony.co.uk>
References: <35F74397.7E93@earthlink.net>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Very quick overview of memory....

The strange and twisted analogy I was taught when I first learnt what all this meant was:

Imagine memory to be a long street with houses down one side. Each house has eight light switches
which can either be on or off. The postal address of the first house is 0, and the postal address of
the last house (in most computers, anyway) is 4294967295. That's a long postal route! The
combination of lights on/off in each house allows the computer to store numbers, pictures, sounds,
whatever. Each house represents one "byte", and each of the eight light switches in the house
represent one "bit". The CPU can set a house's light switches and retrieve the status of a house's
light switches.

The combination of on/off lightswitches can represent different things, depending on the
programmer's wishes. They could represent numbers, instructions to the CPU, parts of graphics or
sound, whatever. There's no separate thing to say what these light switches represent, you just have
to know. It's like if you scribble down the number "10", it could mean your house number, your bank
balance, whatever you want.

Now because memory chips cost money, the whole street isn't full of houses. Some have just empty
lots, which means the CPU can't use them. Actually, most of them have empty lots. In the
Playstation, the houses start at 2147483648 and end at 2149580799. There are some other houses, but

you don't need to know about them. The houses mentioned above are the only ones you need to know
about for now.

Storing a byte at an address means setting the light switches at that address to an appropriate
value. Loading a file into memory at a particular address 'X' means storing the contents of the
first byte of the file at address 'X', the second byte of the file at address 'X+1', and so until
you run out of bytes in the file to store. So basically you're setting the value of a whole lot of
consecutive houses' light switches.

Now, occassionally you have to specify which address to start at, and as you can see above, those
numbers are pretty big and horrible. An easier way to manage those numbers is to use hexadecimal,
which is an alternative representation of normal decimal numbers. A hexadecimal number is made up of
the digits from 0-9, and the letters A-F. The advantage of hexadecimal is that any address is
represented in 8 digits maximum. You can always tell a hexadecimal number in the C language, because
it starts with '0x'. The first address of real Playstation memory (2147483648) is 0x80000000. If you
are using Windows95, the Calculator program can convert between decimal and hexadecimal (and
binary). Experiment with it and try to see how hexadecimal works.

Your link to the Playstation memory is the program SIOCONS (unless you are using CodeWarrior).
SIOCONS has commands like 'dload' which will take a file you specify and put it in memory starting
at an address you specify in hexadecimal. People generate script files with a whole bunch of
'dload's that place all their sound and graphics data in memory, and a 'load' command that places
the program in memory.

Learning low-level stuff like this is never easy, and there can be many misunderstandings. But keep
at it. What you're going through is what many other people here have had to go through. If this is
your first foray into the world of programming, then I strongly advise getting some good C books
(something very basic and easy), and getting some PC programs going first. Then when you're
confident, move back to the Yaroze.

As a general hint, most people read all the newsgroups, so don't crosspost the same question to many
groups, because it splits the replies up. Just keep it to one.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Socrates last words: "I drank WHAT?"
--MESSAGE FILE 794 END: ./1 SCEE/yaroze/beginners/000000531html.html

--MESSAGE FILE 795 START: ./1 SCEE/yaroze/beginners/000000532html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Collision Detection
Date: Tue, 15 Sep 1998 14:03:38 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 52
Message-ID: <35FE65A9.FAC72858@ndirect.co.uk>
References: <35fd526f.9192286@news.playstation.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-20.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Tanvir Khan wrote:

> Hi,
>
> I am still getting nowhere with collision detection even after some
> help from George Bain's sample, so I am putting some bits of the code
> of the code I'm working on for your knowledge so you know whats going
> on.
>
> I want a 3D car to collide once it is of the track which is made of
> cells.

Hi Tanvir,

I have a few things to say here.

First, sorry about my attitude towards you in the past. I sure you understand why, but it's now clear that you are keen to get on with programming and join the spirit of Net Yaroze, I'll be happy to help where I can.

Secondly, I think you're jumping in too deep, too soon. I'd strongly recommend that you stick well clear of 3D stuff until you are at least competent with writing a 2D game. Even the pro's will start of messing with the 2D capabilities of a new console before attempting 3D. It would be far better to learn the fundamentals of game programming in a simple environment, rather than a complicated one. I suggest that you should start off with a simple shoot 'em up. Are you familiar with the '80s classic Centipede? Something like that would be a great place to start, and you'd learn a lot about game mechanics.

Thirdly, be careful with using other peoples code. By all means look at other people's code to get an understanding of how things can be done, but avoid cutting and pasting. You won't get very far by using other peoples code if you don't fully understand what it is you're using. And remember that you're just as likely to pick up other peoples bad programming habits as well as their good ones. To be a good programmer, you need to understand things in your own way, and program in your own way.

I know this is not the answer you are looking for, but I'm doing my best to help.

BTW, Centipede can be found on the first Atari Collection (available on

PlayStation) or on MAME (just download MAME and the Centipede ROMs from the net, but please make sure you read the copyright information before doing so).

Herbs

--MESSAGE FILE 795 END: ./1 SCEE/yaroze/beginners/000000532html.html

--MESSAGE FILE 796 START: ./1 SCEE/yaroze/beginners/000000533html.html
Path: chuka.playstation.co.uk!news
From: "Del" <derrick.b@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: Still Searching for the answer!
Date: Tue, 15 Sep 1998 19:05:13 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <6tmabl$efu3@chuka.playstation.co.uk>
NNTP-Posting-Host: p21-guillemot-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

My Quest:

To adopt or adapt an IDE to cope with NY + GCC so I can get some coding done without having to continually switch to a poxy dos box to run siocons. Looking for a program that will allow me to Edit/Compile/Run(batch file for siocons possibly) effortlessly.

Oh I now wish I had the extra pennies to have bought CW at the time of buying my NY, I'm still really Pissed that they brought the price down £229 a week after I paid £349!, coz then I would not have to writing this moaning MSG about.....Everything :-(

Del.

PS. And yes I know I said negative things about CW before, but I suppose its better than dos (Nothing) box!!.

--MESSAGE FILE 796 END: ./1 SCEE/yaroze/beginners/000000533html.html

--MESSAGE FILE 797 START: ./1 SCEE/yaroze/beginners/000000534html.html
Path: chuka.playstation.co.uk!news
From: "Del" <derrick.b@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Still Searching for the answer!
Date: Tue, 15 Sep 1998 19:08:19 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 37
Message-ID: <6tmahg$efu4@chuka.playstation.co.uk>
References: <6tmabl$efu3@chuka.playstation.co.uk>
NNTP-Posting-Host: p21-guillemot-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Oh BTW I have access to the following Products if anyone has them working
with GCC:

Borland C++v4.52
Codewright V4
Ms VC++v5

Del wrote in message <6tmabl$efu3@chuka.playstation.co.uk>...
>
>My Quest:
>
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done
>without having to continually switch to a poxy dos box to run siocons.
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>a week after I paid £349!, coz then I would not have to writing this
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>MSG about.................Everything :-(
>
>
>Del.
>
>PS. And yes I know I said negative things about CW before, but I suppose
its
>better than dos (Nothing) box!!.
>
>
>
>
>
>

--MESSAGE FILE 797 END: ./1 SCEE/yaroze/beginners/000000534html.html

--MESSAGE FILE 798 START: ./1 SCEE/yaroze/beginners/000000535html.html
Path: chuka.playstation.co.uk!macpaul
From: macpaul@ndirect.co.uk (Paul Harvey)
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Tue, 15 Sep 1998 22:35:06 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <1dff5c0.3h50mz1xfnn40N@th-pm05-19.ndirect.co.uk>
References: <35557807.6E248247@chowfam.demon.co.uk>
<3558DF85.7C89DA42@ndirect.co.uk> <3559D87E.D5C1EBD1@chowfam.demon.co.uk>
<3594C013.116@manc.u-net.com> <uu355qa8l.fsf@cybec.com.au>
<01bda34b$a5fc6c20$f30b0a0a@Angela1.intelligent-group.com>
NNTP-Posting-Host: th-pm05-19.ndirect.co.uk
X-Newsreader: MacSOUP 2.3.3 (unregistered)

Craig Graham <c_graham@hinge.mistral.co.uk> wrote:

> Toby Hutton <thutton@cybec.com.au> wrote in article
> <uu355qa8l.fsf@cybec.com.au>...
> > James Shaughnessy <james@manc.u-net.com> writes:
> >
> > > PS I still use the old formula for packet space:
> > > PACKET GpuPacketArea[2][NUM_SPRITES*sizeof(GsSPRITE)];

> > > "sizeof(GsSPRITE)" is a macro unless I'm very much mistaken.
> >
> > sizeof is actually a C operator, and GsSPRITE is a struct. You can
> > use sizeof with any variable or data type to return its size.
> >
> > If you're doing 2D only with sprites then NUM_SPRITES * sizeof
> > (GsSPRITE) would work fine. A packet can be other things though, like
> > a poly or line which are different sizes, perhaps larger than
> > GsSPRITE, so you need to make sure you reserve plenty of space.
>
> That's not quite true, as a GsSPRITE when entered using GsSortSprite()
> (as opposed to GsSortFastSprite) actually generates the same type of GPU
> packet as a texture mapped Quad (different front end to the same low-level
> primitive).
>
> > Toby.
>
> Craig.

Where on earth does a yaroze member pick up such technical details as this?!!!! The Packet area is nothing short of a great mystery. It's interesting to hear some tech on packet sizes, etc, but how do you come by this, or do you just need to be _really_ clever?!

~md
--MESSAGE FILE 798 END: ./1 SCEE/yaroze/beginners/000000535html.html

--MESSAGE FILE 799 START: ./1 SCEE/yaroze/beginners/000000536html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scee.yaroze.beginners
Subject: Re: Still Searching for the answer!
Date: Wed, 16 Sep 1998 01:22:33 GMT
Organization: L4 Software
Lines: 47
Message-ID: <35ff1294.40771789@205.149.189.29>
References: <6tmabl$efu3@chuka.playstation.co.uk>
<6tmahg$efu4@chuka.playstation.co.uk>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Forte Agent 1.5/32.452

Del,

I use Codewright with GCC all the time. It's a cakewalk to set it up.
If you'd like, I can send you a sample project file.

Mario

On Tue, 15 Sep 1998 19:08:19 +0100, "Del" <derrick.b@virgin.net>
wrote:

>Oh BTW I have access to the following Products if anyone has them working
>with GCC:
>
>Borland C++v4.52
>Codewright V4
>Ms VC++v5
>
>Del wrote in message <6tmabl$efu3@chuka.playstation.co.uk>...

>>
>>My Quest:
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>>
>>Del.
>>
>>PS. And yes I know I said negative things about CW before, but I suppose
>its
>>better than dos (Nothing) box!!.
>>
>>
>>
>>
>>
>>
>>
>

--MESSAGE FILE 799 END: ./1 SCEE/yaroze/beginners/000000536html.html

--MESSAGE FILE 800 START: ./1 SCEE/yaroze/beginners/000000537html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Wed, 16 Sep 1998 09:34:05 +0100
Organization: Sony Computer Entertainment Europe
Lines: 11
Message-ID: <35FF77FD.CB5EE793@scee.sony.co.uk>
References: <35557807.6E248247@chowfam.demon.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

I've put some info into the FAQ about the size of the different packets. It's
not complete, but
should give allow you to better estimate the size of your packet area.

Cheers,

james
--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Salman Rushdie's next book: "Buddha, you fat bastard."
--MESSAGE FILE 800 END: ./1 SCEE/yaroze/beginners/000000537html.html

--MESSAGE FILE 801 START: ./1 SCEE/yaroze/beginners/000000538html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Wed, 16 Sep 1998 13:42:40 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <35FFB240.FE7E9A82@hinge.mistral.co.uk>
References: <35557807.6E248247@chowfam.demon.co.uk>
<3558DF85.7C89DA42@ndirect.co.uk> <3559D87E.D5C1EBD1@chowfam.demon.co.uk>
<3594C013.116@manc.u-net.com> <uu355qa8l.fsf@cybec.com.au>
<01bda34b$a5fc6c20$f30b0a0a@Angela1.intelligent-group.com>
<1dff5c0.3h50mz1xfnn40N@th-pm05-19.ndirect.co.uk>
NNTP-Posting-Host: d3-s36-192-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Paul Harvey wrote:

> Where on earth does a yaroze member pick up such technical details as
> this?!!!! The Packet area is nothing short of a great mystery. It's

I'm sure one of sony's tech support guys mentioned it in passing on thenews
groups (about a year ago).....

> interesting to hear some tech on packet sizes, etc, but how do you come
> by this, or do you just need to be _really_ clever?!

I'm saying nothing.....

> ~md

Craig.

--MESSAGE FILE 801 END: ./1 SCEE/yaroze/beginners/000000538html.html

--MESSAGE FILE 802 START: ./1 SCEE/yaroze/beginners/000000539html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: GpuPacketArea query.
Date: Wed, 16 Sep 1998 18:54:16 +0200
Organization: Debri Productions
Lines: 6
Message-ID: <1dfg32c.2np9m514asvheN@a1-88-120.a1.nl>
References: <35557807.6E248247@chowfam.demon.co.uk>
<35FF77FD.CB5EE793@scee.sony.co.uk>
NNTP-Posting-Host: a1-88-120.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

James Russell <James_Russell@scee.sony.co.uk> wrote:

> Salman Rushdie's next book: "Buddha, you fat bastard."

Onother bestseller: "All the way up.... and down"
by C Blinton.
--MESSAGE FILE 802 END: ./1 SCEE/yaroze/beginners/000000539html.html

--MESSAGE FILE 803 START: ./1 SCEE/yaroze/beginners/000000540html.html
Path: chuka.playstation.co.uk!news
From: "Tones" <caz.tones@cwmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Hark! What sound do I here!
Date: Sun, 20 Sep 1998 12:10:13 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <6u336k$fsh5@chuka.playstation.co.uk>
NNTP-Posting-Host: asn14-99.mcmail.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Hello all,

Right, got my game mechanics all up and running, but as I am still new to coding in C I thought I had better post this one here. My problem is sound - or lack of it. I have looked into just getting a simple sound fx to play when 'X' is pressed - but all of the documentation I have looked at is waaayyy to complicated for the likes of me!

Anyway, I am basically looking for an easy to understand tutorial for sound. I have just spent over 2 hrs looking on the 'net, and am still trying soooo hard to get my little sound to work.

I've gotta get it working soon, my fiancee is going to kill me if I don't stop coding in the next coupla hours!!!!   :)

Cheers,

Tones

--MESSAGE FILE 803 END: ./1 SCEE/yaroze/beginners/000000540html.html

--MESSAGE FILE 804 START: ./1 SCEE/yaroze/beginners/000000541html.html
Path: chuka.playstation.co.uk!news
From: "Tones" <caz.tones@cwmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Hark! What sound do I here! - Oops, should be 'hear'!
Date: Sun, 20 Sep 1998 15:30:41 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <6u339u$fsh6@chuka.playstation.co.uk>
References: <6u336k$fsh5@chuka.playstation.co.uk>
NNTP-Posting-Host: asn14-99.mcmail.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Oopsy Daisy,

Should be 'Hark! What sound do I hear!!'
Never Mind, never was good at spelling!!

Tones :)

--MESSAGE FILE 804 END: ./1 SCEE/yaroze/beginners/000000541html.html

--MESSAGE FILE 805 START: ./1 SCEE/yaroze/beginners/000000542html.html

Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Hark! What sound do I here! - Oops, should be 'hear'!
Date: 20 Sep 1998 18:11:45 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <01bde4c1$5077ee20$026f6f6f@two>
References: <6u336k$fsh5@chuka.playstation.co.uk>
<6u339u$fsh6@chuka.playstation.co.uk>
NNTP-Posting-Host: host5-99-44-169.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161

Hi,
Download George Bains tutorial chapter
on sound its nice'n'easy to follow his
functions and he wont even moan if
you dont credit him ;-)

Pete.

Tones <caz.tones@cwmail.com> wrote in article
<6u339u$fsh6@chuka.playstation.co.uk>...
> Oopsy Daisy,
>
> Should be 'Hark! What sound do I hear!!'
> Never Mind, never was good at spelling!!
>
> Tones :)
>
>
>
--MESSAGE FILE 805 END: ./1 SCEE/yaroze/beginners/000000542html.html

--MESSAGE FILE 806 START: ./1 SCEE/yaroze/beginners/000000543html.html
Path: chuka.playstation.co.uk!news
From: Brian Baird <brian@dma-design.com>
Newsgroups: scee.yaroze.beginners
Subject: Halting problem
Date: Mon, 21 Sep 1998 09:10:52 +0100
Organization: DMA Design Ltd
Lines: 15
Message-ID: <36060A0C.97E@dma-design.com>
Reply-To: brian@dma-design.com
NNTP-Posting-Host: 195.153.133.80
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Got a slight problem: I compile my program fine but when I go to run it,
after it's transferred over by siocons, the PSX just halts before
executing anything.

I type "go" & it freezes. Needs to be reset to do anything else. I have
a feeling I'm either accessing dodgy memory or I'm not quite compiling
correctly....

Ideas?

--
Brian @ DMA

[All opinions & views are my own, not DMA's, yadda, yadda, yadda]
--MESSAGE FILE 806 END: ./1 SCEE/yaroze/beginners/000000543html.html

--MESSAGE FILE 807 START: ./1 SCEE/yaroze/beginners/000000544html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Halting problem
Date: Mon, 21 Sep 1998 10:27:06 +0100
Organization: Sony Computer Entertainment Europe
Lines: 30
Message-ID: <36061BEA.536E8D68@scee.sony.co.uk>
References: <36060A0C.97E@dma-design.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Brian Baird wrote:
>
> Got a slight problem: I compile my program fine but when I go to run it,
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> I type "go" & it freezes. Needs to be reset to do anything else. I have
> a feeling I'm either accessing dodgy memory or I'm not quite compiling
> correctly....

Looks like:

o you've linked your code to some address that's lower than 0x8009000. That
will wipe over the
   libraries, so that won't work.
o you've got a bug in your code that occurs before you set up your screen
display
   (TMD/TIM setup?)

Try putting lots of "printf"s around the functions at the beginning of your
program to see
where it's crashing. If you put in a printf at the very start and you don't get
any output, it's
very likely that you're linking to the wrong place.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Attend! The William! Shatner! School of! Acting!
--MESSAGE FILE 807 END: ./1 SCEE/yaroze/beginners/000000544html.html

--MESSAGE FILE 808 START: ./1 SCEE/yaroze/beginners/000000545html.html
Path: chuka.playstation.co.uk!news
From: Brian Baird <brian@dma-design.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Halting problem

Date: Mon, 21 Sep 1998 11:53:48 +0100
Organization: DMA Design Ltd
Lines: 27
Message-ID: <3606303C.869@dma-design.com>
References: <36060A0C.97E@dma-design.com> <36061BEA.536E8D68@scee.sony.co.uk>
Reply-To: brian@dma-design.com
NNTP-Posting-Host: 195.153.133.80
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

James Russell wrote:
>
>
> Looks like:
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> o you've linked your code to some address that's lower than 0x8009000. That will wipe over the
>   libraries, so that won't work.
> o you've got a bug in your code that occurs before you set up your screen display
>   (TMD/TIM setup?)
>
> Try putting lots of "printf"s around the functions at the beginning of your program to see
> where it's crashing. If you put in a printf at the very start and you don't get any output, it's
> very likely that you're linking to the wrong place.

I usually link to 0x8014000. Very first statement is a printf, and it
doesn't seem to get that far... I'll double check the linking tonight -
I had a gut feeling it might be something like that...

The weird thing is that it worked *once*, I did a recompile/link without
changing anything & it stopped working - that's what made me think about
memory/link problems.

--
Brian @ DMA

[All opinions & views are my own, not DMA's, yadda, yadda, yadda]
--MESSAGE FILE 808 END: ./1 SCEE/yaroze/beginners/000000545html.html

--MESSAGE FILE 809 START: ./1 SCEE/yaroze/beginners/000000546html.html
Path: chuka.playstation.co.uk!news
From: Tones <caz.tones@mcmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Hark! What sound do I here!
Date: Mon, 21 Sep 1998 12:54:13 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <36063E65.73A4108C@mcmail.com>
References: <6u336k$fsh5@chuka.playstation.co.uk>
NNTP-Posting-Host: 193.82.133.192
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Cheers Pete!

Actually, I feel a little stupid for asking in the first place - I scanned the newsgroup a few items up, and the damn answer to my problems was staring me in the face....

Maybe I should look a little harder next time!!!!! BTW, the tutorial I got hold of was by Richard Cutting (~rcutting) called 'Sound programming for dummies', and bloody good it is too!!! It's on my level, and very easy to implement what it is conveying. Nice one Richard!!

Cheers,

Tones :)

--MESSAGE FILE 809 END: ./1 SCEE/yaroze/beginners/000000546html.html

--MESSAGE FILE 810 START: ./1 SCEE/yaroze/beginners/000000547html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Halting problem
Date: Mon, 21 Sep 1998 12:54:43 +0100
Organization: Sony Computer Entertainment Europe
Lines: 19
Message-ID: <36063E83.51BDAB48@scee.sony.co.uk>
References: <36060A0C.97E@dma-design.com> <36061BEA.536E8D68@scee.sony.co.uk> <3606303C.869@dma-design.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Brian Baird wrote:
>
> I usually link to 0x8014000. Very first statement is a printf, and it
> doesn't seem to get that far...

Ah - get your compiler to create a map file. What's probably happening is that you've got some
hideously large array in your BSS section (see the FAQ for more info), and it's going past the end
of memory (and nuking the stack along with it). Use the map file to figure out where your program
begins and ends in memory.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Attend! The William! Shatner! School of! Acting!
--MESSAGE FILE 810 END: ./1 SCEE/yaroze/beginners/000000547html.html

--MESSAGE FILE 811 START: ./1 SCEE/yaroze/beginners/000000548html.html
Path: chuka.playstation.co.uk!news
From: Brian Baird <brian@dma-design.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Halting problem

Date: Mon, 21 Sep 1998 13:06:31 +0100
Organization: DMA Design Ltd
Lines: 13
Message-ID: <36064147.5E43@dma-design.com>
References: <36060A0C.97E@dma-design.com> <36061BEA.536E8D68@scee.sony.co.uk>
<3606303C.869@dma-design.com> <36063E83.51BDAB48@scee.sony.co.uk>
Reply-To: brian@dma-design.com
NNTP-Posting-Host: 195.153.133.80
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

James Russell wrote:
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> hideously large array in your BSS section (see the FAQ for more info), and
it's going past the end
> of memory (and nuking the stack along with it). Use the map file to figure out
where your program
> begins and ends in memory.

Ta very much - I'll do that tonight. I think that'll solve my problems.

--
Brian @ DMA

[All opinions & views are my own, not DMA's, yadda, yadda, yadda]
--MESSAGE FILE 811 END: ./1 SCEE/yaroze/beginners/000000548html.html

--MESSAGE FILE 812 START: ./1 SCEE/yaroze/beginners/000000549html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Hark! What sound do I here! - Oops, should be 'hear'!
Date: Mon, 21 Sep 1998 14:52:55 +0200
Organization: Debri Productions
Lines: 13
Message-ID: <1dfof11.yvedr9sa0zlsN@a1-88-100.a1.nl>
References: <6u336k$fsh5@chuka.playstation.co.uk>
<6u339u$fsh6@chuka.playstation.co.uk> <01bde4c1$5077ee20$026f6f6f@two>
NNTP-Posting-Host: a1-88-100.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Peter Dollochan <Peter.Dollochan@btinternet.com> wrote:

> Hi,
> Download George Bains tutorial chapter
> on sound its nice'n'easy to follow his
> functions and he wont even moan if
> you dont credit him ;-)
>
> Pete.
>
Heheheheh stir the pot again ;-)....

DEnnis..
--MESSAGE FILE 812 END: ./1 SCEE/yaroze/beginners/000000549html.html

--MESSAGE FILE 813 START: ./1 SCEE/yaroze/beginners/000000550html.html
Path: chuka.playstation.co.uk!news

From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.beginners
Subject: Re: Hark! What sound do I here!
Date: Mon, 21 Sep 1998 15:22:27 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <36066e77.18037769@news.playstation.co.uk>
References: <6u336k$fsh5@chuka.playstation.co.uk> <36063E65.73A4108C@mcmail.com>
NNTP-Posting-Host: p28-pheasant-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Mon, 21 Sep 1998 12:54:13 +0100, Tones <caz.tones@mcmail.com>
wrote:

>Cheers Pete!
>
>Actually, I feel a little stupid for asking in the first place - I scanned the
>newsgroup a few items up, and the damn answer to my problems was staring me in
>the face....
>
>Maybe I should look a little harder next time!!!!! BTW, the tutorial I got
hold
>of was by Richard Cutting (~rcutting) called 'Sound programming for dummies',
>and bloody good it is too!!! It's on my level, and very easy to implement what
>it is conveying. Nice one Richard!!
>
>Cheers,
>
>Tones :)
>

Thanks for the compliment. I was just about to point you in the
direction but you beat me to it !

Richard.

--MESSAGE FILE 813 END: ./1 SCEE/yaroze/beginners/000000550html.html

--MESSAGE FILE 814 START: ./1 SCEE/yaroze/beginners/000000551html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: DUAL_SHOCK_
Date: 21 Sep 1998 17:57:32 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <01bdb989$2e349ce0$3304bfc3@manolo>
NNTP-Posting-Host: ip051.pool-07.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Hi world,i've a Dual shock and i can handle the analogue stick,but i must
know how i can send to the joypad the Feedbacks,and if it is possible.
Thanks,Emanuele Diotallevi.

--MESSAGE FILE 814 END: ./1 SCEE/yaroze/beginners/000000551html.html

--MESSAGE FILE 815 START: ./1 SCEE/yaroze/beginners/000000552html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: DUAL_SHOCK_
Date: 21 Sep 1998 18:08:24 GMT

Organization: SCEE
Lines: 20
Message-ID: <01bde526$cebc3240$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bdb989$2e349ce0$3304bfc3@manolo>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

You can NOT use the DUAL SHOCK feature. It is NOT supported in the
NY libraries. Please read the Net Yaroze Prgramming FAQ for
more information on other programming issues.

Regards,

George@SCEE

Emanuele Diotallevi <g.mork@flashnet.it> wrote in article
<01bdb989$2e349ce0$3304bfc3@manolo>...
> Hi world,i've a Dual shock and i can handle the analogue stick,but i
must
> know how i can send to the joypad the Feedbacks,and if it is possible.
> Thanks,Emanuele Diotallevi.
>
>
--MESSAGE FILE 815 END: ./1 SCEE/yaroze/beginners/000000552html.html

--MESSAGE FILE 816 START: ./1 SCEE/yaroze/beginners/000000553html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Halting problem
Date: Mon, 21 Sep 1998 12:16:16 -0700
Organization: Bwahaha
Lines: 66
Message-ID: <3606A600.C79FE1FE@shell.jps.net>
References: <36060A0C.97E@dma-design.com> <36061BEA.536E8D68@scee.sony.co.uk>
<3606303C.869@dma-design.com>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

To be sure, when you're using SIOCONS, when you load your program
to the Yaroze you should get 4 status messages for things like
[.text] and [.data], etc. The exact addresses should be printed
there. I also use a DATAMAN-like utility to make sure my addresses
aren't colliding with each other especially when things are close
together.

If your program is all nicely broken up into functions and such, you
may want to comment out the calls to the main routines and just
leave initialization stuff in there. See if the program runs and
then immediately exits without error. Following the advice about
print statements, I usually have those statements in there as well.
You could add the following variable at the top of your code:

```
    #define    SHOW_DEBUG_STUFF
```

and whenever you want a debugging statement in your code just put:

```
    #ifdef SHOW_DEBUG_STUFF
      printf( "DEBUG: Initializing Sound...\n" );
    #endif
```

So, that way during the creation stage, you can get debugging messages
to track the progress of the program. And when you go for production,
just comment out that #define SHOW_DEBUG_STUFF line and the printf
statements won't be compiled in to the program, but they'll be there
if you need to go back to them.

Stuff that helps me out,
- e!

Brian Baird wrote:
>
> James Russell wrote:
> >
> >
> > Looks like:
> >
> > o you've linked your code to some address that's lower than 0x8009000. That
will wipe over the
> >   libraries, so that won't work.
> > o you've got a bug in your code that occurs before you set up your screen
display
> >   (TMD/TIM setup?)
> >
> > Try putting lots of "printf"s around the functions at the beginning of your
program to see
> > where it's crashing. If you put in a printf at the very start and you don't
get any output, it's
> > very likely that you're linking to the wrong place.
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> I had a gut feeling it might be something like that...
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> The weird thing is that it worked *once*, I did a recompile/link without
> changing anything & it stopped working - that's what made me think about
> memory/link problems.
>
> --
> Brian @ DMA
>
> [All opinions & views are my own, not DMA's, yadda, yadda, yadda]

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                  '''   '''
--MESSAGE FILE 816 END: ./1 SCEE/yaroze/beginners/000000553html.html

--MESSAGE FILE 817 START: ./1 SCEE/yaroze/beginners/000000554html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Debugging code
Date: Tue, 22 Sep 1998 09:27:29 +0100
Organization: Sony Computer Entertainment Europe

Lines: 43
Message-ID: <36075F71.B9689F1F@scee.sony.co.uk>
References: <36060A0C.97E@dma-design.com> <36061BEA.536E8D68@scee.sony.co.uk>
<3606303C.869@dma-design.com> <3606A600.C79FE1FE@shell.jps.net>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Elliott Lee wrote:
>
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>
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>
> and whenever you want a debugging statement in your code just put:
>
>   #ifdef SHOW_DEBUG_STUFF
>   printf("DEBUG: Initializing Sound...\n");
>   #endif
>

Just as an addendum which I find useful, I define 3 macros like so:

```
#define DEBUG

#ifdef DEBUG
#define debugStr(xxx) printf((xxx))
#define debugStr2(xxx,yyy) printf((xxx),(yyy))
#define debugStr3(xxx,yyy,zzz) printf((xxx),(yyy),(zzz))
#else
#define debugStr(xxx)
#define debugStr2(xxx,yyy)
#define debugStr3(xxx,yyy,zzz)
#endif
```

Then I can just go:

```
    debugStr2("The value of KillerBananaNum = %d\n",killerBananaNum);
```

If "DEBUG" is not defined, that line isn't even included in the compile. The
reason I do this is
that it stops my code getting clogged up with lots if "#ifdef" and "#endif"
lines.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

"Go to Red Alert." "Are you absolutely sure, sir? It'll mean changing the bulb."
--MESSAGE FILE 817 END: ./1 SCEE/yaroze/beginners/000000554html.html

--MESSAGE FILE 818 START: ./1 SCEE/yaroze/beginners/000000555html.html
Path: chuka.playstation.co.uk!news
From: Brian Baird <brian@dma-design.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Halting problem

Date: Tue, 22 Sep 1998 09:45:23 +0100
Organization: DMA Design Ltd
Lines: 31
Message-ID: <360763A3.57C1@dma-design.com>
References: <36060A0C.97E@dma-design.com> <36061BEA.536E8D68@scee.sony.co.uk>
<3606303C.869@dma-design.com> <3606A600.C79FE1FE@shell.jps.net>
Reply-To: brian@dma-design.com
NNTP-Posting-Host: 195.153.133.80
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Elliott Lee wrote:
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> To be sure, when you're using SIOCONS, when you load your program
> to the Yaroze you should get 4 status messages for things like
> [.text] and [.data], etc. The exact addresses should be printed
> there. I also use a DATAMAN-like utility to make sure my addresses
> aren't colliding with each other especially when things are close
> together.

[Normal debug stuff snipped :)]

> So, that way during the creation stage, you can get debugging messages
> to track the progress of the program. And when you go for production,
> just comment out that #define SHOW_DEBUG_STUFF line and the printf
> statements won't be compiled in to the program, but they'll be there
> if you need to go back to them.

Solved the problem. As James suggested, my data area was *waaaay* too
large & overwrote either my program or the libs (it was my program in my
case...). I had a packet size of something like 28000... Rather large.
:)

Works now - got a nice litttle 3D car to spin & move as much as I like
:)

Ta for all the help, guys!

--
Brian @ DMA

[All opinions & views are my own, not DMA's, yadda, yadda, yadda]
--MESSAGE FILE 818 END: ./1 SCEE/yaroze/beginners/000000555html.html

--MESSAGE FILE 819 START: ./1 SCEE/yaroze/beginners/000000556html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.beginners
Subject: Re: DUAL_SHOCK_
Date: 22 Sep 1998 12:41:03 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 27
Message-ID: <01bdba26$2857acc0$b5bff7c2@manolo>
References: <01bdb989$2e349ce0$3304bfc3@manolo>
<01bde526$cebc3240$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: ip053.pool-03.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

i'll not use the NY library i want to know if i can use assembly language
to handle it,thanks.

George Bain <George_Bain@Playstation.sony.com> scritto nell'articolo
<01bde526$cebc3240$f2e832a2@gbain.wav.scee.sony.co.uk>...
> Hi there,
>
> You can NOT use the DUAL SHOCK feature. It is NOT supported in the
> NY libraries. Please read the Net Yaroze Prgramming FAQ for
> more information on other programming issues.
>
> Regards,
>
> George@SCEE
>
>
>
> Emanuele Diotallevi <g.mork@flashnet.it> wrote in article
> <01bdb989$2e349ce0$3304bfc3@manolo>...
> > Hi world,i've a Dual shock and i can handle the analogue stick,but i
> must
> > know how i can send to the joypad the Feedbacks,and if it is possible.
> > Thanks,Emanuele Diotallevi.
> >
> >
>
--MESSAGE FILE 819 END: ./1 SCEE/yaroze/beginners/000000556html.html

--MESSAGE FILE 820 START: ./1 SCEE/yaroze/beginners/000000557html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Debugging code
Date: Wed, 23 Sep 1998 13:38:17 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <3608EBB9.6ED2@manc.u-net.com>
References: <36060A0C.97E@dma-design.com> <36061BEA.536E8D68@scee.sony.co.uk>
<3606303C.869@dma-design.com> <3606A600.C79FE1FE@shell.jps.net>
<36075F71.B9689F1F@scee.sony.co.uk>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

James Russell wrote:
> If "DEBUG" is not defined, that line isn't even included in the
> compile. The reason I do this is that it stops my code getting

Cool method -- I'm definitely going to use that. It's a lot like
_ASSERTtions, which are also *extrememly* useful (because
they tell you the file and line number exactly where the assertion
failed), and more flexible, assertions being only boolean.
The same technique can be used in any way you want specific to
your game of course, it being not just limited to printf's.

Nice one James, I was getting quite riled looking at all those
#ifdef DEBUG #else's in my code!

Cheers,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 820 END: ./1 SCEE/yaroze/beginners/000000557html.html

--MESSAGE FILE 821 START: ./1 SCEE/yaroze/beginners/000000558html.html
Path: chuka.playstation.co.uk!news
From: ScoTT Campbell <escotia@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: GsSortClear in HI-RES
Date: Mon, 28 Sep 1998 01:37:40 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 61
Message-ID: <360EDA53.9AF9921A@hotmail.com>
NNTP-Posting-Host: 205-168-18.ipt.aol.com
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------64119CBA0D2290B2D11F81F4"
X-Mailer: Mozilla 4.05 [en] (Win95; I)

This is a multi-part message in MIME format.
--------------64119CBA0D2290B2D11F81F4
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Attached should be some code which is meant to put the system into
Hi-Res (640*512 - interlaced) and put a GsSortClear() command into the
OT.

For some reason the GsSortClear command never happens. The screen is
drawn with the bricked background (but twice because of the resolution)

It seems you can put anything else in EXCEPT this. I can get it to draw
lines and sprites but the screen won't clear unless I use the isbg
method.

I've tries to check it against G Bains tutorial code (which works - I've
checked), and it seems identical apart from obvious style differences,
and most have these have been taken out just in case.

Obviously my code goes wrong somewhere.....

Grateful in advance

ScoTT

--------------64119CBA0D2290B2D11F81F4
Content-Type: application/x-unknown-content-type-cfile; name="animate.c"
Content-Transfer-Encoding: base64
Content-Disposition: inline; filename="animate.c"

Ly8gR3NTb3J0Q2xlYXIoKSBpbiBISS1yZXMNCgojaW5jbHVkZSA8bGlicHMuaD4NCiNpbmNs
dWRlICJlc2Nwc2xpYlxwYWQuaCIKDQoNCiNkZWZpbmUgVklERU9fTU9ERQkoTU9ERV9QQUwp
DQojZGVmaW5lIFNDUkVFTl9IRUlHSFQgKDUxMikJDQojZGVmaW5lIFNDUkVFTl9XSURUSCAg
KDY0MCkNCg0KCiNkZWZpbmUgT1RfTEVOR1RICQkoMSkJCQkJCQ0KDQpHc09UIHdvcmxkT1Rb
Ml07CQkJCQkJCQ0KR3NPVF9UQUcgT1RFbGVtZW50c1syXVsxPDxPVF9MRU5HVEhdOwkJDQoN
Cg0KUEFDS0VUIHBhY2tldEFycmF5WzJdWzI0MDAwXTsgDQoNCg0KLy8gUFJPVE9UWVBFUw0K
dm9pZCBJbml0V29ybGRPVHMoKTsNCnZvaWQgSW5pdEdyYXBoaWNzKCk7DQoNCgppbnQgbWFp
bigpCnsgCglpbnQgYWN0aXZlQnVmZmVyOw0KCXVuc2lnbmVkIGxvbmcgaW50IHBhZDE7CgkK
CUluaXRHcmFwaGljcygpOwoJSW5pdFdvcmxkT1RzKCk7CglJbml0Q29udHJvbGxlcnMoKTsJ
CQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJ
CQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJ
CQkJCQ0KCQkJDQoKCXdoaWxlKCEoKHBhZDEgPSBSZWFkQ29udHJvbGxlcnMoKSkgJiBQQUQx
X1NFTEVDVCkpCQkJCQkJCQoJewkJDQoJCQ0KCQlhY3RpdmVCdWZmZXIgPSBHc0dldEFjdGl2
ZUJ1ZmYoKTsNCgkJCgkJR3NTZXRXb3JrQmFzZSgoUEFDS0VUKilwYWNrZXRBcnJheVthY3Rp
dmVCdWZmZXJdKTsJCQkJCgkJCgkJR3NDbGVhck90KDAsMCwmd29ybGRPVFthY3RpdmVCdWZm

```
ZXJdKTsJCQkJCQkJDQoNCgkJLy9EcmF3U3luYygwKTsJCQkJCQkJCQkJCgkJCgkJVlN5
bmMoMCk7CQkJCQkJCQkJCQkJCQkNCgkJCQkKCQlHc1N3YXBEaXNwQnVmZigpOwkJDQoJCQ0K
CQlHc1NvcnRDbGVhcigyNSwyNSwyNSwmd29ybGRPVFthY3RpdmVCdWZmZXJdKTsNCgoJCUdz
RHJhd090KCZ3b3JsZE9UW2FjdGl2ZUJ1ZmZlcl0pOwkJCQkJCQkJCgoJfQoJcmV0dXJuIDA7
Cn0JCQoKDQp2b2lkIEluaXRXb3JsZE9UcygpDQp7DQoJaW50IGk7DQoNCglmb3IoaT0wO2k8
MjtpKyspDQoJew0KCQl3b3JsZE9UW2ldLmxlbmd0aCA9IE9UX0xFTkdUSDsJDQoJCXdvcmxk
T1RbaV0ub3JnID0gT1RFbGVtZW50c1tpXTsNCgkJR3NDbGVhck90KDAsIDAsICZ3b3JsZE9U
W2ldKTsNCgl9DQp9DQoNCg0Kdm9pZCBJbml0Q29udHJvbGxlcnMoKQ0Kew0KCUdldFBhZEJ1
ZigmcGFkYnVmZjEsICZwYWRidWZmMik7DQp9DQoNCg0KDQp1bnNpZ25lZCBsb25nIGludCBS
ZWFkQ29udHJvbGxlcnMoKQ0Kew0KCXJldHVybiAofigqKHBhZGJ1ZmYxKzMpIHwgKihwYWRi
dWZmMSsyKSA8PCA4IHwgKihwYWRidWZmMiszKSA8PCAxNiB8IChmPIkgPDwg
MjQpKTsNCn0NCg0KDQp2b2lkIEluaXRHcmFwaGljcygpDQp7DQoNCglTZXRWaWRlb01vZGUo
VklERU9fTU9ERSk7CQ0KCQ0KCVJlc2V0R3JhcGgoMCk7DQoJDQoJR3NJbml0R3JhcGgoU0NS
RUVOX1dJRFRILCBTQ1JFRU5fSEVJR0hULA0KCUdzT0ZTR1BVfEdzSU5URVIsMCwwKTsN
CgkNCglHc0RlZkRpc3BCdWZmKDAsMCwwLDApOwkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJCQkJ
```

and use it:

dprintf(("foo = %d (0x%08x), bar = %d (0x%08x)\n", foo, foo, bar, bar));

Note the double parentheses. Means you can have just one macro.
--
Toby.
--MESSAGE FILE 822 END: ./1 SCEE/yaroze/beginners/000000559html.html

--MESSAGE FILE 823 START: ./1 SCEE/yaroze/beginners/000000560html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.beginners
Subject: Re: Debugging code
Date: 28 Sep 1998 06:10:01 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 56
Message-ID: <slrn70uaeu.kmn.tjs@longford.cs.monash.edu.au>
References: <36060A0C.97E@dma-design.com> <36061BEA.536E8D68@scee.sony.co.uk>
<3606303C.869@dma-design.com> <3606A600.C79FE1FE@shell.jps.net>
<36075F71.B9689F1F@scee.sony.co.uk> <un27kdfa9.fsf@cybec.com.au>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)

On 28 Sep 1998 14:36:46 +1000, Toby Hutton <thutton@cybec.com.au> wrote:
>James Russell <James_Russell@scee.sony.co.uk> writes:
>
>> Just as an addendum which I find useful, I define 3 macros like so:
>>
>> #define DEBUG
>>
>> #ifdef DEBUG
>> #define debugStr(xxx) printf((xxx))
>> #define debugStr2(xxx,yyy) printf((xxx),(yyy))
>> #define debugStr3(xxx,yyy,zzz) printf((xxx),(yyy),(zzz))
>> #else
>> #define debugStr(xxx)
>> #define debugStr2(xxx,yyy)
>> #define debugStr3(xxx,yyy,zzz)
>> #endif
>>
>> Then I can just go:
>>
>> debugStr2("The value of KillerBananaNum = %d\n",killerBananaNum);
>
>Or you could use:
>
>#if defined(DEBUG)
>#define dprintf(x) printf x
>#else
>#define dprintf(x)
>#endif
>
>and use it:
>
>dprintf(("foo = %d (0x%08x), bar = %d (0x%08x)\n", foo, foo, bar, bar));
>
>Note the double parentheses. Means you can have just one macro.

or,

#ifdef DEBUG
#define D(x) printf(x)

```
#else
#define D(x)
#endif
#define AND ,

then:

D("foo");
D("foo%s" AND foo);

etc.
```

or you can just preprocess your source with m4, and do it in a sane and rational way. may the authors of the c preprocessor spec be cursed for all eternity for not doing it the rightWay(tm).

Toby.
--MESSAGE FILE 823 END: ./1 SCEE/yaroze/beginners/000000560html.html

--MESSAGE FILE 824 START: ./1 SCEE/yaroze/beginners/000000561html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GsSortClear in HI-RES
Date: 28 Sep 1998 08:15:39 GMT
Organization: Sony Computer Entertainment Europe
Lines: 36
Message-ID: <01bdea54$487c4ca0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <360EDA53.9AF9921A@hotmail.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi Scott,

During hi-res GsSortClear() will clear 640x511. As you can see you have to minus 1 line in height. I suggest setting the GsDRAWENV.isbg = 1 which will clear the background. Check out my interlace example in my tutorial. It is set in the routine InitGame()...also check UpdateScreen().

Regards,

George@SCEE

ScoTT Campbell <escotia@hotmail.com> wrote in article <360EDA53.9AF9921A@hotmail.com>...
> Attached should be some code which is meant to put the system into
> Hi-Res (640*512 - interlaced) and put a GsSortClear() command into the
> OT.
>
> For some reason the GsSortClear command never happens. The screen is
> drawn with the bricked background (but twice because of the resolution)
>
> It seems you can put anything else in EXCEPT this. I can get it to draw
> lines and sprites but the screen won't clear unless I use the isbg
> method.
>
> I've tries to check it against G Bains tutorial code (which works - I've
> checked), and it seems identical apart from obvious style differences,
> and most have these have been taken out just in case.
>
> Obviously my code goes wrong somewhere.....

>
> Grateful in advance
>
> ScoTT
>
--MESSAGE FILE 824 END: ./1 SCEE/yaroze/beginners/000000561html.html

--MESSAGE FILE 825 START: ./1 SCEE/yaroze/beginners/000000562html.html
Path: chuka.playstation.co.uk!news
From: ScoTT Campbell <escotia@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GsSortClear in HI-RES
Date: Mon, 28 Sep 1998 11:09:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <360F6062.BEE05519@hotmail.com>
References: <360EDA53.9AF9921A@hotmail.com>
<01bdea54$487c4ca0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: 208-198-99.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

George,

Despite the fact I could swear I already had your code working without
GsDRAWENV.isbg and only GsSortClear(), I freshly unzipped program 5 from
tutorial 2 and commented out the 4 lines related to GsDRAWENV.isbg.

Lo and behold the same problem. The screen does not clear, even though you
have a GsSortClear() call in your UpdateScreen().

Cheers

ScoTT

George Bain wrote:

> Hi Scott,
>
> During hi-res GsSortClear() will clear 640x511. As you can see you have
> to minus 1 line in height. I suggest setting the GsDRAWENV.isbg = 1
> which will clear the background. Check out my interlace example in
> my tutorial. It is set in the routine InitGame()...also check
> UpdateScreen().
>
> Regards,
>
> George@SCEE
>

--MESSAGE FILE 825 END: ./1 SCEE/yaroze/beginners/000000562html.html

--MESSAGE FILE 826 START: ./1 SCEE/yaroze/beginners/000000563html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GsSortClear in HI-RES

Date: 28 Sep 1998 10:54:53 GMT
Organization: Sony Computer Entertainment Europe
Lines: 28
Message-ID: <01bdea6a$871e8840$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <360EDA53.9AF9921A@hotmail.com>
<01bdea54$487c4ca0$f2e832a2@gbain.wav.scee.sony.co.uk>
<360F6062.BEE05519@hotmail.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

I should have commented out GsSortClear(). Don't comment out
the 4 lines related to the GsDRAWENV.isbg......

Regards,

George@SCEE

ScoTT Campbell <escotia@hotmail.com> wrote in article
<360F6062.BEE05519@hotmail.com>...
> George,
>
> Despite the fact I could swear I already had your code working without
> GsDRAWENV.isbg and only GsSortClear(), I freshly unzipped program 5 from
> tutorial 2 and commented out the 4 lines related to GsDRAWENV.isbg.
>
> Lo and behold the same problem. The screen does not clear, even though
you
> have a GsSortClear() call in your UpdateScreen().
>
> Cheers
>
> ScoTT

--MESSAGE FILE 826 END: ./1 SCEE/yaroze/beginners/000000563html.html

--MESSAGE FILE 827 START: ./1 SCEE/yaroze/beginners/000000564html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GsSortClear in HI-RES
Date: Mon, 28 Sep 1998 18:01:41 +0100
Organization: The Hex Heroes
Lines: 22
Message-ID: <360FC0F5.29A2@writeme.com>
References: <360EDA53.9AF9921A@hotmail.com>
NNTP-Posting-Host: atl4-m09.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Macintosh; I; 68K)

ScoTT Campbell wrote:

> Obviously my code goes wrong somewhere........

Or maybe it's the Playstation 512-line bug...?

Due to some bug in the hardware, the playstation can apparently not

handle BoxF's or clear screen commands with 512 vertical lines.

Two solutions:

1) Define your screen height as 511.
2) Use two BoxF's (appreciably slower than (1), but allows you to do
some nifty transparency stuff)

I've no idea what .isbg = 1 will do for your program, let alone your
sanity - I'm sure I tried it and it had _no_ effect.

[The FLibraries I've written keep your back nicely covered from the
512-line and 256-line bugs: I'll get the fixed zip up soon, Scott].

James (~mrfrosty)
--MESSAGE FILE 827 END: ./1 SCEE/yaroze/beginners/000000564html.html

--MESSAGE FILE 828 START: ./1 SCEE/yaroze/beginners/000000565html.html
Path: chuka.playstation.co.uk!news
From: ScoTT Campbell <escotia@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GsSortClear in HI-RES
Date: Mon, 28 Sep 1998 19:02:36 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <360FCF3B.BAF7BC9F@hotmail.com>
References: <360EDA53.9AF9921A@hotmail.com> <360FC0F5.29A2@writeme.com>
NNTP-Posting-Host: 167-29-220.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

......512-line and 256-line bugs........

Have I missed a discussion about this somewhere?

Is the 256 bug the same?

BTW Any good news yet James?

Cheers

ScoTT

--MESSAGE FILE 828 END: ./1 SCEE/yaroze/beginners/000000565html.html

--MESSAGE FILE 829 START: ./1 SCEE/yaroze/beginners/000000566html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.beginners
Subject: Re: Debugging code
Date: 29 Sep 1998 11:24:42 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Sender: thutton@TECH10
Message-ID: <uiui7pv6t.fsf@cybec.com.au>
References: <36060A0C.97E@dma-design.com> <36061BEA.536E8D68@scee.sony.co.uk>
    <3606303C.869@dma-design.com> <3606A600.C79FE1FE@shell.jps.net>
    <36075F71.B9689F1F@scee.sony.co.uk> <un27kdfa9.fsf@cybec.com.au>

   <slrn70uaeu.kmn.tjs@longford.cs.monash.edu.au>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

tjs@cs.monash.edu.au (Toby Sargeant) writes:
>
> or you can just preprocess your source with m4, and do it in a sane and
> rational way. may the authors of the c preprocessor spec be cursed for all
> eternity for not doing it the rightWay(tm).

Do you really think that the 99% of the Yaroze members using Windows
are going to use m4?!? Or if they have even *heard* or m4?
--
Toby.
--MESSAGE FILE 829 END: ./1 SCEE/yaroze/beginners/000000566html.html

--MESSAGE FILE 830 START: ./1 SCEE/yaroze/beginners/000000567html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.beginners
Subject: Re: Debugging code
Date: 29 Sep 1998 03:33:50 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <slrn710lm5.rdb.tjs@longford.cs.monash.edu.au>
References: <36060A0C.97E@dma-design.com> <36061BEA.536E8D68@scee.sony.co.uk>
<3606303C.869@dma-design.com> <3606A600.C79FE1FE@shell.jps.net>
<36075F71.B9689F1F@scee.sony.co.uk> <un27kdfa9.fsf@cybec.com.au>
<slrn70uaeu.kmn.tjs@longford.cs.monash.edu.au> <uiui7pv6t.fsf@cybec.com.au>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)

On 29 Sep 1998 11:24:42 +1000, Toby Hutton <thutton@cybec.com.au> wrote:
>tjs@cs.monash.edu.au (Toby Sargeant) writes:
>>
>> or you can just preprocess your source with m4, and do it in a sane and
>> rational way. may the authors of the c preprocessor spec be cursed for all
>> eternity for not doing it the rightWay(tm).
>
>Do you really think that the 99% of the Yaroze members using Windows
>are going to use m4?!? Or if they have even *heard* or m4?

Of course not. But that doesn't stop it from being better :)

(I wasn't being serious. Just wishful thinking, really...)

Toby.
--MESSAGE FILE 830 END: ./1 SCEE/yaroze/beginners/000000567html.html

--MESSAGE FILE 831 START: ./1 SCEE/yaroze/beginners/000000568html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GsSortClear in HI-RES
Date: Tue, 29 Sep 1998 19:22:45 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 27
Message-ID: <36112575.B390B4C9@ndirect.co.uk>
References: <360EDA53.9AF9921A@hotmail.com> <360FC0F5.29A2@writeme.com>
<360FCF3B.BAF7BC9F@hotmail.com>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: th-usr00-30.ndirect.co.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

ScoTT Campbell wrote:

> ......512-line and 256-line bugs........
>
> Have I missed a discussion about this somewhere?
>
> Is the 256 bug the same?
>

Now let's see if my memory is still working. I had the same problem with 512 lines. GsSortClear() has no effect. When .isbg=1, the screen is cleared automattically each frame, and so GsSortClear() is no longer needed. But I seem to remember that this didn't fix the problem, as the last scanline never gets cleared (due to the 512 line bug). The solution I opted for was to set the screen size to 640x511. Ok, so you lose a whole scanline, but for me this was not a big deal.

The 256 line bug is not the same. This is when you set the screen height to 256 lines, but only 240 are actually displayed. Easily fixed by setting the screen height in GsDISPENV.

Herbs

--MESSAGE FILE 831 END: ./1 SCEE/yaroze/beginners/000000568html.html

--MESSAGE FILE 832 START: ./1 SCEE/yaroze/beginners/000000569html.html
Path: chuka.playstation.co.uk!news
From: ScoTT Campbell <escotia@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GsSortClear in HI-RES
Date: Tue, 29 Sep 1998 21:23:55 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <361141DB.CCC564BC@hotmail.com>
References: <360EDA53.9AF9921A@hotmail.com> <360FC0F5.29A2@writeme.com>
<360FCF3B.BAF7BC9F@hotmail.com> <36112575.B390B4C9@ndirect.co.uk>
NNTP-Posting-Host: modem-99.scandium.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

What do I set the screen height to?
Anywhere above the lowest 16 lines?

eg GsDISPENV.screen.h = 224

Cheers

ScoTT

Alex Herbert wrote:

> The 256 line bug is not the same. This is when you set the screen
> height to 256 lines, but only 240 are actually displayed. Easily fixed
> by setting the screen height in GsDISPENV.
>
> Herbs

--MESSAGE FILE 832 END: ./1 SCEE/yaroze/beginners/000000569html.html

--MESSAGE FILE 833 START: ./1 SCEE/yaroze/beginners/000000570html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: GsSortClear in HI-RES
Date: Thu, 01 Oct 1998 00:28:32 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <3612BEA0.2EDB1E3C@ndirect.co.uk>
References: <360EDA53.9AF9921A@hotmail.com> <360FC0F5.29A2@writeme.com>
<360FCF3B.BAF7BC9F@hotmail.com> <36112575.B390B4C9@ndirect.co.uk>
<361141DB.CCC564BC@hotmail.com>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: th-usr00-29.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

ScoTT Campbell wrote:

> What do I set the screen height to?
> Anywhere above the lowest 16 lines?
>
> eg GsDISPENV.screen.h = 224
>
> Cheers
>
> ScoTT
>
> Alex Herbert wrote:
>
> > The 256 line bug is not the same. This is when you set the screen
> > height to 256 lines, but only 240 are actually displayed. Easily fixed
> > by setting the screen height in GsDISPENV.
> >
> > Herbs

Just set it to 256 if you want 256 lines. Simple as that.

There seems to be a bug in the libs when setting 256 lines for PAL modes.
The GPU will actually draw to all 256 lines, but only the first 240 lines get
displayed. Setting GsDISPENV.screen.h to 256 after initializing the screen
sorts this out without any known side effects. Experiment with the
GsDISPENV.screen stuff as this allows you to centre the screen and create
custom modes. I had fun playing with this for at least 10 mins. :)

Herbs

--MESSAGE FILE 833 END: ./1 SCEE/yaroze/beginners/000000570html.html

--MESSAGE FILE 834 START: ./1 SCEE/yaroze/beginners/000000571html.html
Path: chuka.playstation.co.uk!news
From: ScoTT Campbell <escotia@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: GsSortClear in HI-RES
Date: Thu, 01 Oct 1998 19:11:04 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <3613C5B8.FE6FC5F0@hotmail.com>
References: <360EDA53.9AF9921A@hotmail.com> <360FC0F5.29A2@writeme.com>
<360FCF3B.BAF7BC9F@hotmail.com> <36112575.B390B4C9@ndirect.co.uk>
<361141DB.CCC564BC@hotmail.com> <3612BEA0.2EDB1E3C@ndirect.co.uk>
NNTP-Posting-Host: 200-198-93.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Right I understand at last.

I always enjoy a bit of a fiddle. ;-)

Cheers

ScoTT

> > Alex Herbert wrote:
> >
> > > The 256 line bug is not the same. This is when you set the screen
> > > height to 256 lines, but only 240 are actually displayed. Easily fixed
> > > by setting the screen height in GsDISPENV.
> > >
> > > Herbs
>
> Just set it to 256 if you want 256 lines. Simple as that.
>
> There seems to be a bug in the libs when setting 256 lines for PAL modes.
> The GPU will actually draw to all 256 lines, but only the first 240 lines get
> displayed. Setting GsDISPENV.screen.h to 256 after initializing the screen
> sorts this out without any known side effects. Experiment with the
> GsDISPENV.screen stuff as this allows you to centre the screen and create
> custom modes. I had fun playing with this for at least 10 mins. :)
>
> Herbs

--MESSAGE FILE 834 END: ./1 SCEE/yaroze/beginners/000000571html.html

--MESSAGE FILE 835 START: ./1 SCEE/yaroze/beginners/000000572html.html
Path: chuka.playstation.co.uk!news
From: "Tones" <caz.tones@cwmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Wheeee!!! Throwing actions !
Date: Mon, 5 Oct 1998 22:31:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <6vbdji$rda1@chuka.playstation.co.uk>

NNTP-Posting-Host: asn21-132.mcmail.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Hello all,

Once again I speak after having a little trouble with yet another trivial problem. This time it is programming a particular fuction. Throwing an object! (I'm sure all you guys must think I am totally incompetant, having posted a number of requests for help b4 ('bout 3 I think?)!)

Basically, when I press X I want to be able to throw an object, which then becomes totally independent in it's flight path. I have used a fuction to tell the program that the object has now been thrown (I use a simple array to do this), but what method would I use to calculate it's trajectory from Player1.x and Player1.y if I want it to go up a little in the direction the player is facing, then obviously fall back to the ground according to Mr Isaac Newton's law of gravity ? I.e. an arc of some kind.

I have tried a number of things, such as calulating the x and y positions, sticking these in a structured array, then access each successive co-ordinate on each pass of the fuction. However, this take's up a bit of time (in programming terms, not actually on the screen - as I use a for loop). I have also thought of using a Sine wave table, but this is a little beyond my capabilities.

In quick terms, I need pointing (HaHa! Oops, no pun intended :( ) in the right direction.

Otherwise, you may be pleased to learn my game is coming on quite nicely - Apples & Pears!!!!

Many thanks in advance,

Tones :)

--MESSAGE FILE 835 END: ./1 SCEE/yaroze/beginners/000000572html.html

--MESSAGE FILE 836 START: ./1 SCEE/yaroze/beginners/000000573html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Wheeee!!! Throwing actions !
Date: Mon, 05 Oct 1998 23:20:32 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <36194630.5FA6@manc.u-net.com>
References: <6vbdji$rda1@chuka.playstation.co.uk>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Tones wrote:
> Once again I speak after having a little trouble with yet another
> trivial problem. This time it is programming a particular fuction.
> Throwing an object! (I'm sure all you guys must think I am totally
> incompetant,

Check Nick Ferguson's Amateur Wars Special Edition, perfect for

demonstrating what you want. I'm biased on this though being part
of it, but it is designed for beginners like you who want to get
started on simple 'firing bullets' type algorithms:

http://www.netyaroze-europe.com/~rookie1/projects/aw_special.zip

Laters,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 836 END: ./1 SCEE/yaroze/beginners/000000573html.html

--MESSAGE FILE 837 START: ./1 SCEE/yaroze/beginners/000000574html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Wheeee!!! Throwing actions !
Date: Mon, 05 Oct 1998 23:22:23 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <3619469F.46F6@manc.u-net.com>
References: <6vbdji$rda1@chuka.playstation.co.uk> <36194630.5FA6@manc.u-net.com>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

D'OH! Or try going here instead:

http://www.netyaroze-europe.com/~rookie1/ftp/aw_special.zip

Full source included etc,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 837 END: ./1 SCEE/yaroze/beginners/000000574html.html

--MESSAGE FILE 838 START: ./1 SCEE/yaroze/beginners/000000575html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.beginners
Subject: Re: Wheeee!!! Throwing actions !
Date: Mon, 05 Oct 1998 22:50:39 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 73
Message-ID: <36194791.17530092@news.playstation.co.uk>
References: <6vbdji$rda1@chuka.playstation.co.uk>
NNTP-Posting-Host: p31-shoveler-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Mon, 5 Oct 1998 22:31:38 +0100, "Tones" <caz.tones@cwmail.com>
wrote:

>Hello all,

>
>Once again I speak after having a little trouble with yet another trivial
>problem. This time it is programming a particular fuction. Throwing an
>object! (I'm sure all you guys must think I am totally incompetant, having
>posted a number of requests for help b4 ('bout 3 I think?)!)
>
>Basically, when I press X I want to be able to throw an object, which then
>becomes totally independent in it's flight path. I have used a fuction to
>tell the program that the object has now been thrown (I use a simple array
>to do this), but what method would I use to calculate it's trajectory from
>Player1.x and Player1.y if I want it to go up a little in the direction the
>player is facing, then obviously fall back to the ground according to Mr
>Isaac Newton's law of gravity ? I.e. an arc of some kind.
>
>I have tried a number of things, such as calulating the x and y positions,
>sticking these in a structured array, then access each successive
>co-ordinate on each pass of the fuction. However, this take's up a bit of
>time (in programming terms, not actually on the screen - as I use a for
>loop). I have also thought of using a Sine wave table, but this is a little
>beyond my capabilities.
>
>In quick terms, I need pointing (HaHa! Oops, no pun intended :( ) in the
>right direction.
>
>Otherwise, you may be pleased to learn my game is coming on quite nicely -
>Apples & Pears!!!!
>
>Many thanks in advance,
>
>Tones :)
>
>

All you need to do is to calculate the x and y velocities for the object as if it were chucked in a straight line and then apply wind and gravity so it falls back to earth. You can do this using some simple maths.

To get the x and y velociities you use;

```
xv = sin( angle ) * magnitude
yv = cos( angle ) * magnitude
```

where angle is the angle relative to the horizon and magnitude is the speed.

(I may have got sin and cos the wrong way round, but it's late and I'm knackered....)

Then to calculate the x and y positions you just apply wind to the x and gravity to the y. I.e;

```
x_position = x_position + xv + wind
y_position = y_position + yv + gravity
```

(where gravity is a fixed constant and wind is whatever you want !)

This would be done every game cycle.

For speed reasons you want to steer well clear of the Yaroze's sin and cos library functions. I recommend that you grab James Shaughnessy's SINCOS.H file from his home page (http://www.netyaroze-europe.com/~shaughnj) which gives you tables containing a fixed point implementation. You have to do a bit of bit

shifting to use them but it's not difficult.

Richard (Who's really needs to dig out his basic maths books !!)
http://www.netyaroze-europe.com/~rcutting

--MESSAGE FILE 838 END: ./1 SCEE/yaroze/beginners/000000575html.html

--MESSAGE FILE 839 START: ./1 SCEE/yaroze/beginners/000000576html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Wheeee!!! Throwing actions !
Date: Mon, 05 Oct 1998 23:48:59 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <36194CDB.5C90@manc.u-net.com>
References: <6vbdji$rda1@chuka.playstation.co.uk>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Tones wrote:
> direction the player is facing, then obviously fall back to the
> ground according to Mr Isaac Newton's law of gravity ? I.e. an arc of
> some kind.

Oh yes simulating gravity. There's a game somewhere around here
where that's it's main theme.. ;-)
If you've not seen my game "Gravitation" I suggest you take a look
at that (on my page, link below). Source code is also available
there to get those Newton's Laws in full operation. Any probs or Qs
just mail me. I'm running a Gravitation Championship right now too
(with prizes!), but interest is in the range of "moderate" to
"negligable" so far :-(
Without Robert Ryan's promotional help (rivalling Max Clifford's) it
would've died a bloody death ages ago ;-} I hope you will enter.

Cheers,
Jim

PS I'll try and fit what I have to say in one post next time :)
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 839 END: ./1 SCEE/yaroze/beginners/000000576html.html

--MESSAGE FILE 840 START: ./1 SCEE/yaroze/beginners/000000577html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.beginners
Subject: Re: Wheeee!!! Throwing actions !
Date: Mon, 05 Oct 1998 22:56:35 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <36194e65.19278532@news.playstation.co.uk>
References: <6vbdji$rda1@chuka.playstation.co.uk> <36194CDB.5C90@manc.u-net.com>
NNTP-Posting-Host: p31-shoveler-gui.tch.virgin.net

X-Newsreader: Forte Free Agent 1.11/32.235

On Mon, 05 Oct 1998 23:48:59 +0100, James Shaughnessy
<james@manc.u-net.com> wrote:

>Tones wrote:
>> direction the player is facing, then obviously fall back to the
>> ground according to Mr Isaac Newton's law of gravity ? I.e. an arc of
>> some kind.
>
>Oh yes simulating gravity. There's a game somewhere around here
>where that's it's main theme.. ;-)
>If you've not seen my game "Gravitation" I suggest you take a look
>at that (on my page, link below). Source code is also available
>there to get those Newton's Laws in full operation. Any probs or Qs
>just mail me. I'm running a Gravitation Championship right now too
>(with prizes!), but interest is in the range of "moderate" to
>"negligable" so far :-(
>Without Robert Ryan's promotional help (rivalling Max Clifford's) it
>would've died a bloody death ages ago ;-} I hope you will enter.
>
>Cheers,
>Jim
>
>PS I'll try and fit what I have to say in one post next time :)
>--
>--
>James Shaughnessy   james@manc.u-net.com
>http://www.netyaroze-europe.com/~shaughnj
>--

I'd agree totally with that. Your program has really helped me with my
new one James, especially that bit shifting gubbins.

Richard.
(Definitely off to bed NOW)

--MESSAGE FILE 840 END: ./1 SCEE/yaroze/beginners/000000577html.html

--MESSAGE FILE 841 START: ./1 SCEE/yaroze/beginners/000000578html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Wheeee!!! Throwing actions !
Date: Mon, 05 Oct 1998 23:56:46 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <36194EAE.12D2@manc.u-net.com>
References: <6vbdji$rda1@chuka.playstation.co.uk>
<36194791.17530092@news.playstation.co.uk>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Richard Cutting wrote:
> For speed reasons you want to steer well clear of the Yaroze's sin and
> cos library functions. I recommend that you grab James Shaughnessy's
> SINCOS.H file from his home page (
> http://www.netyaroze-europe.com/~shaughnj) which gives you tables
> containing a fixed point implementation. You have to do a bit of bit

> shifting to use them but it's not difficult.

Look for the file SCBUILD.ZIP on my site, more info in the readme.
(cheers Rich for the link -- good to know things I do are of use :))
It's a (v. recently updated) DOS program that allows you ro build any
size tables you want, eg typing "scbuild 1024" gives you arrays with
1024 index entries " long SIN[1024] = {.."   Defaults to 360 divisions
(degrees obviously) but using 1024 or 4096 is usually the most
versatile numbers to use.

Later,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 841 END: ./1 SCEE/yaroze/beginners/000000578html.html

--MESSAGE FILE 842 START: ./1 SCEE/yaroze/beginners/000000579html.html
Path: chuka.playstation.co.uk!news
From: Peter J Ricci <littledevil@trump.net.au>
Newsgroups: scee.yaroze.beginners
Subject: Lost access card!!
Date: Tue, 06 Oct 1998 14:53:38 +1100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <36199442.4F7900B8@trump.net.au>
NNTP-Posting-Host: slhob51p52.ozemail.com.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; I)

Help, what can I do, we need it back, and to ship a new one to australia
takes 2-3 weeks.

Any suggestions?

TIA

--MESSAGE FILE 842 END: ./1 SCEE/yaroze/beginners/000000579html.html

--MESSAGE FILE 843 START: ./1 SCEE/yaroze/beginners/000000580html.html
Path: chuka.playstation.co.uk!news
From: Tones <caz.tones@mcmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Wheeee!!! Throwing actions !
Date: Tue, 06 Oct 1998 13:45:24 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <361A10E4.A07E498E@mcmail.com>
References: <6vbdji$rda1@chuka.playstation.co.uk>
<36194791.17530092@news.playstation.co.uk> <36194EAE.12D2@manc.u-net.com>
NNTP-Posting-Host: 193.82.133.226
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Thanks guy's,

I can now see light (albeit a tinsy-winsy one) at the end of the tunnel!!!

Cheers once again,

Tones :)

--MESSAGE FILE 843 END: ./1 SCEE/yaroze/beginners/000000580html.html

--MESSAGE FILE 844 START: ./1 SCEE/yaroze/beginners/000000581html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Rabbit Teeth <kah@lynx.neu.edu>
Newsgroups: scee.yaroze.beginners
Subject: Bitmaps!!!
Date: Sun, 11 Oct 1998 19:14:02 -0400
Organization: SCEA News Server
Lines: 13
Message-ID: <36213BBA.2A749DB3@lynx.neu.edu>
NNTP-Posting-Host: 201-159-131.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en] (Win95; I)

Hi There,

    I just got my Yarezo not too long ago. And i have not use it yet. But i would like to know, when i use Siocons. I know that the software upload the source files and data files. But when writing the programs, how do i know where, in the playstation's memory, resides. So that i can call them in the program to use a textures or bitmaps. Sorry, I am a newbie.

Rabbit Teeth

--MESSAGE FILE 844 END: ./1 SCEE/yaroze/beginners/000000581html.html

--MESSAGE FILE 845 START: ./1 SCEE/yaroze/beginners/000000582html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Bitmaps!!!
Date: Sun, 11 Oct 1998 23:55:21 -0700
Organization: SCEA News Server
Lines: 29
Message-ID: <3621A7D9.D0E78BED@shell.jps.net>
References: <36213BBA.2A749DB3@lynx.neu.edu>
NNTP-Posting-Host: 171.70.208.197
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

The SIOCONS batch file lists the file to download and at what
memory address it resides. The only exception is the compiled
source code (if you're using the supplied GCC) which sets its
memory addresses in the makefile. :)

Check some of the examples. You're best bet is getting a hold
of a small game or test program and looking at it.

- e!

Rabbit Teeth wrote:
>
> Hi There,
>
>   I just got my Yarezo not too long ago.   And i have not use it yet.
> But i would like to know, when i use Siocons. I know that the software
> upload the source files and data files. But when writing the programs,
> how do i know where, in the playstation's memory, resides. So that i
> can call them in the program to use a textures or bitmaps. Sorry, I am
> a newbie.
>
> Rabbit Teeth

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze   ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 845 END: ./1 SCEE/yaroze/beginners/000000582html.html

--MESSAGE FILE 846 START: ./1 SCEE/yaroze/beginners/000000583html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Lost access card!!
Date: Mon, 12 Oct 1998 07:47:42 -0400
Organization: SCEA News Server
Lines: 12
Message-ID: <3621EC5E.A62432B5@datasys.net>
References: <36199442.4F7900B8@trump.net.au>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 71.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Peter J Ricci wrote:
>
> Help, what can I do, we need it back, and to ship a new one to australia
> takes 2-3 weeks.
>
> Any suggestions?
>

Wait a sec, you lost your access card? I'm not sure Sony will give you a
new one.

'Darco
--MESSAGE FILE 846 END: ./1 SCEE/yaroze/beginners/000000583html.html

--MESSAGE FILE 847 START: ./1 SCEE/yaroze/beginners/000000584html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: DUAL_SHOCK_
Date: Mon, 12 Oct 1998 07:51:11 -0400
Organization: SCEA News Server

Lines: 14
Message-ID: <3621ED2F.6DA361B0@datasys.net>
References: <01bdb989$2e349ce0$3304bfc3@manolo>
<01bde526$cebc3240$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdba26$2857acc0$b5bff7c2@manolo>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 71.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Emanuele Diotallevi wrote:
>
> i'll not use the NY library i want to know if i can use assembly language
> to handle it,thanks.
>

I've been thinking about this. The only way to figure this out would be
to reverse engineer a game that uses the feedback system.

Note: I did not say reverse engineer the development tools. Just the
game itself. From my understanding of the liscencing agreement, this is
"fair game". Correct me if I'm wrong though.

'Darco
--MESSAGE FILE 847 END: ./1 SCEE/yaroze/beginners/000000584html.html

--MESSAGE FILE 848 START: ./1 SCEE/yaroze/beginners/000000585html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: DUAL_SHOCK_
Date: Tue, 13 Oct 1998 10:45:47 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <6vvvcr$nec3@chuka.playstation.co.uk>
References: <01bdb989$2e349ce0$3304bfc3@manolo>
<01bde526$cebc3240$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdba26$2857acc0$b5bff7c2@manolo> <3621ED2F.6DA361B0@datasys.net>
NNTP-Posting-Host: mfs2-dnbqw-143.gbr.compuserve.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Darco wrote in message <3621ED2F.6DA361B0@datasys.net>...
>I've been thinking about this. The only way to figure this out would be
>to reverse engineer a game that uses the feedback system.

But surely the game would be written using SONY proffessional
development libraries & hence you would be reverse engineeering
SONY code at the end of the day, which will have been "protected"
by some legal stuff somewhere, if not in your licence agreement.
Maybe I'm talking pants

Nick S

--MESSAGE FILE 848 END: ./1 SCEE/yaroze/beginners/000000585html.html

--MESSAGE FILE 849 START: ./1 SCEE/yaroze/beginners/000000586html.html
Path: chuka.playstation.co.uk!news
From: Jake Turner <jaket@revolution.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: NTSC output
Date: Tue, 13 Oct 1998 19:37:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <36239DF2.7A4D3E7C@revolution.co.uk>
NNTP-Posting-Host: 62.172.90.126
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Can I get RGB output from the Yaroze ?

e.g. by getting a normal PlayStation a/v to SCART cable

The reason being my tv doesn't understand NTSC composite signals but
does understand NTSC RGB signals (as proved by my own conversion of a US
N64)

Jake Turner : Token Rocket Scientist
==
Practive VI it may save your life one day

--MESSAGE FILE 849 END: ./1 SCEE/yaroze/beginners/000000586html.html

--MESSAGE FILE 850 START: ./1 SCEE/yaroze/beginners/000000587html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: DUAL_SHOCK_
Date: Wed, 14 Oct 1998 07:47:40 -0400
Organization: SCEA News Server
Lines: 25
Message-ID: <36248F5C.288EE5CD@datasys.net>
References: <01bdb989$2e349ce0$3304bfc3@manolo>
<01bde526$cebc3240$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdba26$2857acc0$b5bff7c2@manolo> <3621ED2F.6DA361B0@datasys.net>
<6vvvcr$nec3@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 284.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Nick Slaven wrote:
>
> Darco wrote in message <3621ED2F.6DA361B0@datasys.net>...
> >I've been thinking about this. The only way to figure this out would be
> >to reverse engineer a game that uses the feedback system.
>
> But surely the game would be written using SONY proffessional
> development libraries & hence you would be reverse engineeering
> SONY code at the end of the day, which will have been "protected"
> by some legal stuff somewhere, if not in your licence agreement.
> Maybe I'm talking pants
>
> Nick S

I am not bound by the profesional development tools, except for the fact that I can't use copyrighted material in my code that belongs to someone else. So revrese enginering would be only useful for obtaining concepts... Then I can go about implementation by my own method.

If it wern't for reverse enginering, the computer industry would be not be as developed as it is now. It is a good thing, as long as you haven't surrendered your right to do so. . . Which we, as yaroze owners, all have.

'Darco
--MESSAGE FILE 850 END: ./1 SCEE/yaroze/beginners/000000587html.html

--MESSAGE FILE 851 START: ./1 SCEE/yaroze/beginners/000000588html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: NTSC output
Date: Wed, 14 Oct 1998 17:16:56 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <3624CE77.C52941F2@ndirect.co.uk>
References: <36239DF2.7A4D3E7C@revolution.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: th-usr02-58.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Jake Turner wrote:

> Can I get RGB output from the Yaroze ?
>
> e.g. by getting a normal PlayStation a/v to SCART cable
>
> The reason being my tv doesn't understand NTSC composite signals but
> does understand NTSC RGB signals (as proved by my own conversion of a US
> N64)
>
> Jake Turner : Token Rocket Scientist
> ====================================
> Practive VI it may save your life one day

Yep. Just get hold of an RGB SCART cable which plugs into the multi-out (or whatever it's called). The Sony one is not cheap, but then you pay for quality.

Herbs

--MESSAGE FILE 851 END: ./1 SCEE/yaroze/beginners/000000588html.html

--MESSAGE FILE 852 START: ./1 SCEE/yaroze/beginners/000000589html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: NTSC output

Date: Thu, 15 Oct 1998 09:37:12 +0200
Organization: Debri Productions
Lines: 13
Message-ID: <1dgwzfs.tdcsoq1vxqyhsN@a1-88-120.a1.nl>
References: <36239DF2.7A4D3E7C@revolution.co.uk>
<3624CE77.C52941F2@ndirect.co.uk>
NNTP-Posting-Host: a1-88-120.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

> Yep. Just get hold of an RGB SCART cable which plugs into the multi-out (or
> whatever it's called). The Sony one is not cheap, but then you pay for
> quality.
>

When I got my Net Yaroze, it came with a PAL cable. What is the point of
getting a complete system that can handle both PAL and NTSC if only a
PAL cable is provided. I got with this problem to an autorized
Playstation reseller but he could not help mee. I bought the cable from
a guy who sold them for use with chipped Playstations. This cable works
fine. Why did Sony not profide this cable?

DEnnis..
--MESSAGE FILE 852 END: ./1 SCEE/yaroze/beginners/000000589html.html

--MESSAGE FILE 853 START: ./1 SCEE/yaroze/beginners/000000590html.html
Path: chuka.playstation.co.uk!news
From: loonybit <ba124908@augsburg.baynet.de>
Newsgroups: scee.yaroze.beginners
Subject: Re: NTSC output
Date: Thu, 15 Oct 1998 19:04:07 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <36262B07.FD3F71A5@augsburg.baynet.de>
References: <36239DF2.7A4D3E7C@revolution.co.uk>
<3624CE77.C52941F2@ndirect.co.uk> <1dgwzfs.tdcsoq1vxqyhsN@a1-88-120.a1.nl>
NNTP-Posting-Host: dial041.augsburg.baynet.de
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [de] (WinNT; I)

> When I got my Net Yaroze, it came with a PAL cable. What is the point of
> getting a complete system that can handle both PAL and NTSC if only a
> PAL cable is provided. I got with this problem to an autorized
> Playstation reseller but he could not help mee. I bought the cable from
> a guy who sold them for use with chipped Playstations. This cable works
> fine. Why did Sony not profide this cable?

Why should Sony give you the cable with the machine, if they can sell it to you
later for some more money? ;-)

Andy..

--MESSAGE FILE 853 END: ./1 SCEE/yaroze/beginners/000000590html.html

--MESSAGE FILE 854 START: ./1 SCEE/yaroze/beginners/000000591html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: NTSC output
Date: Thu, 15 Oct 1998 18:23:40 +0000

Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <36262F9B.D23C2F48@ndirect.co.uk>
References: <36239DF2.7A4D3E7C@revolution.co.uk>
<3624CE77.C52941F2@ndirect.co.uk> <1dgwzfs.tdcsoq1vxqyhsN@a1-88-120.a1.nl>
<36262B07.FD3F71A5@augsburg.baynet.de>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: th-usr01-31.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

loonybit wrote:

> Why should Sony give you the cable with the machine, if they can sell it to
you
> later for some more money? ;-)
>
> Andy..

Interesting to note that Sega included an RGB SCART cable with the Saturn.

Herbs

--MESSAGE FILE 854 END: ./1 SCEE/yaroze/beginners/000000591html.html

--MESSAGE FILE 855 START: ./1 SCEE/yaroze/beginners/000000592html.html
Path: chuka.playstation.co.uk!news
From: loonybit <ba124908@augsburg.baynet.de>
Newsgroups: scee.yaroze.beginners
Subject: Re: NTSC output
Date: Fri, 16 Oct 1998 18:44:35 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <362777F3.4CC4595F@augsburg.baynet.de>
References: <36239DF2.7A4D3E7C@revolution.co.uk>
<3624CE77.C52941F2@ndirect.co.uk> <1dgwzfs.tdcsoq1vxqyhsN@a1-88-120.a1.nl>
<36262B07.FD3F71A5@augsburg.baynet.de> <36262F9B.D23C2F48@ndirect.co.uk>
NNTP-Posting-Host: 195.37.223.13
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [de] (WinNT; I)

> loonybit wrote:
>
> > Why should Sony give you the cable with the machine, if they can sell it to
you
> > later for some more money? ;-)
> >
> > Andy..
>
> Interesting to note that Sega included an RGB SCART cable with the Saturn.
>
> Herbs

  Interesting that Sony is market leader and Sega was on the losing side with

Saturn.
;)

Andy

--MESSAGE FILE 855 END: ./1 SCEE/yaroze/beginners/000000592html.html

--MESSAGE FILE 856 START: ./1 SCEE/yaroze/beginners/000000593html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: NTSC output
Date: Fri, 16 Oct 1998 18:50:14 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <36278756.A89FF0CF@ndirect.co.uk>
References: <36239DF2.7A4D3E7C@revolution.co.uk>
<3624CE77.C52941F2@ndirect.co.uk> <1dgwzfs.tdcsoq1vxqyhsN@a1-88-120.a1.nl>
<36262B07.FD3F71A5@augsburg.baynet.de> <36262F9B.D23C2F48@ndirect.co.uk>
<362777F3.4CC4595F@augsburg.baynet.de>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: th-usr00-39.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

loonybit wrote:

>   Interesting that Sony is market leader and Sega was on the losing side with
Saturn.
> ;)
>
> Andy

Well it just goes to show that you can't win a war with a SCART cable. But
seriously, it
would have been a nice touch if an RGB SCART had been included with the NY,
seeing as
it's meant to be a world wide kinda thing.

Herbs

--MESSAGE FILE 856 END: ./1 SCEE/yaroze/beginners/000000593html.html

--MESSAGE FILE 857 START: ./1 SCEE/yaroze/beginners/000000594html.html
Path: chuka.playstation.co.uk!news
From: loonybit <ba124908@augsburg.baynet.de>
Newsgroups: scee.yaroze.beginners
Subject: Re: NTSC output
Date: Fri, 16 Oct 1998 20:29:38 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <36279092.697AAD89@augsburg.baynet.de>
References: <36239DF2.7A4D3E7C@revolution.co.uk>
<3624CE77.C52941F2@ndirect.co.uk> <1dgwzfs.tdcsoq1vxqyhsN@a1-88-120.a1.nl>

<36262B07.FD3F71A5@augsburg.baynet.de> <36262F9B.D23C2F48@ndirect.co.uk>
<362777F3.4CC4595F@augsburg.baynet.de> <36278756.A89FF0CF@ndirect.co.uk>
NNTP-Posting-Host: dial087.augsburg.baynet.de
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [de] (WinNT; I)

> Well it just goes to show that you can't win a war with a SCART cable. But seriously, it
> would have been a nice touch if an RGB SCART had been included with the NY, seeing as
> it's meant to be a world wide kinda thing.
>
> Herbs

  Yep, i can only agree, especially for the NY price.

Andy

--MESSAGE FILE 857 END: ./1 SCEE/yaroze/beginners/000000594html.html

--MESSAGE FILE 858 START: ./1 SCEE/yaroze/beginners/000000595html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: NTSC output
Date: Sun, 18 Oct 1998 20:11:56 +0200
Organization: Debri Productions
Lines: 12
Message-ID: <1dh03fk.1c15cm1fxl1moN@a1-88-102.a1.nl>
References: <36239DF2.7A4D3E7C@revolution.co.uk>
<3624CE77.C52941F2@ndirect.co.uk> <1dgwzfs.tdcsoq1vxqyhsN@a1-88-120.a1.nl>
<36262B07.FD3F71A5@augsburg.baynet.de>
NNTP-Posting-Host: a1-88-102.a1.nl
X-Newsreader: MacSOUP 2.3

loonybit <ba124908@augsburg.baynet.de> wrote:

> Why should Sony give you the cable with the machine,
>if they can sell it to you
> later for some more money? ;-)
>
> Andy..

I was thinking this was the Nintendo policy. I'm glad I did not buy an
official cable ;-)

DEnnis..
--MESSAGE FILE 858 END: ./1 SCEE/yaroze/beginners/000000595html.html

--MESSAGE FILE 859 START: ./1 SCEE/yaroze/beginners/000000596html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: DUAL_SHOCK_
Date: Sun, 18 Oct 1998 20:53:50 +0100
Organization: Sony Computer Entertainment Europe
Lines: 17
Message-ID: <362A474E.90DBCB3A@scee.sony.co.uk>
References: <01bdb989$2e349ce0$3304bfc3@manolo>

<01bde526$cebc3240$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdba26$2857acc0$b5bff7c2@manolo> <3621ED2F.6DA361B0@datasys.net>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b2 [en] (Win95; I)
X-Accept-Language: en

Darco wrote:
>
> I've been thinking about this. The only way to figure this out would be
> to reverse engineer a game that uses the feedback system.

Aside from the legal issues (I don't know if there are any), Dual Shock capability, like all
controller and memcard communication, is extremely convoluted and complicated (even prof. developers
have trouble getting it right). It's not just writing "Wobble with a value of 255" to address
0xabc123. Reverser engineering it is not worth the effort.

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

How come you never hear about gruntled employees?
--MESSAGE FILE 859 END: ./1 SCEE/yaroze/beginners/000000596html.html

--MESSAGE FILE 860 START: ./1 SCEE/yaroze/beginners/000000597html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: NTSC output
Date: Sun, 18 Oct 1998 22:17:21 +0200
Organization: Debri Productions
Lines: 8
Message-ID: <1dh4346.175cvno1b10658N@a1-88-103.a1.nl>
References: <36239DF2.7A4D3E7C@revolution.co.uk>
<3624CE77.C52941F2@ndirect.co.uk> <1dgwzfs.tdcsoq1vxqyhsN@a1-88-120.a1.nl>
<36262B07.FD3F71A5@augsburg.baynet.de> <36262F9B.D23C2F48@ndirect.co.uk>
<362777F3.4CC4595F@augsburg.baynet.de> <36278756.A89FF0CF@ndirect.co.uk>
<36279092.697AAD89@augsburg.baynet.de>
NNTP-Posting-Host: a1-88-103.a1.nl
X-Newsreader: MacSOUP 2.3

loonybit <ba124908@augsburg.baynet.de> wrote:

>   Yep, i can only agree, especially for the NY price.
>

Even for the price they count now...

DEnnis..
--MESSAGE FILE 860 END: ./1 SCEE/yaroze/beginners/000000597html.html

--MESSAGE FILE 861 START: ./1 SCEE/yaroze/beginners/000000598html.html
Path: chuka.playstation.co.uk!news
From: "Steve Davison" <steve_davison@yahoo.co.uk>
Newsgroups: scee.yaroze.beginners

Subject: Redirecting output from gcc in dos?
Date: Thu, 22 Oct 1998 08:53:10 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <70mo78$7i8@chuka.playstation.co.uk>
NNTP-Posting-Host: sdar.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

This is going to make me sound like a total lamer but, how do I redirect the error list generated by gcc at the dos prompt to either a printer, or by preference, a file. I`m certain this can be done as I remember having to do this way back when I was using COBOL, but I`ll be buggered if I can remember how to do it.

--MESSAGE FILE 861 END: ./1 SCEE/yaroze/beginners/000000598html.html

--MESSAGE FILE 862 START: ./1 SCEE/yaroze/beginners/000000599html.html
Path: chuka.playstation.co.uk!news
From: Ben J <BJD3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Yaroze and Macs....(oh boy...)
Date: Mon, 26 Oct 1998 10:28:18 +0000
Organization: University of Brighton
Lines: 16
Message-ID: <36344EC2.6898@bton.ac.uk>
NNTP-Posting-Host: itsuite139.it.bton.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

Hi all,

I've just recently (well three weeks ago) gotten my NY, but I'm having a little trouble getting it to work with my Mac. (Please; no sick jokes about it serving me right etc...) I've bought what I *think* are the right cables, but attempting to connect using PSComUtil gives me an error message along the lines of 'hardware interrupt at 0x0'.

And before anybody says anything; yes I've checked the cables are firmly connected/baud rate is 9600 bps etc...

Are my cables wrong? Or is there something wrong with the yaroze itself?

Ben
--
Screw you guys; I'm going home. Talking poo is where I draw the line.
--MESSAGE FILE 862 END: ./1 SCEE/yaroze/beginners/000000599html.html

--MESSAGE FILE 863 START: ./1 SCEE/yaroze/beginners/000000600html.html
Path: chuka.playstation.co.uk!news
From: Christoph Luerig <cpluerig@immd9.informatik.uni-erlangen.de>
Newsgroups: scee.yaroze.beginners
Subject: NY department
Date: Mon, 26 Oct 1998 16:05:53 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <36348FD0.EB52A5F1@immd9.informatik.uni-erlangen.de>
NNTP-Posting-Host: faui90.informatik.uni-erlangen.de
Mime-Version: 1.0

Content-Type: multipart/alternative; boundary="------------
69B8F7D96DB179B9F30FCCC9"
X-Mailer: Mozilla 4.04C-SGI [en] (X11; I; IRIX 6.3 IP32)

--------------69B8F7D96DB179B9F30FCCC9
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Hi folks,

sorry for my curiosity, but I would be interested if the NY department
is a complete stand alone department at Sony,
or if the people out there (Sarah, George, ...) are also working part
time in the pro development group. Thanks,

Christoph Luerig

--------------69B8F7D96DB179B9F30FCCC9
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<HTML>
Hi folks,

<P>sorry for my curiosity, but I would be interested if the NY department
is a complete stand alone department at Sony,

or if the people out there (Sarah, George, ...) are also working part
time in the pro development group. Thanks,
<PRE>Christoph Luerig</PRE>
 </HTML>

--------------69B8F7D96DB179B9F30FCCC9--

--MESSAGE FILE 863 END: ./1 SCEE/yaroze/beginners/000000600html.html

--MESSAGE FILE 864 START: ./1 SCEE/yaroze/beginners/000000601html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and Macs....(oh boy...)
Date: Tue, 27 Oct 1998 20:57:08 +0200
Organization: Debri Productions
Lines: 36
Message-ID: <1dhj8hi.e767usv4quccN@a1-88-136.a1.nl>
References: <36344EC2.6898@bton.ac.uk>
NNTP-Posting-Host: a1-88-136.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 32 days)

Ben J <BJD3@bton.ac.uk> wrote:

> Hi all,

Hi Ben-ji ;-)

> I've just recently (well three weeks ago) gotten my NY, but I'm having a
> little trouble getting it to work with my Mac. (Please; no sick jokes
> about it serving me right etc...)

Hey, you're not alone. There are quite a lot of mac-using NY members.
Ira Rainey, Philip Gooch, Paul Harvey and of course.. myself.

>I've bought what I *think* are the
> right cables, but attempting to connect using PSComUtil gives me an
> error message along the lines of 'hardware interrupt at 0x0'.

Well, there seem to be two cables that fit, but only one that works.
Don't ask me witch is the right one and how to call it. I have a working
convertion cable and I got it with my digital camera (Agfa ePhoto 307).
It came with a PC-cable and a mac-converter piece. I never use the PC
cable that came with it, a normal printercable works fine. This way I
can use the converter part for the Yaroze.
As you may have noticed, I suspect your cable is the problem. But don't
ask me any technical stuff. I can't even code..

Succes..

DEnnis.. (~madmac)

> And before anybody says anything; yes I've checked the cables are firmly
> connected/baud rate is 9600 bps etc...
>
> Are my cables wrong? Or is there something wrong with the yaroze itself?
>
> Ben
--MESSAGE FILE 864 END: ./1 SCEE/yaroze/beginners/000000601html.html

--MESSAGE FILE 865 START: ./1 SCEE/yaroze/beginners/000000602html.html
Path: chuka.playstation.co.uk!news
From: "Carl" <noa@knoware.nl>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and Macs....(oh boy...)
Date: Tue, 27 Oct 1998 22:51:48 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <715f9v$fj63@chuka.playstation.co.uk>
References: <36344EC2.6898@bton.ac.uk>
    <1dhj8hi.e767usv4quccN@a1-88-136.a1.nl>
NNTP-Posting-Host: dynaisdn-231.knoware.nl
Mime-Version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Outlook Express for Macintosh - 4.01 (295)

I do believe that it is your cable.
I am using an old mac to modem cable that has a serial looking connection on
the end.
I was lucky as It is one of those cables I picked up along the way while
using macs.

I also need a special adapter between it and the psx cable.

See if you can find the other cable varient that is compatible with the mac.

better still the mac tools have proven to be a very crap in comparison to
the PC
"man" there is a big difference.

If can pick up a dirt cheap 386 pc i am almost sure you will have a lot more
pleasure.

I am sometimes using an old toshsiba labtop 386 4mb and appart from the dos
crippling

it becomes quite a pleasure to use when i use it.

of course I had no cd rom drive and had to do manual disk/file transfers but with careful totting
around I managed to get the system up and running.

I got myself a G3 system and I'm quite proud of it but linked to the NY is not a very happening event.
--MESSAGE FILE 865 END: ./1 SCEE/yaroze/beginners/000000602html.html

--MESSAGE FILE 866 START: ./1 SCEE/yaroze/beginners/000000603html.html
Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and Macs....(oh boy...)
Date: Wed, 28 Oct 1998 14:31:53 +0000
Organization: University of Brighton
Lines: 29
Message-ID: <36372AD9.5B78@bton.ac.uk>
References: <36344EC2.6898@bton.ac.uk>
        <1dhj8hi.e767usv4quccN@a1-88-136.a1.nl>
<715f9v$fj63@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.81.200.30
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

RE: the cable;

Well I think I'll have it sorted by tommorow. I've ordered the PalmPilot Mac Pac which *apparently* will work. Unfortunately MacWarehouse UK weren't very forthcoming on me having a refund for the other cables, as I was the one at fault. (Plus they've been used.) So, so far I've spent £20 on cables (and no result) and the palmpilot stuff was another £30. Hoo boy.

> the mac tools have proven to be a very crap in comparison
> to the PC...

Get a PC? No way! I've spent my entire Uni term evangalising the Mac; I'm not selling out. No way.

> I got myself a G3 system and I'm quite proud of it but linked to the
> NY is not a very happening event.

Well I've used Virtual PC on an iMac (albeit briefly) and Win95 seemed to run just as fast as on the Uni's own PCs... ;-) I was planning on buying RealPC so I could use just the DOS utilities...

Ben ;-)
--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 866 END: ./1 SCEE/yaroze/beginners/000000603html.html

--MESSAGE FILE 867 START: ./1 SCEE/yaroze/beginners/000000604html.html
Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>

Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and Macs....(oh boy...)
Date: Wed, 28 Oct 1998 14:34:41 +0000
Organization: University of Brighton
Lines: 16
Message-ID: <36372B81.360B@bton.ac.uk>
References: <36344EC2.6898@bton.ac.uk> <1dhj8hi.e767usv4quccN@a1-88-136.a1.nl>
NNTP-Posting-Host: 194.81.200.30
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

> Hi Ben-ji ;-)

Do not, repeat do not, EVER CALL ME BENJI.

As for the cable situation, I'll find out if it's sorted tomorrow. (see
post below) If THAT doesn't work, then I'm going to Maplin's and buying
the neccessary parts to MAKE one. (The CodeWarrior manual has the
pin-out, so it shouldn't be too hard.)

Ben ;-|
--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 867 END: ./1 SCEE/yaroze/beginners/000000604html.html

--MESSAGE FILE 868 START: ./1 SCEE/yaroze/beginners/000000605html.html
Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Win/Mac 3D Modeller upgraded
Date: Wed, 28 Oct 1998 15:20:45 +0000
Organization: University of Brighton
Lines: 11
Message-ID: <3637364D.FA@bton.ac.uk>
References: <3581FDD8.321F@home.com> <1dal8t6.1oayrbq1fi6xaiN@a1-88-127.a1.nl>
NNTP-Posting-Host: 194.81.200.30
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

So how much will the student discount take it to? I can't afford over
£100 really. But then I am only using Extreme 3D v1.0.2 at the
moment...*pants*...

Ben
--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 868 END: ./1 SCEE/yaroze/beginners/000000605html.html

--MESSAGE FILE 869 START: ./1 SCEE/yaroze/beginners/000000606html.html
Path: chuka.playstation.co.uk!news

From: "Carl" <noa@knoware.nl>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and Macs....(oh boy...)
Date: Wed, 28 Oct 1998 23:42:43 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <7186l3$fj65@chuka.playstation.co.uk>
References: <36344EC2.6898@bton.ac.uk>
     <1dhj8hi.e767usv4quccN@a1-88-136.a1.nl> <36372B81.360B@bton.ac.uk>
NNTP-Posting-Host: dynaisdn-45.knoware.nl
Mime-Version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Outlook Express for Macintosh - 4.01 (295)

Ben do let me know if you have any luck with the emulators.
Of course I tried Virtual PC and found that I could not get the ports
connected.
But that was version 1

Good luck
--MESSAGE FILE 869 END: ./1 SCEE/yaroze/beginners/000000606html.html

--MESSAGE FILE 870 START: ./1 SCEE/yaroze/beginners/000000607html.html
Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and Macs....(oh boy...)
Date: Thu, 29 Oct 1998 10:23:33 +0000
Organization: University of Brighton
Lines: 15
Message-ID: <36384225.44D9@bton.ac.uk>
References: <36344EC2.6898@bton.ac.uk>
        <1dhj8hi.e767usv4quccN@a1-88-136.a1.nl> <36372B81.360B@bton.ac.uk>
<7186l3$fj65@chuka.playstation.co.uk>
NNTP-Posting-Host: itsuite62.it.bton.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

> I tried Virtual PC and found that I could not get the ports connected.

Good point. Although in all honesty I was only thinking of using an
emulator for the utilities (i.e. for converting files etc.) and using
the Mac as a programming environment. Anyway - why don't the ports work?
It shouldn't be THAT difficult to make an emulator access com ports,
right?

Ben ;-)
--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 870 END: ./1 SCEE/yaroze/beginners/000000607html.html

--MESSAGE FILE 871 START: ./1 SCEE/yaroze/beginners/000000608html.html
Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.freetalk.english

Subject: Re: What's the point of CodeWarrior ??
Date: Thu, 29 Oct 1998 10:33:29 +0000
Organization: University of Brighton
Lines: 19
Message-ID: <36384479.2F4D@bton.ac.uk>
References: <35AFC525.5495@virgin.net>
NNTP-Posting-Host: itsuite62.it.bton.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:608
scee.yaroze.freetalk.english:2882

> If any of you know of anything decent that CodeWarrior CAN do, then
> please let me know, cos I just don't get it!

Well I've got a Mac, the system for which CodeWarrior was designed, and to be honest I'm not surprised so many PC users hate it. It looks like a Mac program, and it has many Mac-like quirks (like not being able to max/minimize text windows etc.). That said, it is very stable on a Mac, and makes the entire dev. process integrated. Also, once I get CW Prof. for my Mac, I'll be able to develop for the NY, Mac and PC all from one application. I don't know about the PC version, but the debugger in the Mac vers. is pretty damned lush.

Ben ;-)
--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 871 END: ./1 SCEE/yaroze/beginners/000000608html.html

--MESSAGE FILE 872 START: ./1 SCEE/yaroze/beginners/000000609html.html
Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Invisible memory card...?
Date: Thu, 29 Oct 1998 10:37:44 +0000
Organization: University of Brighton
Lines: 19
Message-ID: <36384578.2637@bton.ac.uk>
NNTP-Posting-Host: itsuite62.it.bton.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

Hey,

AS some may know, I'm still waiting for the right cables to connect my Mac to the NY, but in the meantime can somebody explain why the NY doesn't recognise that there is a memory card in port 2? When I start up from the black bootdisk with the access card in port 1, and a (formatted) memory card in port 2, it says MEMORY CARD: NOT FOUND.

The card has loads of space on it, (although there is a Gran Turismo save on there also) so why is it not being recognised? Is this something to do with the comm. cable not being connected? Please help.

Ben ;-)

--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 872 END: ./1 SCEE/yaroze/beginners/000000609html.html

--MESSAGE FILE 873 START: ./1 SCEE/yaroze/beginners/000000610html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.beginners
Subject: Re: Invisible memory card...?
Date: Thu, 29 Oct 1998 11:12:21 -0000
Organization: SCEE
Lines: 21
Message-ID: <MPG.10a25deca699f6b0989682@www.netyaroze-europe.com>
References: <36384578.2637@bton.ac.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: MicroPlanet Gravity v2.10

In article <36384578.2637@bton.ac.uk>, bjd3@bton.ac.uk says...
> Hey,
>
> AS some may know, I'm still waiting for the right cables to connect my
> Mac to the NY, but in the meantime can somebody explain why the NY
> doesn't recognise that there is a memory card in port 2? When I start up
> from the black bootdisk with the access card in port 1, and a
> (formatted) memory card in port 2, it says MEMORY CARD: NOT FOUND.
>
> The card has loads of space on it, (although there is a Gran Turismo
> save on there also) so why is it not being recognised? Is this something
> to do with the comm. cable not being connected? Please help.
>
> Ben ;-)
>

The memory card is fine. It just doesn't have a baud rate setting on it.
Read the Net Yaroze FAQ for more information.

George
--MESSAGE FILE 873 END: ./1 SCEE/yaroze/beginners/000000610html.html

--MESSAGE FILE 874 START: ./1 SCEE/yaroze/beginners/000000611html.html
Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Invisible memory card...?
Date: Thu, 29 Oct 1998 11:24:08 +0000
Organization: University of Brighton
Lines: 12
Message-ID: <36385058.606E@bton.ac.uk>
References: <36384578.2637@bton.ac.uk>
<MPG.10a25deca699f6b0989682@www.netyaroze-europe.com>
NNTP-Posting-Host: itsuite62.it.bton.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

> Read the Net Yaroze FAQ for more information.

OK, so the FAQ says use SIOCONS to format a baud rate...mmm. But I have
a Mac, and thus cannot use SIOCONS. How do I do it with a Mac?

Ben ;-)
--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 874 END: ./1 SCEE/yaroze/beginners/000000611html.html

--MESSAGE FILE 875 START: ./1 SCEE/yaroze/beginners/000000612html.html
Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Memory card saving PSComUtil settings...
Date: Fri, 30 Oct 1998 12:27:39 +0000
Organization: University of Brighton
Lines: 13
Message-ID: <3639B0BB.6FA1@bton.ac.uk>
NNTP-Posting-Host: itsuite36.it.bton.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

I know this should be easy, but I can't seem to get PSComUtil to save
the settings for my download rate. I've formatted the mem card, and it's
in port 2. So when I set the rate to higher than 9600 bps, why doesn't
it save it? Is it done automatically? The manuals don't seem to be much
help...

Ben
--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 875 END: ./1 SCEE/yaroze/beginners/000000612html.html

--MESSAGE FILE 876 START: ./1 SCEE/yaroze/beginners/000000613html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory card saving PSComUtil settings...
Date: Fri, 30 Oct 1998 14:15:53 +0000
Organization: Sony Computer Entertainment Europe
Lines: 18
Message-ID: <3639CA19.F55CEA9E@scee.sony.co.uk>
References: <3639B0BB.6FA1@bton.ac.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b2 [en] (Win95; I)
X-Accept-Language: en

BJ wrote:
>

> I know this should be easy, but I can't seem to get PSComUtil to save
> the settings for my download rate.

Use siocons to create the baud rate memory card file (see the FAQ for details).
Before you point out
that siocons doesn't work on a Mac, the source to siocons is available on the
website - if you can
recompile it to work for the Mac, then there's your solution.

Cheers,

James

--
== James_Russell@scee.sony.co.uk +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

A male and his money are soon fools.
--MESSAGE FILE 876 END: ./1 SCEE/yaroze/beginners/000000613html.html

--MESSAGE FILE 877 START: ./1 SCEE/yaroze/beginners/000000614html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory card saving PSComUtil settings...
Date: 30 Oct 1998 16:13:49 GMT
Organization: Sony Computer Entertainment Europe
Lines: 27
Message-ID: <71cojt$p7l1@chuka.playstation.co.uk>
References: <3639B0BB.6FA1@bton.ac.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

Hi there,

Have you been reading the Code Warrior manuals?
Check pages 139-142 and the NY codewarrior and Ny mac
newsgroups.

Regards,

George

In article <3639B0BB.6FA1@bton.ac.uk>, bjd3@bton.ac.uk says...
>
>I know this should be easy, but I can't seem to get PSComUtil to save
>the settings for my download rate. I've formatted the mem card, and it's
>in port 2. So when I set the rate to higher than 9600 bps, why doesn't
>it save it? Is it done automatically? The manuals don't seem to be much
>help...
>
>Ben
>--
>Screw you guys; I'm going home. Talking poo is where I draw the line.
> - Cartman
>
>http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
>http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page

--MESSAGE FILE 877 END: ./1 SCEE/yaroze/beginners/000000614html.html

--MESSAGE FILE 878 START: ./1 SCEE/yaroze/beginners/000000615html.html
Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory card saving PSComUtil settings...
Date: Fri, 30 Oct 1998 16:15:20 +0000
Organization: University of Brighton
Lines: 15
Message-ID: <3639E618.6BFC@bton.ac.uk>
References: <3639B0BB.6FA1@bton.ac.uk> <3639CA19.F55CEA9E@scee.sony.co.uk>
NNTP-Posting-Host: itsuite220.it.bton.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

> the source to siocons is available on the website - if you can
> recompile it to work for the Mac, then there's your solution.

OK, so you're saying I have to use a Mac compiler (e.g. CodeWarrior
prof.) to create my own Mac version of SIOCONS? Surely this isn't how
other Mac users save their settings? Couldn't I just get a PC to do the
formatting for me?

Ben
--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 878 END: ./1 SCEE/yaroze/beginners/000000615html.html

--MESSAGE FILE 879 START: ./1 SCEE/yaroze/beginners/000000616html.html
Path: chuka.playstation.co.uk!news
From: Tones <caz.tones@mcmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory card saving PSComUtil settings...
Date: Fri, 30 Oct 1998 18:10:54 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <363A012E.DDEC365@mcmail.com>
References: <3639B0BB.6FA1@bton.ac.uk> <3639CA19.F55CEA9E@scee.sony.co.uk>
<3639E618.6BFC@bton.ac.uk>
Reply-To: boltonto@geest.REMOVETHIS.co.uk
NNTP-Posting-Host: 193.82.133.203
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Hi BJ,

If I remember correctly, I think you have to use the Debugger to do this. I
might be talking complete plop, as I am at work and haven't got the stuff
in front of me, but I think I remember having the same problem as
yourself. Try it out......

Tones
Who still hasn't got his lovely silver memory card he won for having PSS
(Cmon Sony!!)

--MESSAGE FILE 879 END: ./1 SCEE/yaroze/beginners/000000616html.html

--MESSAGE FILE 880 START: ./1 SCEE/yaroze/beginners/000000617html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and Macs....(oh boy...)
Date: Sat, 31 Oct 1998 11:40:28 +0100
Organization: Debri Productions
Lines: 39
Message-ID: <1dhrfl3.w1xb83m9dpdwN@a1-88-106.a1.nl>
References: <36344EC2.6898@bton.ac.uk> <1dhj8hi.e767usv4quccN@a1-88-136.a1.nl>
<715f9v$fj63@chuka.playstation.co.uk> <36372AD9.5B78@bton.ac.uk>
NNTP-Posting-Host: a1-88-106.a1.nl
X-Newsreader: MacSOUP 2.3

BJ <bjd3@bton.ac.uk> wrote:

> RE: the cable;
>
> Well I think I'll have it sorted by tommorow. I've ordered the PalmPilot
> Mac Pac which *apparently* will work. Unfortunately MacWarehouse UK
> weren't very forthcoming on me having a refund for the other cables, as
> I was the one at fault. (Plus they've been used.) So, so far I've spent
> 20 on cables (and no result) and the palmpilot stuff was another 30.
> Hoo boy.

Why not try the agfa-cable, like I use. I think you can buy them
seperate for a fiver.. And MacWarehouse in Holland is not much better.
They delivered somthing wrong and now, 2 months later they still did not
refund my money.

> > the mac tools have proven to be a very crap in comparison
> > to the PC...
>
> Get a PC? No way! I've spent my entire Uni term evangalising the Mac;
> I'm not selling out. No way.

Same here!!

> > I got myself a G3 system and I'm quite proud of it but linked to the
> > NY is not a very happening event.
>
> Well I've used Virtual PC on an iMac (albeit briefly) and Win95 seemed
> to run just as fast as on the Uni's own PCs... ;-) I was planning on
> buying RealPC so I could use just the DOS utilities...

Our dear friend Paul Harvey took his G3 powerbook to the NY short
course. He was running VirtualPC 2 and it was faster than the
sufisticated systems they used on the Middlesex Uni. Robert said that
coursed by a unknown reason the systems run slower than they should.
Paul was running 3D studio Max on his G3 at a great speet and without
any trouble. He was able to do it all on his G3 without trouble.

DEnnis..
--MESSAGE FILE 880 END: ./1 SCEE/yaroze/beginners/000000617html.html

--MESSAGE FILE 881 START: ./1 SCEE/yaroze/beginners/000000618html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners

Subject: Re: Yaroze and Macs....(oh boy...)
Date: Sat, 31 Oct 1998 11:40:32 +0100
Organization: Debri Productions
Lines: 10
Message-ID: <1dhrfxa.y0wyj514uemcrN@a1-88-106.a1.nl>
References: <36344EC2.6898@bton.ac.uk> <1dhj8hi.e767usv4quccN@a1-88-136.a1.nl>
<36372B81.360B@bton.ac.uk> <7186l3$fj65@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-106.a1.nl
X-Newsreader: MacSOUP 2.3

Carl <noa@knoware.nl> wrote:

> Ben do let me know if you have any luck with the emulators.
> Of course I tried Virtual PC and found that I could not get the ports
> connected.
> But that was version 1

I had the same problem, but I did see Paul work perfectly with version2.

DEnnis..
--MESSAGE FILE 881 END: ./1 SCEE/yaroze/beginners/000000618html.html

--MESSAGE FILE 882 START: ./1 SCEE/yaroze/beginners/000000619html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Invisible memory card...?
Date: Sat, 31 Oct 1998 11:40:34 +0100
Organization: Debri Productions
Lines: 25
Message-ID: <1dhrg1m.abqrdkdpmlz9N@a1-88-106.a1.nl>
References: <36384578.2637@bton.ac.uk>
NNTP-Posting-Host: a1-88-106.a1.nl
X-Newsreader: MacSOUP 2.3

BJ <bjd3@bton.ac.uk> wrote:

> Hey,
>
> AS some may know, I'm still waiting for the right cables to connect my
> Mac to the NY, but in the meantime can somebody explain why the NY
> doesn't recognise that there is a memory card in port 2? When I start up
> from the black bootdisk with the access card in port 1, and a
> (formatted) memory card in port 2, it says MEMORY CARD: NOT FOUND.
>
> The card has loads of space on it, (although there is a Gran Turismo
> save on there also) so why is it not being recognised? Is this something
> to do with the comm. cable not being connected? Please help.
>
> Ben ;-)

I had the same problem, and so I worked at the low speed the first
months. At the short course I noticed that the powerbooks did work at
higher speeds so I started finding out why it did not wok on my system.
I think I trew the prefs of PScomUtil away and the next time I started
it up, it asked at what speed I want to work. Then I said a higher speed
(the highest speed is not possible with mac, if I remember well). Then
It saved the bautrate to the memorycard. And now it works fine.

DEnnis..
--MESSAGE FILE 882 END: ./1 SCEE/yaroze/beginners/000000619html.html

--MESSAGE FILE 883 START: ./1 SCEE/yaroze/beginners/000000620html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory card saving PSComUtil settings...
Date: Sat, 31 Oct 1998 11:40:36 +0100
Organization: Debri Productions
Lines: 19
Message-ID: <1dhrgdz.zfx4d21i74krnN@a1-88-106.a1.nl>
References: <3639B0BB.6FA1@bton.ac.uk> <3639CA19.F55CEA9E@scee.sony.co.uk>
<3639E618.6BFC@bton.ac.uk>
NNTP-Posting-Host: a1-88-106.a1.nl
X-Newsreader: MacSOUP 2.3

BJ <bjd3@bton.ac.uk> wrote:

> > the source to siocons is available on the website - if you can
> > recompile it to work for the Mac, then there's your solution.
>
> OK, so you're saying I have to use a Mac compiler (e.g. CodeWarrior
> prof.) to create my own Mac version of SIOCONS? Surely this isn't how
> other Mac users save their settings? Couldn't I just get a PC to do the
> formatting for me?

Siocons for mac would be nice, it would also be great if there would be
a dxf2rsd and a RSDtool for mac..

DEnnis..

PS.
I wrote in an other article how I worked your problem out (if I remember
well). And I think its odd that 'support' said that you must use a PC to
get that done.
--MESSAGE FILE 883 END: ./1 SCEE/yaroze/beginners/000000620html.html

--MESSAGE FILE 884 START: ./1 SCEE/yaroze/beginners/000000621html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: NY department
Date: Sat, 31 Oct 1998 11:40:38 +0100
Organization: Debri Productions
Lines: 20
Message-ID: <1dhrgj1.p4kltp1l2of2wN@a1-88-106.a1.nl>
References: <36348FD0.EB52A5F1@immd9.informatik.uni-erlangen.de>
NNTP-Posting-Host: a1-88-106.a1.nl
X-Newsreader: MacSOUP 2.3

Christoph Luerig <cpluerig@immd9.informatik.uni-erlangen.de> wrote:

> --------------69B8F7D96DB179B9F30FCCC9
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> Hi folks,
>
> sorry for my curiosity, but I would be interested if the NY department
> is a complete stand alone department at Sony,
> or if the people out there (Sarah, George, ...) are also working part
> time in the pro development group. Thanks,
>
> Christoph Luerig
>

not much of an answer is there?

DEnnis..
--MESSAGE FILE 884 END: ./1 SCEE/yaroze/beginners/000000621html.html

--MESSAGE FILE 885 START: ./1 SCEE/yaroze/beginners/000000622html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Win/Mac 3D Modeller upgraded
Date: Sat, 31 Oct 1998 11:40:40 +0100
Organization: Debri Productions
Lines: 38
Message-ID: <1dhrgkh.1c7br1l1zhgd9N@a1-88-106.a1.nl>
References: <3581FDD8.321F@home.com> <1dal8t6.1oayrbq1fi6xaiN@a1-88-127.a1.nl>
<3637364D.FA@bton.ac.uk>
NNTP-Posting-Host: a1-88-106.a1.nl
X-Newsreader: MacSOUP 2.3

BJ <bjd3@bton.ac.uk> wrote:

> So how much will the student discount take it to? I can't afford over
> 100 really. But then I am only using Extreme 3D v1.0.2 at the
> moment...*pants*...
>
> Ben

Well, you can do a few things.

One: buy Hash Animation studio. They have a student discount and you
should be able to get the 3D package for about 50 pounds. It's a rather
good package but It woks mostly with NURBS. I know this may make things
hard, but I know a canadian Mac-user that used it for a great net
yaroze-presentation. And Hash said that RSD will be supported in future
versions. (htt://www.hash.com)

Two: Buy old versions of the software. At local stores I can sometimes
buy older versions of software. I just bought Photoshop 3.0.3 for a
bargain. I still use version 3 since I still like this version better
than 4 or 5.

Three: Buy "Computer Arts" or "MacFormat" from Future-publishing.
Sometimes there are complete versions of software packages on the
coverdisks. I already got: ColourIt, Bryce, Poser, Extreme3D, Apple
Media Tool, etc. for FREE!! All complete versions

Four: Cinema 4D (not the XL version) can be bought for a studentprice.
And Cinema 4D XL is for sure the best (but not yet most supported) 3D
program for mac. Lightwave 5.6 is also availeble for mac but has a
PC-interface.

Five: Well..... You can try the programs by borrowing them. You know the
illegal way. I always need to be carefull with this. I don't wan't to
support illegal software! But I do take software from school home to try
or use it.

DEnnis..
--MESSAGE FILE 885 END: ./1 SCEE/yaroze/beginners/000000622html.html

--MESSAGE FILE 886 START: ./1 SCEE/yaroze/beginners/000000623html.html

Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and Macs....(oh boy...)
Date: Mon, 02 Nov 1998 11:21:53 +0000
Organization: University of Brighton
Lines: 17
Message-ID: <363D95D1.6DC@bton.ac.uk>
References: <36344EC2.6898@bton.ac.uk> <1dhj8hi.e767usv4quccN@a1-88-136.a1.nl>
<715f9v$fj63@chuka.playstation.co.uk> <36372AD9.5B78@bton.ac.uk>
<1dhrfl3.w1xb83m9dpdwN@a1-88-106.a1.nl>
NNTP-Posting-Host: itsuite35.it.bton.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

> Our dear friend Paul Harvey took his G3 powerbook to the NY short
> course. He was running VirtualPC 2 and it was faster than the
> sufisticated systems they used on the Middlesex Uni. Robert said that
> coursed by a unknown reason the systems run slower than they should.
> Paul was running 3D studio Max on his G3 at a great speet and without
> any trouble. He was able to do it all on his G3 without trouble.

Dammit I want a G3! Any generous folks listening out there? Please Mr
Satan Claws; buy me a G3...I'll be a good boy, honest!

Ben ;-)
--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 886 END: ./1 SCEE/yaroze/beginners/000000623html.html

--MESSAGE FILE 887 START: ./1 SCEE/yaroze/beginners/000000624html.html
Path: chuka.playstation.co.uk!news
From: BJ <bjd3@bton.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Win/Mac 3D Modeller upgraded
Date: Mon, 02 Nov 1998 11:31:10 +0000
Organization: University of Brighton
Lines: 54
Message-ID: <363D97FD.507E@bton.ac.uk>
References: <3581FDD8.321F@home.com> <1dal8t6.1oayrbq1fi6xaiN@a1-88-127.a1.nl>
<3637364D.FA@bton.ac.uk> <1dhrgkh.1c7br1l1zhgd9N@a1-88-106.a1.nl>
NNTP-Posting-Host: itsuite35.it.bton.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 3.03Gold (Win95; I)

OK, so which do I do...?

> One: buy Hash Animation studio. They have a student discount and you
> should be able to get the 3D package for about 50 pounds. It's a
> rather good package but It woks mostly with NURBS. I know this may
> make things hard, but I know a canadian Mac-user that used it for a
> great net yaroze-presentation. And Hash said that RSD will be
> supported in future versions.

OK, so is it any good with ploygons? I'm really not very experienced in

3D modelling, although I imagine it wouldn't take long to get used to it... I'm prepared to pay £50 for it though, so if it'll do what I need I'll go for it.

> Two: Buy old versions of the software. At local stores I can sometimes
> buy older versions of software. I just bought Photoshop 3.0.3 for a
> bargain. I still use version 3 since I still like this version better
> than 4 or 5.

Well I already have Photoshop 5 courtesy of my university, but what older versions would be any good...?

> Three: Buy "Computer Arts" or "MacFormat" from Future-publishing.
> Sometimes there are complete versions of software packages on the
> coverdisks. I already got: ColourIt, Bryce, Poser, Extreme3D, Apple
> Media Tool, etc. for FREE!! All complete versions

I buy MacFormat regularly, but I'm not sure those packages are as good as those I can buy...

> Four: Cinema 4D (not the XL version) can be bought for a studentprice.
> And Cinema 4D XL is for sure the best (but not yet most supported) 3D
> program for mac. Lightwave 5.6 is also availeble for mac but has a
> PC-interface.

I want LightWave 3D SO BAD! But it costs over a grand, and you need a G3 to get the best out of it....geez...I need a G3....!

> Five: Well..... You can try the programs by borrowing them. You know
> the illegal way. I always need to be carefull with this. I don't wan't
> to support illegal software! But I do take software from school home
> to try or use it.

Well all would be fine, but I wouldn't be able to get them anyway. The Macs at uni have got Extreme 3D 2... is that any good?

Ben ;-)

--
Screw you guys; I'm going home. Talking poo is where I draw the line.
 - Cartman

http://www.netyaroze-europe.com/~bjdarlow - Ben's Yaroze Homepage
http://ituser.it.bton.ac.uk/student/bjd3/ - Ben's Brighton Uni Page
--MESSAGE FILE 887 END: ./1 SCEE/yaroze/beginners/000000624html.html

--MESSAGE FILE 888 START: ./1 SCEE/yaroze/beginners/000000625html.html
Path: chuka.playstation.co.uk!paul.hannington
From: paul.hannington@luton.ac.uk (Paul H)
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze and Macs....(oh boy...)
Date: Mon, 02 Nov 1998 17:10:35 +0000
Organization: Bad Monkey Media
Lines: 29
Message-ID: <paul.hannington-0211981710350001@paul.luton.ac.uk>
References: <36344EC2.6898@bton.ac.uk>
NNTP-Posting-Host: paul.luton.ac.uk
X-Newsreader: MT-NewsWatcher 2.4

Ben,

Do not give in to the PC pressure - I am using a Mac with no problems (so far !) to develop for the Yaroze (using CodeWarrior). I use the MacAdapter

kit for the 3Com PalmPilot as a friend told me that would work and I already had a PalmPilot.

The Mac has the best of both worlds as you can drop into Windows using Virtual PC to run other utilities when you have to !

Paul

In article <36344EC2.6898@bton.ac.uk>, Ben J <BJD3@bton.ac.uk> wrote:

> Hi all,
>
> I've just recently (well three weeks ago) gotten my NY, but I'm having a
> little trouble getting it to work with my Mac. (Please; no sick jokes
> about it serving me right etc...) I've bought what I *think* are the
> right cables, but attempting to connect using PSComUtil gives me an
> error message along the lines of 'hardware interrupt at 0x0'.
>
> And before anybody says anything; yes I've checked the cables are firmly
> connected/baud rate is 9600 bps etc...
>
> Are my cables wrong? Or is there something wrong with the yaroze itself?
>
> Ben
--MESSAGE FILE 888 END: ./1 SCEE/yaroze/beginners/000000625html.html

--MESSAGE FILE 889 START: ./1 SCEE/yaroze/beginners/000000626html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Win/Mac 3D Modeller upgraded
Date: Mon, 2 Nov 1998 21:23:40 +0200
Organization: Debri Productions
Lines: 31
Message-ID: <1dhvtf6.1s5vq4424p7wN@a1-88-127.a1.nl>
References: <3581FDD8.321F@home.com> <1dal8t6.1oayrbq1fi6xaiN@a1-88-127.a1.nl>
<3637364D.FA@bton.ac.uk> <1dhrgkh.1c7br1l1zhgd9N@a1-88-106.a1.nl>
<363D97FD.507E@bton.ac.uk>
NNTP-Posting-Host: a1-88-127.a1.nl
X-Newsreader: MacSOUP 2.3

BJ <bjd3@bton.ac.uk> wrote:

> Well all would be fine, but I wouldn't be able to get them anyway. The
> Macs at uni have got Extreme 3D 2... is that any good?
>
> Ben ;-)

Well, do you want a nice reaction or the painfull truth?? I'll be honest. I love (!!!!!!) MacroMedia! I think the world of Director and FreeHand is much better than Illustrator IMHO. But....
Xres and Extreme3D suck!! Both could be found at coverCD's for free in the past (older versions). I'm taking a look at my 4-year collection of MacFormat CD's and see here...

CD MF53 August 1997..... Extreme 3D version 1.0 FOR FREE!!!
CD MF47 February 1997... xRes version 2.0 FOR FREE!!

Well... I must correct you that LightWave 5.6 works great on my Powerbook 1400c (166) and my PPC8500av (120) can handle it too without

any problems. So you don't even need a G3. But I can recomend a large screen for Lightwave. And again... It's realy a PC program so It's not as easy as other 3D programs on Mac.
You could also think about Amapi. That is an odd program and I don't like it. But it supposed to be cheap..
For Hash I can give you the mailadres of the SCEA-member that uses it.

Cheers,

DEnnis..
--MESSAGE FILE 889 END: ./1 SCEE/yaroze/beginners/000000626html.html

--MESSAGE FILE 890 START: ./1 SCEE/yaroze/beginners/000000627html.html
Path: chuka.playstation.co.uk!news
From: "Darren Jackson" <darren@tang.globalnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: angles, angles
Date: Tue, 17 Nov 1998 21:20:29 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <72spa7$dvm12@chuka.playstation.co.uk>
NNTP-Posting-Host: client1531.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi

Could someone please give me a few pointers about using trig functions.

I have this sprite that rotates left and right, and what I want to do is move it in the direction it is pointing when you press forward (up).

The way I thought of doing it is finding the angle the sprite is at from 0, say (a), calculating using sin(a) and cos(a) to get the x and y distances to move. However, I realise that the accuracy of this is no good, its either going to be 0,0 1,1 1,0 or 1,1 and there's probably a whole bunch of other
problems too. Basically I need a shove in the right direction (a big shove maybe!)

Help!

Darren

--MESSAGE FILE 890 END: ./1 SCEE/yaroze/beginners/000000627html.html

--MESSAGE FILE 891 START: ./1 SCEE/yaroze/beginners/000000628html.html
Path: chuka.playstation.co.uk!news
From: "Darren Jackson" <darren@tang.globalnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Tue, 17 Nov 1998 21:50:40 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <72sr28$dvm13@chuka.playstation.co.uk>
References: <72spa7$dvm12@chuka.playstation.co.uk>
NNTP-Posting-Host: client128f.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

HHmmm...

The previous message isn't quite right, I am confusing myself at the minute
!!

The thing is how do I get the correct x and y values according to the angle.
I know that x and y can only be integers but I need to know how many pixels
across for every one up, for example. (I have had a hard day at work and I
trying to figure this out now!!).

Darren

--MESSAGE FILE 891 END: ./1 SCEE/yaroze/beginners/000000628html.html

--MESSAGE FILE 892 START: ./1 SCEE/yaroze/beginners/000000629html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Wed, 18 Nov 1998 10:01:01 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <3652971c.228584498@news.playstation.co.uk>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
NNTP-Posting-Host: p38-guillemot-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Tue, 17 Nov 1998 21:50:40 -0000, "Darren Jackson"
<darren@tang.globalnet.co.uk> wrote:

>HHmmm...
>
>The previous message isn't quite right, I am confusing myself at the minute
>!!
>
>The thing is how do I get the correct x and y values according to the angle.
>I know that x and y can only be integers but I need to know how many pixels
>across for every one up, for example. (I have had a hard day at work and I
>trying to figure this out now!!).
>
>Darren
>
>

To compute the trajectory the following bit of maths is used;

xv = sin(angle) * magnitude
yv = cos(angle) * magnitude

(where angle is the angle relative to the horizon and magnitude is
the overall speed of the sprite in pixels per game cycle)

If you apply xv and yv to your sprites x and y co-ordinates the sprite
will move in a straight line path from its point of origin.

To get around the floating point problem you'll need a fixed point
trig library. There are a couple floating around, two I know of can
be found at http://www.netyaroze-europe.com/~shaughnj or
http://www.netyaroze-europe.com/~nslaven

Richard.

--MESSAGE FILE 892 END: ./1 SCEE/yaroze/beginners/000000629html.html

--MESSAGE FILE 893 START: ./1 SCEE/yaroze/beginners/000000630html.html
Path: chuka.playstation.co.uk!news
From: Jake Turner <jaket@cthullu.freeserve.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Wed, 18 Nov 1998 19:50:13 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 56
Message-ID: <365324F5.258FE38B@cthullu.freeserve.co.uk>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>
NNTP-Posting-Host: modem-59.polonium.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Richard Cutting wrote:

> On Tue, 17 Nov 1998 21:50:40 -0000, "Darren Jackson"
> <darren@tang.globalnet.co.uk> wrote:
>
> >HHmmm...
> >
> >The previous message isn't quite right, I am confusing myself at the minute
> >!!
> >
> >The thing is how do I get the correct x and y values according to the angle.
> >I know that x and y can only be integers but I need to know how many pixels
> >across for every one up, for example. (I have had a hard day at work and I
> >trying to figure this out now!!).
> >
> >Darren
> >
> >
>
> To compute the trajectory the following bit of maths is used;
>
> xv = sin(angle) * magnitude
> yv = cos(angle) * magnitude
>
> (where angle is the angle relative to the horizon and magnitude is
> the overall speed of the sprite in pixels per game cycle)
>
> If you apply xv and yv to your sprites x and y co-ordinates the sprite
> will move in a straight line path from its point of origin.
>
> To get around the floating point problem you'll need a fixed point
> trig library.   There are a couple floating around, two I know of can
> be found at http://www.netyaroze-europe.com/~shaughnj or
> http://www.netyaroze-europe.com/~nslaven
>
> Richard.

An even better method would be to use the internal matrix functions of the
Yaroze

e.g. RotMatrixX (or Y or Z), that will give cos (angle) and sin(angle) in GTE

fixed point values e.g. 4096 = 1.0, look it up in the library reference

Cheers

Jake

--

Jake Turner : Token Rocket Scientist
==========
Practice VI it may save your life one day

Home e-mail: jaket@cthullu.freeserve.co.uk
Work e-mail: jaket@revolution.co.uk

--MESSAGE FILE 893 END: ./1 SCEE/yaroze/beginners/000000630html.html

--MESSAGE FILE 894 START: ./1 SCEE/yaroze/beginners/000000631html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Thu, 19 Nov 1998 00:06:19 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <72vnst$olq4@chuka.playstation.co.uk>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>
<365324F5.258FE38B@cthullu.freeserve.co.uk>
NNTP-Posting-Host: 195.232.123.96
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Jake Turner wrote in message <365324F5.258FE38B@cthullu.freeserve.co.uk>...
>An even better method would be to use the internal matrix functions of the
Yaroze
>e.g. RotMatrixX (or Y or Z), that will give cos (angle) and sin(angle) in
GTE
>fixed point values e.g. 4096 = 1.0, look it up in the library reference

& don't forget to set up the identity matrix 1st!

but how would you get acos(x) asin(x) etc from the yaroze libs in this case?

cheers

Nick S

--MESSAGE FILE 894 END: ./1 SCEE/yaroze/beginners/000000631html.html

--MESSAGE FILE 895 START: ./1 SCEE/yaroze/beginners/000000632html.html
Path: chuka.playstation.co.uk!news
From: "Darren Jackson" <darren@tang.globalnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Thu, 19 Nov 1998 20:24:17 -0000

Organization: PlayStation Net Yaroze (SCEE)
Lines: 57
Message-ID: <731up3$olq9@chuka.playstation.co.uk>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>
NNTP-Posting-Host: client15e0.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Richard Cutting wrote in message
<3652971c.228584498@news.playstation.co.uk>...
>On Tue, 17 Nov 1998 21:50:40 -0000, "Darren Jackson"
><darren@tang.globalnet.co.uk> wrote:
>
>>HHmmm...
>>
>>The previous message isn't quite right, I am confusing myself at the
minute
>>!!
>>
>>The thing is how do I get the correct x and y values according to the
angle.
>>I know that x and y can only be integers but I need to know how many
pixels
>>across for every one up, for example. (I have had a hard day at work and
I
>>trying to figure this out now!!).
>>
>>Darren
>>
>>
>
>To compute the trajectory the following bit of maths is used;
>
>xv = sin(angle) * magnitude
>yv = cos(angle) * magnitude
>
>(where angle is the angle relative to the horizon and magnitude is
>the overall speed of the sprite in pixels per game cycle)
>
>If you apply xv and yv to your sprites x and y co-ordinates the sprite
>will move in a straight line path from its point of origin.
>
>To get around the floating point problem you'll need a fixed point
>trig library.   There are a couple floating around, two I know of can
>be found at http://www.netyaroze-europe.com/~shaughnj or
>http://www.netyaroze-europe.com/~nslaven
>
>Richard.
>

I understand the maths, no problem, its just the fixed point trig that I am
trying to get my head around.
At the moment I am trying to use the rotation element of the sprite
structure to give me an angle ? And then using this in the trig equations to
give x and y. But what do I have to do to the rotation value to make it
meaningful to use in trig.

ONE=4096=1degree, right?

should I convert to degrees before using it in sin and cos?

Darren

--MESSAGE FILE 895 END: ./1 SCEE/yaroze/beginners/000000632html.html

--MESSAGE FILE 896 START: ./1 SCEE/yaroze/beginners/000000633html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Fri, 20 Nov 1998 03:50:45 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 37
Message-ID: <3654E715.74C8@manc.u-net.com>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>
<731up3$olq9@chuka.playstation.co.uk>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Darren Jackson wrote:
> ONE=4096=1degree, right?
> should I convert to degrees before using it in sin and cos?

It depends on what your sin/cos library uses. If you use my SINCOS.H
lookup tables (see SCBUILD from my page plug plug ;-)) then
you can divide a full circle into whatever you want, including
degrees if you wish: "scbuild 360" gives proper 'degree' tables,
so to do sin(90 degrees) just do: SIN[90] in your program.
If you use "scbuild 1024" then sin(90 degrees) is SIN[256].
(I assume you are aware that "SIN[]" is just an array, and not
a slow maths function like "sin()")

The result of SIN[] is multiplied by 4096 as the fixed point scaling
function (nothing to do with the angle argument which I think you
are confusing it with), so when you want to refer to it in it's "true"
form, you must bitshift it right 12 times: (SIN[angle]>>12)

There's no reason why you should use degrees though, it's best
and more accurate to use say 1024. For more accuracy (but more
memory) use 4096 for a full circle. (SIN[4096] and COS[4096] tables
would add 32Kb to the executable so not too bad anyhoo)

Then use a pencil to ram up your nose to mash up the part of the brain
that always wants to think in degrees. The only reason a circle was
divided into 360 was because it was "quite near" to how many days that
are in a year you know. End of history lesson. 8-)
4096 is dead easy to get used to though (1024 right-angle), just be
glad we don't have to use RADIANS! (or that mutant Gradian..)

Jim
(aka: Joey Joe Joe Junior Shabadoo)
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 896 END: ./1 SCEE/yaroze/beginners/000000633html.html

--MESSAGE FILE 897 START: ./1 SCEE/yaroze/beginners/000000634html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Fri, 20 Nov 1998 04:14:20 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 27
Message-ID: <3654EC9C.7C02@manc.u-net.com>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>
<731up3$olq9@chuka.playstation.co.uk>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Darren Jackson wrote:
> ONE=4096=1degree, right?
> should I convert to degrees before using it in sin and cos?

I'm an idiot, as soon as I post it I get what you were getting at.
You are using the sprite's actual .rotate value as its rotation,
so yes 4096 == 1 degree, but this needs to be scaled to whatever
lookup tables/trig library you are using. So if you use 360 as
your SIN[]/COS[] size (with "scbuild 360") then just divide
the .rotate by 4096 (>>12) to get the array index as a degree.
Job's a good'en.

BE SURE though to limit the range of .rotate between 0~(4096*360-1)
when doing this (with mod %), otherwise wierd things will happen (BUG
CITY). The best way to avoid this is to NOT use .rotate as your sprite
angle variable, ie. store it in a STRUCT, and merely set .rotate after
manipulating the other variables. Etc.

4096 = 1 degree is a pain in the arse when other structs use
4096 as 360 degrees. Still, what can you do.

Joey Joe joe.
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 897 END: ./1 SCEE/yaroze/beginners/000000634html.html

--MESSAGE FILE 898 START: ./1 SCEE/yaroze/beginners/000000635html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Sat, 21 Nov 1998 17:40:14 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 40
Message-ID: <736vpv$ekm8@chuka.playstation.co.uk>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>

<731up3$olq9@chuka.playstation.co.uk>
NNTP-Posting-Host: mfs-pci-bqk-vty15.as.wcom.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Darren Jackson wrote in message <731up3$olq9@chuka.playstation.co.uk>...
>I understand the maths, no problem, its just the fixed point trig that I am
>trying to get my head around.
>At the moment I am trying to use the rotation element of the sprite
>structure to give me an angle ? And then using this in the trig equations
to
>give x and y. But what do I have to do to the rotation value to make it
>meaningful to use in trig.
>
>ONE=4096=1degree, right?

for sprite rotation 4096=1 degree
for rotation transforms in 3D space 4096=360 degrees
does anyone know why this is like this??

I wrote trig lib with 4096=360 degrees for the PSX functions.
and the function values in fixed point where 4096=1.0

eg
sin(45deg)=0.707

using trig lib
SinD(45)=0.707*4096=2897
SinP(512)=2897

ASinD(2897)=45;   // mul by 4096 to use in sprite stuff
ASinP(2897)=512;   // mul by 360 to use in sprite stuff

in trig lib the PSX functions are quicker as the degree
functions all do a conversion 1st on the angle to get it in PSX
units.

cheers

Nick S

--MESSAGE FILE 898 END: ./1 SCEE/yaroze/beginners/000000635html.html

--MESSAGE FILE 899 START: ./1 SCEE/yaroze/beginners/000000636html.html
Path: chuka.playstation.co.uk!news
From: "Darren Jackson" <darren@tang.globalnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Sun, 22 Nov 1998 19:57:17 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 79
Message-ID: <739qi2$ekm13@chuka.playstation.co.uk>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>
<731up3$olq9@chuka.playstation.co.uk> <3654E715.74C8@manc.u-net.com>
NNTP-Posting-Host: pFAs07a06.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

James Shaughnessy wrote in message <3654E715.74C8@manc.u-net.com>...
>Darren Jackson wrote:
>> ONE=4096=1degree, right?
>> should I convert to degrees before using it in sin and cos?
>
>It depends on what your sin/cos library uses. If you use my SINCOS.H
>lookup tables (see SCBUILD from my page plug plug ;-)) then
>you can divide a full circle into whatever you want, including
>degrees if you wish: "scbuild 360" gives proper 'degree' tables,
>so to do sin(90 degrees) just do: SIN[90] in your program.
>If you use "scbuild 1024" then sin(90 degrees) is SIN[256].
>(I assume you are aware that "SIN[]" is just an array, and not
>a slow maths function like "sin()")
>
>The result of SIN[] is multiplied by 4096 as the fixed point scaling
>function (nothing to do with the angle argument which I think you
>are confusing it with), so when you want to refer to it in it's "true"
>form, you must bitshift it right 12 times: (SIN[angle]>>12)
>
>There's no reason why you should use degrees though, it's best
>and more accurate to use say 1024. For more accuracy (but more
>memory) use 4096 for a full circle. (SIN[4096] and COS[4096] tables
>would add 32Kb to the executable so not too bad anyhoo)
>
>Then use a pencil to ram up your nose to mash up the part of the brain
>that always wants to think in degrees. The only reason a circle was
>divided into 360 was because it was "quite near" to how many days that
>are in a year you know. End of history lesson. 8-)
>4096 is dead easy to get used to though (1024 right-angle), just be
>glad we don't have to use RADIANS! (or that mutant Gradian..)

After a bit of thinking and a lot of trial and error, I came up with this, which kinda does what I want but the sprite moves way to fast. Also, I am not really sure what is going on, and I am not sure as to the accuracy (i.e. how may different paths are they between 0 and 90degrees? and how do I get more?) I am using the trig library generated by scbuild 4096. Am I on the right track?

basically I want the sprite (tank) to move forward in the direction its pointing, but I want it to go quite slowly.

code snippet :

```
if (PAD & PADup }
   {
   tank1.x_speed=(SIN[tank1.sprite.rotate/360]>>9);
   tank1.y_speed=-(COS[tank1.sprite.rotate/360]>>9);
   MovePlayer();
   }

  if (PAD & PADdown )
   {
   }


  if (PAD & PADright )
   {
   tank1.sprite.rotate+=ONE;
   }
```

```
  if (PAD & PADleft )
   {
   tank1.sprite.rotate-=ONE;
   }

void MovePlayer()
 {
 tank1.sprite.x += tank1.x_speed;
 tank1.sprite.y += tank1.y_speed;
 }


Darren


--MESSAGE FILE 899 END: ./1 SCEE/yaroze/beginners/000000636html.html


--MESSAGE FILE 900 START: ./1 SCEE/yaroze/beginners/000000637html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Sun, 22 Nov 1998 22:09:58 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 54
Message-ID: <36588BB6.65EC@manc.u-net.com>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>
<731up3$olq9@chuka.playstation.co.uk> <3654E715.74C8@manc.u-net.com>
<739qi2$ekm13@chuka.playstation.co.uk>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Darren Jackson wrote:
> how may different paths are they between 0 and 90degrees? and how do

There are 1024 finite directions between 0 and 90 degrees if you use
SCBUILD 4096.  That should be plenty enough for the vast majority
of projects.  Use of velocity vectors effectively increases this too.
(which you are already using)

So yes you are on the right track but you're making a classic error --
you are losing the 'resolution' by storing the tank's speed in its
real (ie. non simulated floating point) form (by doing the >>9 in
the wrong place).

So, looking at the code you posted:

> if (PAD & PADup }
>    {
>    tank1.x_speed=(SIN[tank1.sprite.rotate/360]>>9);
>    tank1.y_speed=-(COS[tank1.sprite.rotate/360]>>9);
>    MovePlayer();
>    }
> void MovePlayer()
>  {
>  tank1.sprite.x += tank1.x_speed;
```

```
>  tank1.sprite.y += tank1.y_speed;
>  }

It should actually be:

  if (PAD & PADup }
  {
    tank1.x_speed = SIN[tank1.sprite.rotate/360];
    tank1.y_speed = -COS[tank1.sprite.rotate/360];
    MovePlayer();
  }
void MovePlayer()
{
  tank1.sprite.x += tank1.x_speed>>12;    // can use >>9
  tank1.sprite.y += tank1.y_speed>>12;    // or whatever
}

You should find that you can get the tank to go as slowly as
you want.  Bear in mind that the x_speed and y_speed velocity
vectors are where the SCALING FUNCTION is (they are ALWAYS 4096
times their floating point size) -- so only when you *refer* to them
do you use the >>12 part.

Hope this helps,
Jim
--
----------------------------------------
James Shaughnessy    james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj
----------------------------------------
--MESSAGE FILE 900 END: ./1 SCEE/yaroze/beginners/000000637html.html


--MESSAGE FILE 901 START: ./1 SCEE/yaroze/beginners/000000638html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Serial lead & COM ports
Date: Mon, 23 Nov 1998 01:24:04 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <3658B934.5D2C@manc.u-net.com>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 3.0 (Win95; I)

Hello.
For the past 11 months of having this Black Beauty called the
Yaroze, I quite possibly have been doing something incredibly
stupid.  "Trying to code" hahaha yes indeed.
You see my PC has only 2 COM ports on the motherboard.  COM1
is used for the mouse, and COM2 for the Modem.  Now, as you
know the Yaroze-PC serial lead wants a COM port so it's a game
of "musical chairs" every time I want to do something.
So I just have to swap the modem/yaroze cable every time I want
to use the repective device.  Do most of you do this, or do
a lot of people have 4 COM ports?  Or do you all splash out on a
serial card?  Call me tight but I'm not paying PC-WORLD £35 for one.
That cash can go towards more important things (like Turok 2, Zelda
etc..)
```

My solution (like an idiot) to my prob was to buy an INTERNAL
modem, thus freeing up COM2. How naive. Of course having bought
one it tells me I have to DISABLE COM2 for it to work. DOH!!!!
Straight back it went, along with my dreams of a handy internal
56k modem and the idea of using my Yaroze, modem and mouse all
at the same time.
It's not so much me being lazy, but swapping the leads twice a day
puts unnecessary strain on the Yaroze cable's internal wires.
Will buying a serial card fix my problem, or just introduce IRQ
conflicts and waste memory with sorry-arse resident TSR drivers?
Will Penelope Pitstop escape?

Cheers,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 901 END: ./1 SCEE/yaroze/beginners/000000638html.html

--MESSAGE FILE 902 START: ./1 SCEE/yaroze/beginners/000000639html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.beginners
Subject: Re: Serial lead & COM ports
Date: 23 Nov 1998 01:44:14 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 54
Message-ID: <slrn75hffc.863.tjs@longford.cs.monash.edu.au>
References: <3658B934.5D2C@manc.u-net.com>
NNTP-Posting-Host: longford.cs.monash.edu.au
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: slrn (0.9.4.3 UNIX)

On Mon, 23 Nov 1998 01:24:04 +0000, James Shaughnessy wrote:

>You see my PC has only 2 COM ports on the motherboard. COM1
>is used for the mouse, and COM2 for the Modem. Now, as you
>know the Yaroze-PC serial lead wants a COM port so it's a game
>of "musical chairs" every time I want to do something.
>So I just have to swap the modem/yaroze cable every time I want
>to use the repective device. Do most of you do this, or do
>a lot of people have 4 COM ports? Or do you all splash out on a
>serial card? Call me tight but I'm not paying PC-WORLD £35 for one.
>That cash can go towards more important things (like Turok 2, Zelda
>etc..)

I use a 2 port serial card. Very few motherboards have more than 2 serial
ports, although some have a ps/2 mouse port, which you can use to free up
a com port, if you really want to. I got my serial card for ~$30, which is
1/2 - 1/3 the price you've quoted. I think if you looked harder, you should
be able to find a much better price.

>My solution (like an idiot) to my prob was to buy an INTERNAL
>modem, thus freeing up COM2. How naive. Of course having bought
>one it tells me I have to DISABLE COM2 for it to work. DOH!!!!
>Straight back it went, along with my dreams of a handy internal
>56k modem and the idea of using my Yaroze, modem and mouse all
>at the same time.

You can get internal modems that can use many different port/IRQ assignments. This is the kind of thing you've got to specify, though, and hope that the sales assistant actually knows what you're talking about.

>It's not so much me being lazy, but swapping the leads twice a day
>puts unnecessary strain on the Yaroze cable's internal wires.
>Will buying a serial card fix my problem, or just introduce IRQ
>conflicts and waste memory with sorry-arse resident TSR drivers?

Adding extra com ports might cause you problems if you're not careful. com3 and com4 share IRQs with com1 and com2. This is normally fine, if the driver is written to accomodate it. The win95/NT drivers are fine, but of course siocons bypasses the OS and goes straight to the hardware, so it's hard to say whether it'll work with IRQ sharing. On the other hand, linux doesn't have a problem sharing IRQs, and psxfer works like a charm :)

If you're careful about the serial card you get, you'll be able to stick one of the ports on IRQ 5, and then just don't connect anything to the other one.

All in all, I'd suggest doing something about the situation, but whether that something is purchasing a (better) internal modem, or a (cheaper & better) serial card, I don't know.

>Will Penelope Pitstop escape?

Not if I can help it.

Toby..
--MESSAGE FILE 902 END: ./1 SCEE/yaroze/beginners/000000639html.html

--MESSAGE FILE 903 START: ./1 SCEE/yaroze/beginners/000000640html.html
Path: chuka.playstation.co.uk!news
From: Steve Parnell <steve@parny.force9.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Serial lead & COM ports
Date: Mon, 23 Nov 1998 14:16:08 +0000
Organization: Architectronics
Lines: 39
Message-ID: <36596E28.BD6C464A@parny.force9.co.uk>
References: <3658B934.5D2C@manc.u-net.com>
Reply-To: steve@parny.force9.co.uk
NNTP-Posting-Host: 356.hiper02.shef.dialup.force9.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.5 [en] (WinNT; I)
X-Accept-Language: en

Hi James,

> For the past 11 months of having this Black Beauty called the
> Yaroze, I quite possibly have been doing something incredibly
> stupid. "Trying to code" hahaha yes indeed.
> You see my PC has only 2 COM ports on the motherboard. COM1
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> of "musical chairs" every time I want to do something.
> So I just have to swap the modem/yaroze cable every time I want
> to use the repective device. Do most of you do this, or do
> a lot of people have 4 COM ports? Or do you all splash out on a
> serial card? Call me tight but I'm not paying PC-WORLD £35 for one.
> That cash can go towards more important things (like Turok 2, Zelda
> etc..)

I got a bog standard ISA serial card from MAPLIN about a year ago for about a tenner.
Took a bit of fiddling around with IRQs and jumpers and all with this NT box but I finally fixed it
so Yaroze (COM4) and the modem (COM2) share IRQ3 with mouse on COM1.
Don't ask about COM3. It still won't play ball, but I don't need it to...yet.

> My solution (like an idiot) to my prob was to buy an INTERNAL
> modem, thus freeing up COM2. How naive. Of course having bought
> one it tells me I have to DISABLE COM2 for it to work. DOH!!!!
> Straight back it went, along with my dreams of a handy internal
> 56k modem and the idea of using my Yaroze, modem and mouse all
> at the same time.

You should be able to set the internal modem to use COM3 instead of COM2.
Again, you'll need to mess with irksome IRQs, but this has worked for me B4 on '95 machines, leaving
2 serial ports free.

> Will Penelope Pitstop escape?

Erm, I'm currently negotiating with the Hooded Claw.
I'll get back to you on that one...

--
Steev
--MESSAGE FILE 903 END: ./1 SCEE/yaroze/beginners/000000640html.html

--MESSAGE FILE 904 START: ./1 SCEE/yaroze/beginners/000000641html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Serial lead & COM ports
Date: Mon, 23 Nov 1998 15:30:38 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <36597F9E.8A5@manc.u-net.com>
References: <3658B934.5D2C@manc.u-net.com>
<36596E28.BD6C464A@parny.force9.co.uk>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Steve Parnell wrote:
> I got a bog standard ISA serial card from MAPLIN about a year ago for
> about a tenner.

10 notes is a price I'd pay for one, and there's a Maplin near me.
I seem to remember trying them though a while back to no avail. The thing about Maplin is they know their stuff (compare to ... TANDY)
[Another Simpsons reference I'm afraid: Homer: "Right, let's try looking where all the social misfits hang out!" Lisa: "OK, I'll start with Radio Shack." ;-)]

An new (internal) modem would be a better solution for me as my 28.8k jobby can't cut the proverbial mustard on 'net Quake anymore, so I think I'll look into getting one that can use COM2 without having to disable the physical port.

Cheers Steve and Toby,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 904 END: ./1 SCEE/yaroze/beginners/000000641html.html

--MESSAGE FILE 905 START: ./1 SCEE/yaroze/beginners/000000642html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Serial lead & COM ports
Date: Mon, 23 Nov 1998 19:13:16 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <73cck7$no88@chuka.playstation.co.uk>
References: <3658B934.5D2C@manc.u-net.com>
<36596E28.BD6C464A@parny.force9.co.uk> <36597F9E.8A5@manc.u-net.com>
NNTP-Posting-Host: mfs-pci-bqo-vty166.as.wcom.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

James Shaughnessy wrote in message <36597F9E.8A5@manc.u-net.com>...
>10 notes is a price I'd pay for one, and there's a Maplin near me.
>I seem to remember trying them though a while back to no avail. The
>thing about Maplin is they know their stuff (compare to ... TANDY)
>[Another Simpsons reference I'm afraid: Homer: "Right, let's try
>looking where all the social misfits hang out!" Lisa: "OK, I'll
>start with Radio Shack." ;-)]

If they don't have jumpers, I have (sucessfully) hacked the
tracks going to the edge connector to rewire (requires a bit
of soldering) the IRQ onto something more reasonable,
I'll dig out the pin assignments on the ISA bus if you need.
Though my current solution to this problem is a computer
with a PS2 mouse - got racked off with groveling under the
table to swap the serial cables over!

You could always go for one of those incredibly overpriced
serial port switches, I think Maplin do them.

Cheers

Nick S

--MESSAGE FILE 905 END: ./1 SCEE/yaroze/beginners/000000642html.html

--MESSAGE FILE 906 START: ./1 SCEE/yaroze/beginners/000000643html.html
Path: chuka.playstation.co.uk!news
From: "Darren Jackson" <darren@tang.globalnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Mon, 23 Nov 1998 23:36:18 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 52

Message-ID: <73cs2m$no810@chuka.playstation.co.uk>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>
<731up3$olq9@chuka.playstation.co.uk> <3654E715.74C8@manc.u-net.com>
<739qi2$ekm13@chuka.playstation.co.uk> <36588BB6.65EC@manc.u-net.com>
NNTP-Posting-Host: client4081.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

>It should actually be:
>
> if (PAD & PADup }
> {
>   tank1.x_speed = SIN[tank1.sprite.rotate/360];
>   tank1.y_speed = -COS[tank1.sprite.rotate/360];
>   MovePlayer();
> }
>void MovePlayer()
>{
> tank1.sprite.x += tank1.x_speed>>12; // can use >>9
> tank1.sprite.y += tank1.y_speed>>12; // or whatever
>}
>
>You should find that you can get the tank to go as slowly as
>you want. Bear in mind that the x_speed and y_speed velocity
>vectors are where the SCALING FUNCTION is (they are ALWAYS 4096
>times their floating point size) -- so only when you *refer* to them
>do you use the >>12 part.
>

it is helping a bit, its slowly becoming more clear, but I still have a basic problem.

Have you ever been in a position where no matter how many times you bang your head against a brick wall, the wall doesn't budge? I think I have a mental block at the minute! Changing the code as you suggested doesn't make any difference (note I used >>9 because >>12 didn't work, if I used >>11, then I get a slower sprite but lower resolution).
I think I am missing something fairly basic here or maybe I am not thinking about it right.
Going back to basics, my sprite has a x_speed and a y_speed. These speeds are added to x and y members of the GsSPRITE when up is pressed. To find the values of x_speed and y_speed when the sprite has been rotated to make the sprite go forward in the direction its pointing, I use trig functions, hence x_speed=sin(angle)*magnitude y_speed=-cos(angle)*magnitude. Since I want the sprite to go slowly, magnitude=1.
This is where I get a block, because I cant see how I can move the sprite one pixel at a time when the angle is not 0,45,90,135 etc? If I was to move it say 8 pixels at a time, I can see how to get more resolution, but this is no good.

Apologies if you are getting fed up with this (I know I am!) I know it will take just one little thing for me to understand then I will kick my self very hard as it all becomes clear!

Darren

--MESSAGE FILE 906 END: ./1 SCEE/yaroze/beginners/000000643html.html

--MESSAGE FILE 907 START: ./1 SCEE/yaroze/beginners/000000644html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Tue, 24 Nov 1998 19:01:10 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 44
Message-ID: <365B0276.4760@manc.u-net.com>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>
<731up3$olq9@chuka.playstation.co.uk> <3654E715.74C8@manc.u-net.com>
<739qi2$ekm13@chuka.playstation.co.uk> <36588BB6.65EC@manc.u-net.com>
<73cs2m$no810@chuka.playstation.co.uk>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Darren Jackson wrote:
> Have you ever been in a position where no matter how many times you
> bang your head against a brick wall, the wall doesn't budge? I think
> I have a mental block at the minute! Changing the code as you
> suggested doesn't make any difference (note I used >>9 because >>12

It is something that will just 'click', usually when you're not
banging your head against the wall, but some irrelevant time. I
see now that the code I gave you wouldn't sort out the problem
(D'OH!) although it did highlight a classic mistake (location of
the bitshifts.) Phew.

You need to add a scaling function on the SPRITE's coordinates,
but you cannot do that if you are still using the .x .y members
of the GsSPRITE structure to handle its position -- you will need
to create your own player struct:

```
tyedef struct {
  long x;
  long y;
} TANK;

TANK Tank;
```

Then make Tank.x and Tank.y your scaled coordinates (*4096) and just
before GsSorting the actual sprite, set the sprite's .x and .y values:

```
tanksprite.x = Tank.x>>12;
tanksprite.y = Tank.y>>12;
```

This WILL allow you to get the tank to move as slow as you want.
Honest ;-) So when Tank.x = 4096 it actually refers to sprite.x = 1

Also, you can put all of the Tank's variables in its struct, which
will tidy it all up and allow you to add more tanks very easily.
If you have trouble still I could help much better if you posted more
code, but this should sort it out. Keep banging! (oo'er).

Later,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 907 END: ./1 SCEE/yaroze/beginners/000000644html.html

--MESSAGE FILE 908 START: ./1 SCEE/yaroze/beginners/000000645html.html
Path: chuka.playstation.co.uk!news
From: "Darren Jackson" <darren@tang.globalnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: angles, angles
Date: Tue, 24 Nov 1998 20:38:01 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <73f5ei$no812@chuka.playstation.co.uk>
References: <72spa7$dvm12@chuka.playstation.co.uk>
<72sr28$dvm13@chuka.playstation.co.uk>
<3652971c.228584498@news.playstation.co.uk>
<731up3$olq9@chuka.playstation.co.uk> <3654E715.74C8@manc.u-net.com>
<739qi2$ekm13@chuka.playstation.co.uk> <36588BB6.65EC@manc.u-net.com>
<73cs2m$no810@chuka.playstation.co.uk> <365B0276.4760@manc.u-net.com>
NNTP-Posting-Host: client9578.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

>It is something that will just 'click', usually when you're not
>banging your head against the wall, but some irrelevant time. I
>see now that the code I gave you wouldn't sort out the problem
>(D'OH!) although it did highlight a classic mistake (location of
>the bitshifts.) Phew.
>

Hurray!!

I have it working (and going slowly!!) now i have just got to digest what is going on, and i think i am beginning to see. i see now how bitshifting in the wrong place will affect the result.

>Also, you can put all of the Tank's variables in its struct, which
>will tidy it all up and allow you to add more tanks very easily.
>If you have trouble still I could help much better if you posted more
>code, but this should sort it out. Keep banging! (oo'er).

yes, i have a struct with all the variables for the tank already, and i think i will use one for the angle rather than use .rotate (as you said earlier but now i understand why)

Thanks for your help, it was much appreciated

Darren

--MESSAGE FILE 908 END: ./1 SCEE/yaroze/beginners/000000645html.html

--MESSAGE FILE 909 START: ./1 SCEE/yaroze/beginners/000000646html.html
Path: chuka.playstation.co.uk!news
From: "Darren Jackson" <darren@tang.globalnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Crap TV?

Date: Wed, 25 Nov 1998 23:21:48 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <73i3cn$9ia9@chuka.playstation.co.uk>
NNTP-Posting-Host: p75s14a06.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi everyone,

Is my TV crap?

Let me explain, I draw a border around the screen using GsLINE, screen size 320,240.

The top and bottom lines are fine, the right hand line is only just visible and a bit hidden at the corners, and the left hand line is just not visible. It seem I must move the lines in a bit by a couple of pixels just so I can see them on the screen.

Is it time to get a new TV? (bad news really, cos I can't afford one :( )

Darren

(posted this to scea.yaroze.beginners by mistake)

--MESSAGE FILE 909 END: ./1 SCEE/yaroze/beginners/000000646html.html

--MESSAGE FILE 910 START: ./1 SCEE/yaroze/beginners/000000647html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.beginners
Subject: Re: Crap TV?
Date: 26 Nov 1998 07:53:08 GMT
Organization: Sony Computer Entertainment Europe
Lines: 38
Message-ID: <73j1d4$9ia10@chuka.playstation.co.uk>
References: <73i3cn$9ia9@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

Hi there,

Use the DISPENV environment to modify position on t.v.
Check out the Net Yaroze Tutorial demos for examples
on how to perform this.

Regards,

George@SCEE

In article <73i3cn$9ia9@chuka.playstation.co.uk>, darren@tang.globalnet.co.uk says...
>
>Hi everyone,

>
>Is my TV crap?
>
>Let me explain, I draw a border around the screen using GsLINE, screen size
>320,240.
>
>The top and bottom lines are fine, the right hand line is only just visible
>and a bit hidden at the corners, and the left hand line is just not visible.
>It seem I must move the lines in a bit by a couple of pixels just so I can
>see them on the screen.
>
>Is it time to get a new TV? (bad news really, cos I can't afford one :( )
>
>Darren
>
>(posted this to scea.yaroze.beginners by mistake)
>
>

--MESSAGE FILE 910 END: ./1 SCEE/yaroze/beginners/000000647html.html

--MESSAGE FILE 911 START: ./1 SCEE/yaroze/beginners/000000648html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Serial lead & COM ports
Date: Wed, 02 Dec 1998 15:56:41 -0800
Organization: .
Lines: 51
Message-ID: <3665D3B9.1329F43F@shell.jps.net>
References: <3658B934.5D2C@manc.u-net.com>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Weird. I have your basic old Pentium Pro with 2 serial ports.
I have my mouse plugged into port 1, my Yaroze in port 2. My
internal modem used the same COM number as my Yaroze, but I've
never had to swap. I thought it was because I use different
IRQ numbers. I've not yet tried the modem and Yaroze at the
same time, but everything seems to work OK. Correct me if I'm
wrong, but I don't see why things shouldn't work.

I did have to spend some time trying all 4 permutations of
the DJSETUP.BAT settings to get that DTLH environment variable
to have the right settings. Maybe you just have to play around
with it until it works?

- e!

James Shaughnessy wrote:
>
> Hello.
> For the past 11 months of having this Black Beauty called the
> Yaroze, I quite possibly have been doing something incredibly
> stupid. "Trying to code" hahaha yes indeed.
> You see my PC has only 2 COM ports on the motherboard. COM1
> is used for the mouse, and COM2 for the Modem. Now, as you
> know the Yaroze-PC serial lead wants a COM port so it's a game
> of "musical chairs" every time I want to do something.

> So I just have to swap the modem/yaroze cable every time I want
> to use the repective device. Do most of you do this, or do
> a lot of people have 4 COM ports? Or do you all splash out on a
> serial card? Call me tight but I'm not paying PC-WORLD £35 for one.
> That cash can go towards more important things (like Turok 2, Zelda
> etc..)
>
> My solution (like an idiot) to my prob was to buy an INTERNAL
> modem, thus freeing up COM2. How naive. Of course having bought
> one it tells me I have to DISABLE COM2 for it to work. DOH!!!!
> Straight back it went, along with my dreams of a handy internal
> 56k modem and the idea of using my Yaroze, modem and mouse all
> at the same time.
> It's not so much me being lazy, but swapping the leads twice a day
> puts unnecessary strain on the Yaroze cable's internal wires.
> Will buying a serial card fix my problem, or just introduce IRQ
> conflicts and waste memory with sorry-arse resident TSR drivers?
> Will Penelope Pitstop escape?
>
> Cheers,
> Jim
> --
> --
> James Shaughnessy   james@manc.u-net.com
> http://www.netyaroze-europe.com/~shaughnj
> --
--MESSAGE FILE 911 END: ./1 SCEE/yaroze/beginners/000000648html.html

--MESSAGE FILE 912 START: ./1 SCEE/yaroze/beginners/000000649html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Serial lead & COM ports
Date: Thu, 03 Dec 1998 20:29:13 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <3666F499.2215@manc.u-net.com>
References: <3658B934.5D2C@manc.u-net.com> <3665D3B9.1329F43F@shell.jps.net>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Elliott Lee wrote:
> I did have to spend some time trying all 4 permutations of
> the DJSETUP.BAT settings to get that DTLH environment variable
> to have the right settings. Maybe you just have to play around
> with it until it works?

No, this particular modem *specifically* had to have COM2 disabled
(from the BIOS setup.) for it to work. It was a cheapo one though.
What model is yours then?

Cheers,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 912 END: ./1 SCEE/yaroze/beginners/000000649html.html

--MESSAGE FILE 913 START: ./1 SCEE/yaroze/beginners/000000650html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Serial lead & COM ports
Date: Thu, 03 Dec 1998 21:53:52 -0800
Organization: SCEA News Server
Lines: 91
Message-ID: <366778F0.D3DCD3AD@shell.jps.net>
References: <3658B934.5D2C@manc.u-net.com> <3665D3B9.1329F43F@shell.jps.net>
<3666F499.2215@manc.u-net.com>
NNTP-Posting-Host: svalliap-isdn3.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Heya,

Hopefully here's the info about my system you can use. I didn't
disable anything from the BIOS menu...

My (relevant) system config:

- pentium pro board w/ 2 serial ports
- Modem Blaster Flash 56 Value
- PCI Ethernet Adapter
- Adaptec 2940 SCSI Controller
- AWE 32 PnP
- Win 95

Part of my autoexec.bat:

```
rem Other system stuff
SET MIDI=SYNTH:1 MAP:E MODE:0
SET SOUND=C:\PROGRA~1\CREATIVE\CTSND
SET BLASTER=A220 I10 D1 H7 P300 E620 T6

rem Yaroze stuff
call c:\progra~1\psx\djsetup.bat
```

My config.sys is:

```
device=C:\OS\WIN\95\himem.sys
device=c:\os\win\95\emm386.exe
rem device=c:\os\win\95\emm386.exe m6
devicehigh=c:\os\dos\mtmcdai.sys /d:MSCD0001
devicehigh=c:\os\win\95\command\ansi.sys
```

My djsetup.bat is:

```
@echo off
PATH %path%;c:\progra~1\psx\bin;c:\progra~1\gnu\bin
set DJGPP=c:/progra~1/psx/djgpp.env
set TMP=c:\progra~1\psx\temp
set DTLH3000=0x3f8,4,115200
set go32=dpmistack 2000000
```

The Modem Properties are:

```
Port:      COM3
```

```
    I/O Range: 03E8-03EF
    IRQ:       5

COM1 Properties:

    I/O Range: 03F8-03FF
    IRQ:       4

COM2 Properties:

    I/O Range: 02F8-02FF
    IRQ:       3

Mouse Properties:

    Standard Serial Mouse.  Doesn't say what port it's on but
    it's plugged into my first serial port.

Note: I had problems with the Creative IDE controller, so I disabled
it---that freed up an IRQ.

James Shaughnessy wrote:
>
> Elliott Lee wrote:
> > I did have to spend some time trying all 4 permutations of
> > the DJSETUP.BAT settings to get that DTLH environment variable
> > to have the right settings.  Maybe you just have to play around
> > with it until it works?
>
> No, this particular modem *specifically* had to have COM2 disabled
> (from the BIOS setup.) for it to work.  It was a cheapo one though.
> What model is yours then?
>
> Cheers,
> Jim
> --
> ----------------------------------------
> James Shaughnessy    james@manc.u-net.com
> http://www.netyaroze-europe.com/~shaughnj
> ----------------------------------------

--
Mata ne,             ...                                    ...
- e!               ::'         tenchi@shell.jps.net        ':::
  (Protocol)       ::  ACiD -/- ACS -/- pHluid -/- Yaroze   ::
  (Tenchikun)      ::.      http://www.jps.net/tenchi      .::
                    '''                                   '''
--MESSAGE FILE 913 END: ./1 SCEE/yaroze/beginners/000000650html.html


--MESSAGE FILE 914 START: ./1 SCEE/yaroze/beginners/000000651html.html
Path: chuka.playstation.co.uk!news
From: Olaf Grau <OlafGrau@aol.com>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.codewarrior,scea.yaroze.programming
.gnu_compiler,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.pro
gramming.codewarrior,scee.yaroze.programming.gnu_compiler
Subject: Re: Datel PC Comms card on NT
Date: Mon, 07 Dec 1998 23:33:20 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <366C57AF.4E60D961@aol.com>
References: <6cmkup$ao5@chuka.playstation.co.uk>
NNTP-Posting-Host: 167-63-233.ipt.aol.com
```

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [de] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1062
scea.yaroze.programming.codewarrior:370 scea.yaroze.programming.gnu_compiler:104
scee.yaroze.beginners:651 scee.yaroze.freetalk.english:3131
scee.yaroze.programming.codewarrior:416 scee.yaroze.programming.gnu_compiler:287

Steve Dunn schrieb:

> Has anyone got this to work under NT(4).
>
> If you have, please let me know
>
> Thanks in advance.
>
> Steve Dunn

  Where can I Buy the Hardware (PC - Card, etc) to Work with ARS ?

--MESSAGE FILE 914 END: ./1 SCEE/yaroze/beginners/000000651html.html

--MESSAGE FILE 915 START: ./1 SCEE/yaroze/beginners/000000652html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve_dunn@europe.mccann.com>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.codewarrior,scea.yaroze.programming
.gnu_compiler,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.pro
gramming.codewarrior,scee.yaroze.programming.gnu_compiler
Subject: Re: Datel PC Comms card on NT
Date: Tue, 8 Dec 1998 11:50:58 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <74j3r5$8bc7@chuka.playstation.co.uk>
References: <6cmkup$ao5@chuka.playstation.co.uk> <366C57AF.4E60D961@aol.com>
NNTP-Posting-Host: 199.4.27.1
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1063
scea.yaroze.programming.codewarrior:371 scea.yaroze.programming.gnu_compiler:105
scee.yaroze.beginners:652 scee.yaroze.freetalk.english:3134
scee.yaroze.programming.codewarrior:417 scee.yaroze.programming.gnu_compiler:288

www.datel.co.uk

Olaf Grau <OlafGrau@aol.com> wrote in message
news:366C57AF.4E60D961@aol.com...
>
>
>Steve Dunn schrieb:
>
>> Has anyone got this to work under NT(4).
>>
>> If you have, please let me know
>>
>> Thanks in advance.
>>

>> Steve Dunn
>
> Where can I Buy the Hardware (PC - Card, etc) to Work with ARS ?
>
>

--MESSAGE FILE 915 END: ./1 SCEE/yaroze/beginners/000000652html.html

--MESSAGE FILE 916 START: ./1 SCEE/yaroze/beginners/000000653html.html
Path: chuka.playstation.co.uk!news
From: Ed Fear <gookaloo@yahoo.com>
Newsgroups: scee.yaroze.beginners
Subject: Yaroze Software Setup - HELP!
Date: Fri, 11 Dec 1998 16:53:23 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <36714E03.4242F372@yahoo.com>
NNTP-Posting-Host: 172-34-103.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hello,

My name is Ed (gookaloo), and I'm having problems with using the djsetup.bat setup program. If I try to run it thru Win95 (dos box), it just shouts 'Out of environment space' to me.

If I restart the computer in MS-DOS mode, it works, but if I try to use 'make' for example through the DOS box later, it doesn't work - so it seems that the file only works either a) once or b)only in complete MS-DOS mode.

But even when using make in MSDOS, it comes up with a strange error about in not being able to find a swapfile in c:\temp - I noticed that there was not a c:\temp and so I have created one, and haven't tried again - I wonder if it will work??

Please help me, I'm pulling my hair out on this one.

Cheers,
Ed :)

http://www.netyaroze-europe.com/~gookaloo

P.S - If it helps, my computer is a P300 with 64MB RAM

--MESSAGE FILE 916 END: ./1 SCEE/yaroze/beginners/000000653html.html

--MESSAGE FILE 917 START: ./1 SCEE/yaroze/beginners/000000654html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze Software Setup - HELP!
Date: Fri, 11 Dec 1998 18:30:46 +0000
Organization: Sony Computer Entertainment Europe
Lines: 27
Message-ID: <367164D6.5A0AED61@scee.sony.co.uk>
References: <36714E03.4242F372@yahoo.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Ed Fear wrote:
>
> My name is Ed (gookaloo), and I'm having problems with using the
> djsetup.bat setup program. If I try to run it thru Win95 (dos box), it
> just shouts 'Out of environment space' to me.

You have to increase your environment space in MS-DOS. Check the FAQ (off the New members section on
the Website) for more info.

> But even when using make in MSDOS, it comes up with a strange error
> about in not being able to find a swapfile in c:\temp - I noticed that
> there was not a c:\temp and so I have created one, and haven't tried
> again - I wonder if it will work??

It should do.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

His fountain pen was so expensive it looked as if someone had grabbed
the pope, turned him upside down and started writing with the tip of
his big pointy hat.
--MESSAGE FILE 917 END: ./1 SCEE/yaroze/beginners/000000654html.html

--MESSAGE FILE 918 START: ./1 SCEE/yaroze/beginners/000000655html.html
Path: chuka.playstation.co.uk!news
From: Ed Fear <gookaloo@yahoo.com>
Newsgroups: scee.yaroze.beginners
Subject: Yaroze AC Plug - weird?
Date: Sat, 12 Dec 1998 16:01:45 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <36729369.4D280474@yahoo.com>
NNTP-Posting-Host: 204-72-98.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

This is to all of the UK Net Yaroze members:

Did your NY come with a European cable and a hollow plug? My dad is an electrician so he can change the plugs around, but what did all you guys do? Did you buy a European to UK plug converter?

Thanks,

Ed :)

--MESSAGE FILE 918 END: ./1 SCEE/yaroze/beginners/000000655html.html

--MESSAGE FILE 919 START: ./1 SCEE/yaroze/beginners/000000656html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze AC Plug - weird?
Date: Sat, 12 Dec 1998 18:32:25 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <74ucqa$1s8@chuka.playstation.co.uk>
References: <36729369.4D280474@yahoo.com>
NNTP-Posting-Host: vil-9.village.gre.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

The hollow uk plug is included for a reason :) simply connect the european plug to it.

Ed Fear wrote in message <36729369.4D280474@yahoo.com>...
>This is to all of the UK Net Yaroze members:
>
>Did your NY come with a European cable and a hollow plug? My dad is an
>electrician so he can change the plugs around, but what did all you guys
>do? Did you buy a European to UK plug converter?
>
>Thanks,
>
>Ed :)
>

--MESSAGE FILE 919 END: ./1 SCEE/yaroze/beginners/000000656html.html

--MESSAGE FILE 920 START: ./1 SCEE/yaroze/beginners/000000657html.html
Path: chuka.playstation.co.uk!news
From: Niccolo' <jameskirk@hempseed.com>
Newsgroups: scee.yaroze.beginners
Subject: - HELP A BEGINNER -
Date: Sun, 13 Dec 1998 00:10:15 +0100
Organization: nikkolo@lycosmail.com
Lines: 16
Message-ID: <3672F7D7.AC743927@hempseed.com>
NNTP-Posting-Host: ppp-verona64-2.iol.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [it] (Win95; I)

Hi guys,

I am an italian beginner and as until now I haven't find help here in Italy, I hope to find it in U.K.:

1. how can I connect Yaroze and particullary how to use the software to make it work?
2. I have been designing some pcx about my RPG game project: is there some beginner that would be interessed to join to my project or to teach me the first step in programming, moving and collisions of sprite.

Thank in advance.

Niccollo'
Italy

--MESSAGE FILE 920 END: ./1 SCEE/yaroze/beginners/000000657html.html

--MESSAGE FILE 921 START: ./1 SCEE/yaroze/beginners/000000658html.html
Path: chuka.playstation.co.uk!news
From: Ed Fear <gookaloo@yahoo.com>
Newsgroups: scee.yaroze.beginners
Subject: Enemies in a Space Invaders Clone
Date: Sat, 26 Dec 1998 16:46:42 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <368512F2.4AC179EE@yahoo.com>
NNTP-Posting-Host: 167-21-241.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hey,

I woz just wondering what you guys would do when faced with the fact
that you need 20 enemies on the screen at a time? I was thinking of
doing something like this

```
typedef struct {
GsSPRITE sprite;
int dead;
} enemy

enemy Enemies[20];    // as a global
```

And then whenever I get to the main loop and I have to enter the sprites
into the OT, do this:

```
for (i = 0; i < MAX_SPRITES, i++)
{
  if (Enemies[i].dead = 0)
   GsSortFastSprite(&Enemies[i].sprite, WorldOT[activeBuff], 0);
 }
```

so that when the enemy is shot, dead is set to 1 and it is not drawn.

Does this seem the most sensible idea?

Cheers,

Ed :)

--MESSAGE FILE 921 END: ./1 SCEE/yaroze/beginners/000000658html.html

--MESSAGE FILE 922 START: ./1 SCEE/yaroze/beginners/000000659html.html
Path: chuka.playstation.co.uk!news
From: "Peter Wright" <dafrog@dapad.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: - HELP A BEGINNER -
Date: Sun, 27 Dec 1998 13:31:14 +0000
Organization: Genesis Computer Software Ltd
Lines: 53
Message-ID: <765ctd$22912@chuka.playstation.co.uk>
References: <3672F7D7.AC743927@hempseed.com>
NNTP-Posting-Host: 212.56.83.182

Mime-Version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Outlook Express for Macintosh - 4.01 (295)

Hi there,

To connect the yaroze, you just plug the cable that came with it into the back of the Playstation (looking at the back, its the socket on the left) and the other end into a nine pin serial port on the back of your PC. If you are using a Mac, then you will need to get hold of a Macintosh modem cable (8 pin male din on one end, 25 pin male serial plug on the other end) and plug that into a converter that converts your 25 pin male end to a 9 pin male end. Then you just plug the 9 pin end of the Yaroze lead into that. If you are using a Mac then you will also need to invest in a copy of CodeWarrior for the Yaroze in order to actually write any code. You will still need to copy across the libraries and include files from the included PC CD ROM though.

If you are using a PC then just dump the PC CDROM that came with your yaroze into the CD Drive and copy everything to your C drive.

From that point on, look at the getting started guide to geta simple program compiled and downloaded. There is an equivalent guide included with Codewarrior if you are using a Mac, or even if you bought Codewarrior for the PC.

Once you have followed the startup guides and got a simple example program compiled and uploaded to the Yaroze, browse through the member's homepages on the Yaroze Europe site and you'll find quite a lot more code to play with as well as some excellent tutorials out there as well.

Good luck,

Peter Wright.

>From: Niccolo' <jameskirk@hempseed.com>
In article <3672F7D7.AC743927@hempseed.com>, Niccolo'
<jameskirk@hempseed.com> wrote:

>Hi guys,
>
>I am an italian beginner and as until now I haven't find help here in
>Italy, I hope to find it in U.K.:
>
>1. how can I connect Yaroze and particullary how to use the software to
>make it work?
>2. I have been designing some pcx about my RPG game project: is there
>some beginner that would be interessed to join to my project or to teach
>me the first step in programming, moving and collisions of sprite.
>
>Thank in advance.
>
>   Niccollo'
>   Italy
>
--MESSAGE FILE 922 END: ./1 SCEE/yaroze/beginners/000000659html.html

--MESSAGE FILE 923 START: ./1 SCEE/yaroze/beginners/000000660html.html
Path: chuka.playstation.co.uk!news
From: "Peter Wright" <dafrog@dapad.co.uk>

Newsgroups: scee.yaroze.beginners
Subject: Re: Enemies in a Space Invaders Clone
Date: Sun, 27 Dec 1998 13:32:06 +0000
Organization: Genesis Computer Software Ltd
Lines: 41
Message-ID: <765cuv$22913@chuka.playstation.co.uk>
References: <368512F2.4AC179EE@yahoo.com>
NNTP-Posting-Host: 212.56.83.182
Mime-Version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Outlook Express for Macintosh - 4.01 (295)

Sounds like you are on the right track to me. Good luck with your game.

Peter Wright.

In article <368512F2.4AC179EE@yahoo.com>, Ed Fear <gookaloo@yahoo.com>
wrote:

>Hey,
>
>I woz just wondering what you guys would do when faced with the fact
>that you need 20 enemies on the screen at a time? I was thinking of
>doing something like this
>
>typedef struct {
>GsSPRITE sprite;
>int dead;
>} enemy
>
>enemy Enemies[20];   // as a global
>
>
>And then whenever I get to the main loop and I have to enter the sprites
>into the OT, do this:
>
>for (i = 0; i < MAX_SPRITES, i++)
>{
> if (Enemies[i].dead = 0)
>   GsSortFastSprite(&Enemies[i].sprite, WorldOT[activeBuff], 0);
> }
>
>so that when the enemy is shot, dead is set to 1 and it is not drawn.
>
>Does this seem the most sensible idea?
>
>Cheers,
>
>Ed :)
>
--MESSAGE FILE 923 END: ./1 SCEE/yaroze/beginners/000000660html.html

--MESSAGE FILE 924 START: ./1 SCEE/yaroze/beginners/000000661html.html
Path: chuka.playstation.co.uk!news
From: Ed Fear <gookaloo@yahoo.com>
Newsgroups: scee.yaroze.beginners
Subject: Help me!
Date: Sun, 27 Dec 1998 16:40:39 +0000
Organization: PlayStation Net Yaroze (SCEE)

Lines: 16
Message-ID: <36866307.756DC07@yahoo.com>
NNTP-Posting-Host: 204-40-177.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

I know that the attribute member of a GsSPRITE for a 8-bit sprite with
rotation, scaling, no semi-transparency blah blah is 0x01000000

I need to play around with bit 31 (the one which controls whether the
sprite is displayed) - does anyone know what the value is for the same
but with bit 31 set to 1?

I've tried many ways (0x01000000 + (1<<31)) being one, but it doesn't
work.

So can someone help me?

Cheers in advance,

Ed :)

--MESSAGE FILE 924 END: ./1 SCEE/yaroze/beginners/000000661html.html

--MESSAGE FILE 925 START: ./1 SCEE/yaroze/beginners/000000662html.html
Path: chuka.playstation.co.uk!news
From: ScoTT Campbell <escotia@escotia.freeserve.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Help me!
Date: Mon, 28 Dec 1998 00:22:16 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <3686CF38.78559533@escotia.freeserve.co.uk>
References: <36866307.756DC07@yahoo.com>
NNTP-Posting-Host: modem-117.zoloft.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

> I've tried many ways (0x01000000 + (1<<31)) being one, but it doesn't
> work.

Try (SPRITE_ATTRIBUTE | (0x1<<31)) to set bit 31 of SPRITE_ATTRIBUTE.

Check up your C book on bitwise operators too.

ScoTT

--MESSAGE FILE 925 END: ./1 SCEE/yaroze/beginners/000000662html.html

--MESSAGE FILE 926 START: ./1 SCEE/yaroze/beginners/000000663html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze AC Plug - weird?
Date: Sat, 2 Jan 1999 15:26:11 +0100

Organization: Debri Productions
Lines: 26
Message-ID: <1dl05f3.1nc3bgyvp9m5bN@a1-88-108.a1.nl>
References: <36729369.4D280474@yahoo.com>
NNTP-Posting-Host: a1-88-108.a1.nl
X-Newsreader: MacSOUP 2.3

Ed Fear <gookaloo@yahoo.com> wrote:

> This is to all of the UK Net Yaroze members:
>
> Did your NY come with a European cable and a hollow plug? My dad is an
> electrician so he can change the plugs around, but what did all you guys
> do? Did you buy a European to UK plug converter?
>

I don't get you english people!! I don't need the UK-converter for my
UK-NY.. I just plug it in. But wile we in the rest of europe:
- we drive right, you have to drive left
- we have a standaard plug, you need to have a different one
- we all wight with kilo's, you want to weight in stones
- we use liters, you use gallons
- we use meters, you use feet
- we put salt on our fries, you have to use vinigar

What kind of people are you, natural pains in the arss? I suppose when
civilasation struck us, it just never got to the UK ;-)

(Before I get all wacky mails and stuff... I love the UK and my
girlfriend is even British official, so no offence to the UK or
any of you)

DEnnis..
--MESSAGE FILE 926 END: ./1 SCEE/yaroze/beginners/000000663html.html

--MESSAGE FILE 927 START: ./1 SCEE/yaroze/beginners/000000664html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Charles Nicholson <chnicholson@vassar.edu>
Newsgroups:
scee.yaroze.programming.3d_graphics,scee.yaroze.beginners,scea.yaroze.programmin
g
Subject: greets to all
Date: Fri, 08 Jan 1999 15:40:32 -0500
Organization: SCEA News Server
Lines: 31
Message-ID: <36966D40.47664F57@vassar.edu>
NNTP-Posting-Host: toshiba-173-23.nycap.rr.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:1123
scee.yaroze.beginners:664

Hello all. Just got my Yaroze last week and i have my first official
maddening problem with it.

I wrote up a simple compression/file packing library that compresses
multiple directories into one big .lib file so i don't have to reference
everything with defines and offset values. This works fine on my pc
(watcom, dos4gw), but it does the strangest thing when i port it to the
Yaroze. It finds the correct offset to start decompressing from in the
file (in mem.. it's at 80009000), it validates it by reading a signature

off the beginning of the correct entry, but when i walk through it (i mean walk, no writes at ALL, just reading...) to decompress, the yaroze crashes. But it doesn't crash consistently. I threw a c file in and uncomp'd it, read it out, it worked fine. I threw a tim in there, it gets halfway through. It gets better.

It's simple huffman compression (binary tree- the file format i have is "header, tree, data". What i was doing was setting a pointer in memory to the tree and the data, and uncompressing from there. What ended up working was creating two more pointers, mallocing in one the size of the tree and the other the size of the data. I memcpy'd the data from the file in memory to these malloc'd arrays, and now it works more frequently, but it still is not consistently functional. I am 100% on the compression/decompression routines and file formats, and i am POSITIVE that they function properly. can anyone tell me what on earth is going on? I figured i might have been walking over my code, but that starts at 80100000 and i know my data file is not that big (usually about 12k)... is there something about memory i just don't know?

thanks a lot, talk to you all in the future..
-charles nicholson

--MESSAGE FILE 927 END: ./1 SCEE/yaroze/beginners/000000664html.html

--MESSAGE FILE 928 START: ./1 SCEE/yaroze/beginners/000000665html.html
Path: chuka.playstation.co.uk!news
From: "Miles Buzzing" <miles@guildfrd.demon.co.uk>
Newsgroups:
scee.yaroze.programming.3d_graphics,scee.yaroze.beginners,scea.yaroze.programmin
g
Subject: Re: greets to all
Date: 9 Jan 1999 16:02:14 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <01be3be9$6c109f40$0a3ddec2@guildfoc>
References: <36966D40.47664F57@vassar.edu>
NNTP-Posting-Host: guildfrd.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:1125
scee.yaroze.beginners:665

Charles -

Just on the off chance.....

If you're using malloc() to create working space dynamically add some debug code to return the allocated address. By default malloc() allocates space anywhere after 0x80000000 you may find you're overwriting the NY debugger workspace located just below 0x80009000.

- Miles

--MESSAGE FILE 928 END: ./1 SCEE/yaroze/beginners/000000665html.html

--MESSAGE FILE 929 START: ./1 SCEE/yaroze/beginners/000000666html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups:
scee.yaroze.programming.3d_graphics,scee.yaroze.beginners,scea.yaroze.programmin
g

Subject: Re: greets to all
Date: Sat, 9 Jan 1999 11:20:10 -0600
Organization: Ed Federmeyer
Lines: 23
Message-ID: <7782i9$m3r4@scea>
References: <36966D40.47664F57@vassar.edu> <01be3be9$6c109f40$0a3ddec2@guildfoc>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:1126
scee.yaroze.beginners:666

Miles Buzzing wrote in message <01be3be9$6c109f40$0a3ddec2@guildfoc>...
>Charles -
>
>Just on the off chance.....
>
>If you're using malloc() to create working space dynamically add some debug
>code to return the allocated address. By default malloc() allocates space
>anywhere after 0x80000000 you may find you're overwriting the NY debugger
>workspace located just below 0x80009000.
>
>- Miles

Yes, definitely. I had all kinds of flaky problems with malloc() until I
realized I
actually needed to call InitHeap() first. By flaky, I mean, sometimes the
program would crash, sometimes not. Even if I alloc'd the exact same
size memory each time I ran!

Good luck,
EdF

--MESSAGE FILE 929 END: ./1 SCEE/yaroze/beginners/000000666html.html

--MESSAGE FILE 930 START: ./1 SCEE/yaroze/beginners/000000667html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Charles Nicholson <chnicholson@vassar.edu>
Newsgroups:
scee.yaroze.programming.3d_graphics,scee.yaroze.beginners,scea.yaroze.programmin
g
Subject: Re: greets to all
Date: Sat, 09 Jan 1999 14:28:37 -0500
Organization: SCEA News Server
Lines: 12
Message-ID: <3697ADE4.3F396011@vassar.edu>
References: <36966D40.47664F57@vassar.edu> <01be3be9$6c109f40$0a3ddec2@guildfoc>
<7782i9$m3r4@scea>
NNTP-Posting-Host: toshiba-173-23.nycap.rr.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:1127
scee.yaroze.beginners:667

> Yes, definitely. I had all kinds of flaky problems with malloc() until I
> realized I
> actually needed to call InitHeap() first. By flaky, I mean, sometimes the
> program would crash, sometimes not. Even if I alloc'd the exact same
> size memory each time I ran!

>
> Good luck,
> EdF

Thanks- What should i put for my initheap params?
-charles

--MESSAGE FILE 930 END: ./1 SCEE/yaroze/beginners/000000667html.html

--MESSAGE FILE 931 START: ./1 SCEE/yaroze/beginners/000000668html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Tony Levatino <levatino@nycap.rr.com>
Newsgroups:
scee.yaroze.programming.3d_graphics,scee.yaroze.beginners,scea.yaroze.programmin
g
Subject: Re: greets to all
Date: Sat, 09 Jan 1999 17:38:05 -0500
Organization: SCEA News Server
Lines: 31
Message-ID: <3697DA4D.2DA108B9@nycap.rr.com>
References: <36966D40.47664F57@vassar.edu> <01be3be9$6c109f40$0a3ddec2@guildfoc>
<7782i9$m3r4@scea>
NNTP-Posting-Host: toshiba-173-23.nycap.rr.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:1128
scee.yaroze.beginners:668

You know what the crazy thing is? Sometimes it crashes (locks up, needs a reset
punch) BEFORE i malloc... :)
i don't understand it. I'm not doing anything but walking a file in memory, and
WELL within limits at that...

:)
-charles

Ed Federmeyer wrote:

> Miles Buzzing wrote in message <01be3be9$6c109f40$0a3ddec2@guildfoc>...
> >Charles -
> >
> >Just on the off chance.....
> >
> >If you're using malloc() to create working space dynamically add some debug
> >code to return the allocated address. By default malloc() allocates space
> >anywhere after 0x80000000 you may find you're overwriting the NY debugger
> >workspace located just below 0x80009000.
> >
> >- Miles
>
> Yes, definitely. I had all kinds of flaky problems with malloc() until I
> realized I
> actually needed to call InitHeap() first. By flaky, I mean, sometimes the
> program would crash, sometimes not. Even if I alloc'd the exact same
> size memory each time I ran!
>
> Good luck,
> EdF

--MESSAGE FILE 931 END: ./1 SCEE/yaroze/beginners/000000668html.html

--MESSAGE FILE 932 START: ./1 SCEE/yaroze/beginners/000000669html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups:
scee.yaroze.programming.3d_graphics,scee.yaroze.beginners,scea.yaroze.programmin
g
Subject: Re: greets to all
Date: Sat, 9 Jan 1999 17:57:15 -0600
Organization: Ed Federmeyer
Lines: 27
Message-ID: <778pqg$m3r6@scea>
References: <36966D40.47664F57@vassar.edu> <01be3be9$6c109f40$0a3ddec2@guildfoc>
<7782i9$m3r4@scea> <3697ADE4.3F396011@vassar.edu>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:1129
scee.yaroze.beginners:669

Charles Nicholson wrote in message <3697ADE4.3F396011@vassar.edu>...
>> Yes, definitely. I had all kinds of flaky problems with malloc() until I
>> realized I
>> actually needed to call InitHeap() first. By flaky, I mean, sometimes
the
>> program would crash, sometimes not. Even if I alloc'd the exact same
>> size memory each time I ran!
>>
>> Good luck,
>> EdF
>
>Thanks- What should i put for my initheap params?
>-charles

The start address of a chunk of memory, and it's length. The docs say the
length is "/4" in other words, the length in 32bit words rather than 8 bit
bytes. I dunno about that. I've been using the length as in 8-bit byte
quantitites and it's worked great for me.

Just like any other memory-file, you need to make sure this heap area does
not overlap anything else. All malloc() memory will come from within this
area, so it must be big enough for all your potential malloc()s.

EdF

--MESSAGE FILE 932 END: ./1 SCEE/yaroze/beginners/000000669html.html

--MESSAGE FILE 933 START: ./1 SCEE/yaroze/beginners/000000670html.html
Path: chuka.playstation.co.uk!news
From: Ed Fear <gookaloo@yahoo.com>
Newsgroups: scee.yaroze.beginners
Subject: Music - eek?
Date: Sun, 10 Jan 1999 09:50:02 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <369877CA.FE59B0A5@yahoo.com>
NNTP-Posting-Host: 208-137-66.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Does anyone know of a place where I can find a simple tutorial on sound and music? Nick Ferguson mentioned a tutorial called 'Sound for Dummies', but he didn't know where it was - can someone help me, please?

Oh, my site will soon be hosting the Net Yaroze Members MUSIC Directory. If anybody has the demo version of MUSIC for the PlayStation, make a cool piece, use a microphone to record to your PC and save it as a .wav. Upload it to your web space (I may use mine, watch this space, it's just that a 30 second piece is 600kb) and give me some details (that will be specified up on the site) and a link to it. If anybody thinks this is a good idea, mail me!

Ed :)
gookaloo@yahoo.com
http://www.netyaroze-europe.com/~gookaloo

--MESSAGE FILE 933 END: ./1 SCEE/yaroze/beginners/000000670html.html

--MESSAGE FILE 934 START: ./1 SCEE/yaroze/beginners/000000671html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.programming.3d_graphics,scee.yaroze.beginners
Subject: Re: greets to all
Date: Mon, 11 Jan 1999 09:14:52 +0000
Organization: Sony Computer Entertainment Europe
Lines: 15
Message-ID: <3699C10C.FF06A956@scee.sony.co.uk>
References: <36966D40.47664F57@vassar.edu>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:1130 scee.yaroze.beginners:671

Check that your addresses are what they expect to be - the tradition on Yaroze is to put all
addresses in the range 0x80090000 - 0x801fffff, even though you can put them at 0x00090000 -
0x001fffff without any ill effects. If you're casting between signed ints and pointers, there might
be a problem there. Unlikely, but worth a try if you're desparate.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

"I TOLD you boys not to go in there. What IS your fascination with my Forbidden
 Closet of Mystery?" -- Police Chief Wiggam
--MESSAGE FILE 934 END: ./1 SCEE/yaroze/beginners/000000671html.html

--MESSAGE FILE 935 START: ./1 SCEE/yaroze/beginners/000000672html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.programming.3d_graphics,scee.yaroze.beginners

Subject: Re: greets to all
Date: Mon, 11 Jan 1999 11:05:11 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <3699DAE7.26D36389@hinge.mistral.co.uk>
References: <36966D40.47664F57@vassar.edu> <3699C10C.FF06A956@scee.sony.co.uk>
NNTP-Posting-Host: d1-s50-82-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:1132
scee.yaroze.beginners:672

James Russell wrote:

> Check that your addresses are what they expect to be - the tradition on Yaroze
is to put all
> addresses in the range 0x80090000 - 0x801fffff, even though you can put them
at 0x00090000 -
> 0x001fffff without any ill effects. If you're casting between signed ints and
pointers, there might

Doesn't that do something to the I-cache enable? Like, turn's it off?

> James

Craig.

--MESSAGE FILE 935 END: ./1 SCEE/yaroze/beginners/000000672html.html

--MESSAGE FILE 936 START: ./1 SCEE/yaroze/beginners/000000673html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.programming.3d_graphics,scee.yaroze.beginners
Subject: Re: greets to all
Date: Mon, 11 Jan 1999 13:23:06 +0000
Organization: Sony Computer Entertainment Europe
Lines: 17
Message-ID: <3699FB3A.CE3B52DB@scee.sony.co.uk>
References: <36966D40.47664F57@vassar.edu> <3699C10C.FF06A956@scee.sony.co.uk>
<3699DAE7.26D36389@hinge.mistral.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:1133
scee.yaroze.beginners:673

Craig Graham wrote:
>
> Doesn't that do something to the I-cache enable? Like, turn's it off?

Nah. You're thinking of segment k1. (BTW the memory map in the Yellow Yaroze
manual is incorrect in
the I-Cache column, the last two entries should be switched).

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

"I TOLD you boys not to go in there. What IS your fascination with my Forbidden
 Closet of Mystery?" -- Police Chief Wiggam
--MESSAGE FILE 936 END: ./1 SCEE/yaroze/beginners/000000673html.html

--MESSAGE FILE 937 START: ./1 SCEE/yaroze/beginners/000000674html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.programming.3d_graphics,scee.yaroze.beginners
Subject: Re: greets to all
Date: Mon, 11 Jan 1999 16:41:17 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <369A29AD.1AA3CE97@hinge.mistral.co.uk>
References: <36966D40.47664F57@vassar.edu> <3699C10C.FF06A956@scee.sony.co.uk>
<3699DAE7.26D36389@hinge.mistral.co.uk> <3699FB3A.CE3B52DB@scee.sony.co.uk>
NNTP-Posting-Host: d3-s43-199-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.programming.3d_graphics:1134
scee.yaroze.beginners:674

James Russell wrote:

> Craig Graham wrote:
> >
> > Doesn't that do something to the I-cache enable? Like, turn's it off?
>
> Nah. You're thinking of segment k1. (BTW the memory map in the Yellow Yaroze
manual is incorrect in
> the I-Cache column, the last two entries should be switched).

My mistake (should look thing's up instead of relying on shaky old memory).

> James

Craig.

--MESSAGE FILE 937 END: ./1 SCEE/yaroze/beginners/000000674html.html

--MESSAGE FILE 938 START: ./1 SCEE/yaroze/beginners/000000675html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Music - eek?
Date: Tue, 12 Jan 1999 17:44:27 -0800
Organization: .

Lines: 30
Message-ID: <369BFA7B.A98D739B@shell.jps.net>
References: <369877CA.FE59B0A5@yahoo.com>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

The best tutorials are probably the NY games with source available.
Try that.

For music, there is my MOD player I put together last year sometime.
You can link to it (for now) at:

     http://www.jps.net/tenchi/etc/dms_111.zip

Personally, I think it's easier to use than MIDI, but it's not as
accurate.

- e...

Ed Fear wrote:
>
> Does anyone know of a place where I can find a simple tutorial on sound
> and music? Nick Ferguson mentioned a tutorial called 'Sound for
> Dummies', but he didn't know where it was - can someone help me, please?
>
> Oh, my site will soon be hosting the Net Yaroze Members MUSIC
> Directory. If anybody has the demo version of MUSIC for the
> PlayStation, make a cool piece, use a microphone to record to your PC
> and save it as a .wav. Upload it to your web space (I may use mine,
> watch this space, it's just that a 30 second piece is 600kb) and give me
> some details (that will be specified up on the site) and a link to it.
> If anybody thinks this is a good idea, mail me!
>
> Ed :)
> gookaloo@yahoo.com
> http://www.netyaroze-europe.com/~gookaloo
--MESSAGE FILE 938 END: ./1 SCEE/yaroze/beginners/000000675html.html

--MESSAGE FILE 939 START: ./1 SCEE/yaroze/beginners/000000676html.html
Path: chuka.playstation.co.uk!news
From: 456 <65@sfdkljngs.com>
Newsgroups: scee.yaroze.beginners,scea.yaroze.beginners
Subject: tuts and documentation
Date: Wed, 13 Jan 1999 19:58:56 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <369CFB00.8787387C@sfdkljngs.com>
NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:676
scea.yaroze.beginners:298

Hello again all you Yaroze people!!

I wondering if there is any tutorial information out there similar to
Peter Passmore's 3D booklet from Middlesex university. This one was

really well organized and because it started from the very basics it
helped alot.. but I would like to know if anyone else out there has made
anything like that so I can gather more info and help these guys learn.

So far I seen that most of the tuts on the websites are simply batches
of source code that demostrate particular yaroze capabilities. This is
good to cut + paste, but to really understand it I think I'll need some
more documentation on the code itself.

I was looking forward to seeing Darco's upcoming tut, but it looks like
he gave it up, a darn shame!!

Anyone know of anything like this let me know,

Will

--MESSAGE FILE 939 END: ./1 SCEE/yaroze/beginners/000000676html.html

--MESSAGE FILE 940 START: ./1 SCEE/yaroze/beginners/000000677html.html
Path: chuka.playstation.co.uk!news
From: will atkin <william_atkin@hotmail.com>
Newsgroups: scee.yaroze.beginners,scea.yaroze.beginners
Subject: Re: tuts and documentation
Date: Wed, 13 Jan 1999 20:02:36 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <369CFBDC.90643E89@hotmail.com>
References: <369CFB00.8787387C@sfdkljngs.com>
NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:677
scea.yaroze.beginners:299

sorry.. my browser decided to play a funny trick on everyone...

My name is Will Atkin.. email: william_atkin@hotmail.com

456 wrote:

> Hello again all you Yaroze people!!
>
> I wondering if there is any tutorial information out there similar to
> Peter Passmore's 3D booklet from Middlesex university. This one was
> really well organized and because it started from the very basics it
> helped alot.. but I would like to know if anyone else out there has made
> anything like that so I can gather more info and help these guys learn.
>
> So far I seen that most of the tuts on the websites are simply batches
> of source code that demostrate particular yaroze capabilities. This is
> good to cut + paste, but to really understand it I think I'll need some
> more documentation on the code itself.
>
> I was looking forward to seeing Darco's upcoming tut, but it looks like
> he gave it up, a darn shame!!
>
> Anyone know of anything like this let me know,
>
> Will

--MESSAGE FILE 940 END: ./1 SCEE/yaroze/beginners/000000677html.html

--MESSAGE FILE 941 START: ./1 SCEE/yaroze/beginners/000000678html.html
Path: chuka.playstation.co.uk!news
From: Roman und Gregor Dashuber <d-twinz@gaponline.de>
Newsgroups: scee.yaroze.beginners
Subject: How to fade ???
Date: Sun, 17 Jan 1999 10:15:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <36A1AA36.348D@gaponline.de>
NNTP-Posting-Host: line55.GAPONLINE.DE
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (WinNT; I)

Hey,

I just started to convert my PC game demo to N.Y, but i don't
know how to do this simple Fadings, like from a pic to black or
to white. If anyone got's and idea, please tell me.
Thanks in advice.

Regards, Roman

P.S: Does anyone know how to do this palette rotations ?
--MESSAGE FILE 941 END: ./1 SCEE/yaroze/beginners/000000678html.html

--MESSAGE FILE 942 START: ./1 SCEE/yaroze/beginners/000000679html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scee.yaroze.beginners
Subject: Re: How to fade ???
Date: Mon, 18 Jan 1999 22:16:52 +1300
Organization: Sidhe Interactive
Lines: 33
Message-ID: <77utol$hoo10@chuka.playstation.co.uk>
References: <36A1AA36.348D@gaponline.de>
NNTP-Posting-Host: p34-max2.wlg.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Roman und Gregor Dashuber wrote in message <36A1AA36.348D@gaponline.de>...
>Hey,
>
>I just started to convert my PC game demo to N.Y, but i don't
>know how to do this simple Fadings, like from a pic to black or
>to white. If anyone got's and idea, please tell me.
>Thanks in advice.
>
>Regards, Roman
>
>P.S: Does anyone know how to do this palette rotations ?

Hi Roman,

A common method for fading to black is to draw a semi transparent RECT over
the top of everything and vary the RGB values over the course of several
frames.

To fade to white, apply the same principal but use additive transparency
instead.

Check out the "Fading.." thread in *.2d_graphics for more information and
some basic source by Robert Swan.

Regards

Mario
mario@sidhe.co.nz
www.sidhe.co.nz

--MESSAGE FILE 942 END: ./1 SCEE/yaroze/beginners/000000679html.html

--MESSAGE FILE 943 START: ./1 SCEE/yaroze/beginners/000000680html.html
Path: chuka.playstation.co.uk!news
From: Tom <tm7130@bristol.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: How to fade ???
Date: Mon, 18 Jan 1999 11:40:59 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <36A31DCB.5EB9@bristol.ac.uk>
References: <36A1AA36.348D@gaponline.de> <77utol$hoo10@chuka.playstation.co.uk>
NNTP-Posting-Host: m08.fen.bris.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (WinNT; I)

> Hi Roman,
>
> A common method for fading to black is to draw a semi transparent RECT over
> the top of everything and vary the RGB values over the course of several
> frames.
>

Surely the easiest way to fade to black is to change the values of the
rgb data in the GsSPRITE structure? This doesn't work for fading to
white though because setting these values to 255 only makes the image
twice as bright.

Cheers,

    Tom
--MESSAGE FILE 943 END: ./1 SCEE/yaroze/beginners/000000680html.html

--MESSAGE FILE 944 START: ./1 SCEE/yaroze/beginners/000000681html.html
Path: chuka.playstation.co.uk!news
From: Roman und Gregor Dashuber <d-twinz@gaponline.de>
Newsgroups: scee.yaroze.beginners
Subject: How to Fade 2 ???
Date: Mon, 18 Jan 1999 20:19:19 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <36A38937.4F77@gaponline.de>
NNTP-Posting-Host: line63.GAPONLINE.DE
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (WinNT; I)

Thanks a lot, i'll be checking out what you told me

Regards,Roman.
--MESSAGE FILE 944 END: ./1 SCEE/yaroze/beginners/000000681html.html

--MESSAGE FILE 945 START: ./1 SCEE/yaroze/beginners/000000682html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scee.yaroze.beginners
Subject: Re: How to fade ???
Date: Tue, 19 Jan 1999 10:04:36 +1300
Organization: Sidhe Interactive
Lines: 25
Message-ID: <78077g$hoo14@chuka.playstation.co.uk>
References: <36A1AA36.348D@gaponline.de> <77utol$hoo10@chuka.playstation.co.uk>
<36A31DCB.5EB9@bristol.ac.uk>
NNTP-Posting-Host: p46-max2.wlg.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Tom wrote in message <36A31DCB.5EB9@bristol.ac.uk>...
>> Hi Roman,
>>
>> A common method for fading to black is to draw a semi transparent RECT
over
>> the top of everything and vary the RGB values over the course of several
>> frames.
>>
>
>Surely the easiest way to fade to black is to change the values of the
>rgb data in the GsSPRITE structure? This doesn't work for fading to
>white though because setting these values to 255 only makes the image
>twice as bright.

That will only work if all items on your screen are sprites though. Using
the transparent GsBOXF method is more generic allowing you to perform a fade
over any type of graphics.

Mario
mario@sidhe.co.nz
www.sidhe.co.nz

--MESSAGE FILE 945 END: ./1 SCEE/yaroze/beginners/000000682html.html

--MESSAGE FILE 946 START: ./1 SCEE/yaroze/beginners/000000683html.html
Path: chuka.playstation.co.uk!news
From: Tom <tm7130@bristol.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: How to fade ???
Date: Tue, 19 Jan 1999 11:13:10 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <36A468C6.3CEA@bristol.ac.uk>
References: <36A1AA36.348D@gaponline.de> <77utol$hoo10@chuka.playstation.co.uk>
<36A31DCB.5EB9@bristol.ac.uk> <78077g$hoo14@chuka.playstation.co.uk>
NNTP-Posting-Host: n39.fen.bris.ac.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (WinNT; I)

Mario Wynands wrote:
>
> That will only work if all items on your screen are sprites though. Using
> the transparent GsBOXF method is more generic allowing you to perform a fade
> over any type of graphics.

Goo point, well made.

> Mario
> mario@sidhe.co.nz
> www.sidhe.co.nz

I stand corrected (although I would prefer to sit)

Cheers,

    Tom
--MESSAGE FILE 946 END: ./1 SCEE/yaroze/beginners/000000683html.html

--MESSAGE FILE 947 START: ./1 SCEE/yaroze/beginners/000000684html.html
Path: chuka.playstation.co.uk!news
From: Tom <tm7130@bristol.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: How to fade ???
Date: Tue, 19 Jan 1999 11:14:10 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <36A46902.7B69@bristol.ac.uk>
References: <36A1AA36.348D@gaponline.de> <77utol$hoo10@chuka.playstation.co.uk>
<36A31DCB.5EB9@bristol.ac.uk> <78077g$hoo14@chuka.playstation.co.uk>
<36A468C6.3CEA@bristol.ac.uk>
NNTP-Posting-Host: n39.fen.bris.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (WinNT; I)

Good, even.
--MESSAGE FILE 947 END: ./1 SCEE/yaroze/beginners/000000684html.html

--MESSAGE FILE 948 START: ./1 SCEE/yaroze/beginners/000000685html.html
Path: chuka.playstation.co.uk!news
From: "Matthew Chubb" <matthew@mchubb.fresserve.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Compiling !!
Date: Sun, 24 Jan 1999 12:22:18 -0000
Organization: Home
Lines: 10
Message-ID: <78f3ak$nd45@chuka.playstation.co.uk>
Reply-To: "Matthew Chubb" <matthew@mchubb.freeserve.co.uk>
NNTP-Posting-Host: modem-3.ibogaine.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

I am having problems compiling my first program, this may sound really dumb
but when ever I have tried to compile my code it comes up with an error :

```
    main.c:9 libps.h: file not found

any suggestions would be most helpful



--MESSAGE FILE 948 END: ./1 SCEE/yaroze/beginners/000000685html.html


--MESSAGE FILE 949 START: ./1 SCEE/yaroze/beginners/000000686html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.beginners
Subject: Re: Compiling !!
Date: 24 Jan 1999 13:40:28 GMT
Organization: Sony Computer Entertainment Europe
Lines: 34
Message-ID: <78f7sc$nd47@chuka.playstation.co.uk>
References: <78f3ak$nd45@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

Hi there,

Make sure you setup your paths correctly.
Check your djsetup.bat. See below...

Regards,

George@SCEE



@echo off
set DJGPP=d:/yaroze/psx/djgpp.env
PATH %path%;d:\yaroze\psx\bin;d:\yaroze\gnu\bin
set TMP=c:\temp
set DTLH3000=0x2f8,3,115200




In article <78f3ak$nd45@chuka.playstation.co.uk>,
matthew@mchubb.fresserve.co.uk says...
>
>I am having problems compiling my first program, this may sound really dumb
>but when ever I have tried to compile my code it comes up with an error :
>
>    main.c:9 libps.h: file not found
>
>any suggestions would be most helpful
>
>
>
>

--MESSAGE FILE 949 END: ./1 SCEE/yaroze/beginners/000000686html.html


--MESSAGE FILE 950 START: ./1 SCEE/yaroze/beginners/000000687html.html
Path: chuka.playstation.co.uk!news
```

From: "Matthew Chubb" <matthew@mchubb.fresserve.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Compiling !!
Date: Sun, 24 Jan 1999 15:22:54 -0000
Organization: Home
Lines: 32
Message-ID: <78fdt8$nd48@chuka.playstation.co.uk>
References: <78f3ak$nd45@chuka.playstation.co.uk>
<78f7sc$nd47@chuka.playstation.co.uk>
Reply-To: "Matthew Chubb" <matthew@mchubb.freeserve.co.uk>
NNTP-Posting-Host: modem-97.strontium.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

My djsetup.bat file looks like this:

```
@echo off
set DJGPP=c:/psx/djgpp.env
PATH %path%;c:\psx\bin;c:\gnu\bin
set TMP=c:\Temp
set DTLH3000=0x2F8,3,9600
```

I have a main.c file which uses the librarys pad.h and libps.h.

I copy the main.c file and the pad.h file to the C:\gnu\bin directory.

Once that is done I then go into dos invoke djsetup (not sure if I'm
supposed to or not) and then type in gcc -c main.c, the error then occurs !!

Matt

George Bain wrote in message <78f7sc$nd47@chuka.playstation.co.uk>...
>Hi there,
>
>Make sure you setup your paths correctly.
>Check your djsetup.bat. See below...
>
>Regards,
>
>George@SCEE
>

--MESSAGE FILE 950 END: ./1 SCEE/yaroze/beginners/000000687html.html

--MESSAGE FILE 951 START: ./1 SCEE/yaroze/beginners/000000688html.html
Path: chuka.playstation.co.uk!news
From: pal <palpalpalpal@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Compiling !!
Date: Tue, 26 Jan 1999 10:54:26 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <36AD90D1.560A2AD7@hotmail.com>
References: <78f3ak$nd45@chuka.playstation.co.uk>
<78f7sc$nd47@chuka.playstation.co.uk> <78fdt8$nd48@chuka.playstation.co.uk>
Reply-To: palpalpalpal@hotmail.com
NNTP-Posting-Host: marseille9-91.club-internet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

> I have a main.c file which uses the librarys pad.h and libps.h.

Make sure you write :#include <libps.h>
and not
#include "libps.h"

> I copy the main.c file and the pad.h file to the C:\gnu\bin directory.

You should use a separate directory for your projects. Using the gnu, psx or whatever directories doesn't hurt, but may well introduce confusion as your projects grow. Moreover, your projects may not run on someone else's system if they are not copied in the same directory.

Hope this helps,
pal (palpalpalpal@hotmail.com)

--MESSAGE FILE 951 END: ./1 SCEE/yaroze/beginners/000000688html.html

--MESSAGE FILE 952 START: ./1 SCEE/yaroze/beginners/000000689html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: F.P.S.
Date: Sat, 30 Jan 1999 19:34:44 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <78vmsl$6fv1@chuka.playstation.co.uk>
NNTP-Posting-Host: th-en139-011.pool.dircon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Can anyone tell me, or give me a code snippet for how to calculate how many frames per second a game is running at?

Thanks in advance
Rikki

--MESSAGE FILE 952 END: ./1 SCEE/yaroze/beginners/000000689html.html

--MESSAGE FILE 953 START: ./1 SCEE/yaroze/beginners/000000690html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: F.P.S.
Date: Sun, 31 Jan 1999 18:02:02 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <79264i$6fv7@chuka.playstation.co.uk>
References: <78vmsl$6fv1@chuka.playstation.co.uk>
NNTP-Posting-Host: th-usr02-40.ndirect.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Rikki Prince wrote in message <78vmsl$6fv1@chuka.playstation.co.uk>...
>Can anyone tell me, or give me a code snippet for how to calculate how many
>frames per second a game is running at?

>
>Thanks in advance
>Rikki
>
>

I think this will work. Call fps() in your main loop just after VSync(0).

```
void fps(void) {
    static int previous;
    int now, fps;

    now=VSync(-1);                        // VSyncs since program start
    fps=50/(now-previous);            // for PAL. use 60/(now-previous) for
NTSC
    FntPrint("FPS: %d\n",fps);
    previous=now;
}
```


Herbs

--MESSAGE FILE 953 END: ./1 SCEE/yaroze/beginners/000000690html.html

--MESSAGE FILE 954 START: ./1 SCEE/yaroze/beginners/000000691html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: How to fade ???
Date: Sat, 06 Feb 1999 03:58:30 -0800
Organization: SCEA News Server
Lines: 29
Message-ID: <36BC2E66.28BF672@shell.jps.net>
References: <36A1AA36.348D@gaponline.de> <77utol$hoo10@chuka.playstation.co.uk>
<36A31DCB.5EB9@bristol.ac.uk>
NNTP-Posting-Host: svalliap-isdn1.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

The reason why you shouldn't vary the RGB values of the GsSPRITE
structure is that it causes an odd flickering. It's just something
that happens as the image gets rendered to 15-bit graphics in the
frame buffer...

Tom wrote:
>
> > Hi Roman,
> >
> > A common method for fading to black is to draw a semi transparent RECT over
> > the top of everything and vary the RGB values over the course of several
> > frames.
> >
>
> Surely the easiest way to fade to black is to change the values of the
> rgb data in the GsSPRITE structure? This doesn't work for fading to
> white though because setting these values to 255 only makes the image
> twice as bright.
>

> Cheers,
>
>   Tom

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze   ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                     '''   '''
--MESSAGE FILE 954 END: ./1 SCEE/yaroze/beginners/000000691html.html

--MESSAGE FILE 955 START: ./1 SCEE/yaroze/beginners/000000692html.html
Path: chuka.playstation.co.uk!news
From: Ed Fear <gookaloo@yahoo.com>
Newsgroups: scee.yaroze.beginners
Subject: Memory Addresses
Date: Sun, 07 Feb 1999 20:49:23 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <36BDFC53.2014A8AC@yahoo.com>
NNTP-Posting-Host: ppp-2-14-41.access.telinco.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Heya all, howz life?

Well, I've got a question, hope someone can help me...

I know that you can upload stuff to the Yaroze's memory from address
80090000 - 80140000, or something like that. Or at least, when my
program loads, the main program starts loading at 80140000. I have
reached that limit, and I was wondering if there are any other places to
where you can upload things. If there is, can respond in a way like
'you can upload from 804721ef - 80600000'. I have reached the limit,
and have only loaded a few TIMS and a .vb and .vh file and a .seq

Cheers in advance,

Ed :)

'There was a wise man who once said "Never quote me". Heh'

--MESSAGE FILE 955 END: ./1 SCEE/yaroze/beginners/000000692html.html

--MESSAGE FILE 956 START: ./1 SCEE/yaroze/beginners/000000693html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory Addresses
Date: Mon, 08 Feb 1999 09:48:23 -0800
Organization: SCEA News Server
Lines: 46
Message-ID: <36BF2367.B9A504B8@vmlabs.com>
References: <36BDFC53.2014A8AC@yahoo.com>
NNTP-Posting-Host: vmlabs29.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)

X-Accept-Language: en

Ed,

The library functions occupy 0x80000000 through 0x808FFFFF (I think).
You could find some functions you're not using and overwrite them with
your own data.

To find out the exact address of each function use the "nm.exe"
utility:

  nm main

I find it useful to pipe it through "sort" so that everything is
sorted by address. Also redirect output to a file so you can read it
more easily:

  nm main | sort > nm.out

I have a little blurb about all this on my website. Click on
"NM.EXE" in the left frame. It's under the "Tech" heading.

  http://www.concentric.net/~dsyaroze/insider

A word of warning though. I have tried this. I attempted to reuse
some of the 3D drawing functions since my game is 2D only. This
didn't work for some reason and I never spent time figuring out why.

Scott

> Heya all, howz life?
>
> Well, I've got a question, hope someone can help me...
>
> I know that you can upload stuff to the Yaroze's memory from address
> 80090000 - 80140000, or something like that. Or at least, when my
> program loads, the main program starts loading at 80140000. I have
> reached that limit, and I was wondering if there are any other places to
> where you can upload things. If there is, can respond in a way like
> 'you can upload from 804721ef - 80600000'. I have reached the limit,
> and have only loaded a few TIMS and a .vb and .vh file and a .seq
>
> Cheers in advance,
>
> Ed :)
>
> 'There was a wise man who once said "Never quote me". Heh'
--MESSAGE FILE 956 END: ./1 SCEE/yaroze/beginners/000000693html.html

--MESSAGE FILE 957 START: ./1 SCEE/yaroze/beginners/000000694html.html
Path: chuka.playstation.co.uk!news
From: Ed Fear <gookaloo@yahoo.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory Addresses
Date: Mon, 08 Feb 1999 19:39:52 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 59
Message-ID: <36BF3D88.93494BC4@yahoo.com>
References: <36BDFC53.2014A8AC@yahoo.com> <36BF2367.B9A504B8@vmlabs.com>
NNTP-Posting-Host: ppp-2-4-52.access.telinco.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Um, in English?

So basically I have reached my limit...

Ed :)

Scott Cartier wrote:

> Ed,
>
> The library functions occupy 0x80000000 through 0x808FFFFF (I think).
> You could find some functions you're not using and overwrite them with
> your own data.
>
> To find out the exact address of each function use the "nm.exe"
> utility:
>
>   nm main
>
> I find it useful to pipe it through "sort" so that everything is
> sorted by address. Also redirect output to a file so you can read it
> more easily:
>
>   nm main | sort > nm.out
>
> I have a little blurb about all this on my website. Click on
> "NM.EXE" in the left frame. It's under the "Tech" heading.
>
>   http://www.concentric.net/~dsyaroze/insider
>
> A word of warning though. I have tried this. I attempted to reuse
> some of the 3D drawing functions since my game is 2D only. This
> didn't work for some reason and I never spent time figuring out why.
>
> Scott
>
> > Heya all, howz life?
> >
> > Well, I've got a question, hope someone can help me...
> >
> > I know that you can upload stuff to the Yaroze's memory from address
> > 80090000 - 80140000, or something like that. Or at least, when my
> > program loads, the main program starts loading at 80140000. I have
> > reached that limit, and I was wondering if there are any other places to
> > where you can upload things. If there is, can respond in a way like
> > 'you can upload from 804721ef - 80600000'. I have reached the limit,
> > and have only loaded a few TIMS and a .vb and .vh file and a .seq
> >
> > Cheers in advance,
> >
> > Ed :)
> >
> > 'There was a wise man who once said "Never quote me". Heh'

--MESSAGE FILE 957 END: ./1 SCEE/yaroze/beginners/000000694html.html

--MESSAGE FILE 958 START: ./1 SCEE/yaroze/beginners/000000695html.html
Path: chuka.playstation.co.uk!news
From: Ed Fear <gookaloo@yahoo.com>
Newsgroups: scee.yaroze.beginners
Subject: Found the problem, but need more help!!!!
Date: Mon, 08 Feb 1999 20:14:03 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <36BF458A.4D0F9814@yahoo.com>
References: <36BDFC53.2014A8AC@yahoo.com>
NNTP-Posting-Host: ppp-1-12-56.access.telinco.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Heya all!

I have found the problem...

I am following the Sound For Dummies tutorial, and to play midi I have to load a file called std0.vb (I do also have to load a .vh file, but it's only small...). Unfortunatley, it is 300kb... can anyone suggest a way of making it smaller or using another method? Please respond in 'plain English' - I'm just a lowly beginner!

I can't see that they expect you to give up 300kb for a file that you need.

To make a soundfile, you have to split it up into a .vb and .vh file. Can I get a very small sound file and use these as the .vb and .vh file?

Cheers in advance,

Ed :)

"Um...."

--MESSAGE FILE 958 END: ./1 SCEE/yaroze/beginners/000000695html.html

--MESSAGE FILE 959 START: ./1 SCEE/yaroze/beginners/000000696html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Found the problem, but need more help!!!!
Date: Mon, 8 Feb 1999 20:34:50 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 84
Message-ID: <79ni2o$1do3@chuka.playstation.co.uk>
References: <36BDFC53.2014A8AC@yahoo.com> <36BF458A.4D0F9814@yahoo.com>
NNTP-Posting-Host: mfs-pci-bqk-vty203.as.wcom.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Ed Fear wrote in message <36BF458A.4D0F9814@yahoo.com>...
>I am following the Sound For Dummies tutorial, and to play midi I have to
>load a file called std0.vb (I do also have to load a .vh file, but it's
only
>small...). Unfortunatley, it is 300kb... can anyone suggest a way of
>making it smaller or using another method? Please respond in 'plain
>English' - I'm just a lowly beginner!
>
>I can't see that they expect you to give up 300kb for a file that you need.

>
>To make a soundfile, you have to split it up into a .vb and .vh file. Can
I
>get a very small sound file and use these as the .vb and .vh file?
>

Have you considered the fact that the VB portion of your data does not
need to be retained in main memory once you have transferred it to sound
RAM?
My solution to this problem is to load the std0.vb into the memory space
that
will be occupied by the heap before I initialise the heap. BTW the stdo.vb
file is stored on your Yaroze boot disc so you can load it from there inside
your code. You need to do something along the lines of

```
main()
{
LoadSounds();
MakeHeap();
// now use malloc to create areas for the ordered table etc rather than
// statically defining them in your code & you will reclaim the area used by
// std0.vb when loaded from CD
}


void MakeHeap(void)
{
 // heap initialisation stuff
 // heap starts after the main program on a 16-byte boundary
 unsigned long lclHeapStart=(_end & 0xFFFFFFF0L)+0x10;
 // heap extends to the bottom of the stack.
 unsigned long  lclHeapSize=((_stack_addr-(_stack_size<<10)) &
0xFFFFFFF0L)-lclHeapStart;

 InitHeap((unsigned long *)lclHeapStart, lclHeapSize);
}



// loads sound from cd & sets up vabs etc
// NOTE : This is called before InitHeap
void LoadSounds(void)
{
unsigned long LBuff=(_end & 0xFFFFFFF0L)+0x10; // program end
// LBuff will now be pointing to the 1st word boundary after your program in
memory
GetFile("\\data\\sound\\STD0.VB",(ulong*)LBuff);
GetFile("\\data\\sound\\STD0.VH",(ulong*)ST_VH);
MusicVabID=SsVabTransfer((u_char*)ST_VH,(u_char*)LBuff,-1,1);
// the VB file has now been transferred to sound RAM & therefore you can now
// initialise the heap over the area it was loaded into
}

void GetFile(char * File,ulong*LBuff)
{
unsigned char Result;

CdReadFile(File,LBuff,0);
CdReadSync(0,&Result);
}
```

You can also do something similar with your tim files once they have been

loaded into
video RAM.

Hope this helps

Cheers

Nick S

--MESSAGE FILE 959 END: ./1 SCEE/yaroze/beginners/000000696html.html

--MESSAGE FILE 960 START: ./1 SCEE/yaroze/beginners/000000697html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory Addresses
Date: Tue, 09 Feb 1999 09:51:15 -0800
Organization: SCEA News Server
Lines: 11
Message-ID: <36C07593.FB1476@vmlabs.com>
References: <36BDFC53.2014A8AC@yahoo.com> <36BF2367.B9A504B8@vmlabs.com>
<36BF3D88.93494BC4@yahoo.com>
NNTP-Posting-Host: vmlabs34.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

Unless you want to overwrite the library functions (risky), yes, you've
reached the limit.

Scott

> Um, in English?
>
> So basically I have reached my limit...
>
> Ed :)
--MESSAGE FILE 960 END: ./1 SCEE/yaroze/beginners/000000697html.html

--MESSAGE FILE 961 START: ./1 SCEE/yaroze/beginners/000000698html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Found the problem, but need more help!!!!
Date: Tue, 09 Feb 1999 10:07:14 -0800
Organization: SCEA News Server
Lines: 83
Message-ID: <36C07952.17FA1882@vmlabs.com>
References: <36BDFC53.2014A8AC@yahoo.com> <36BF458A.4D0F9814@yahoo.com>
NNTP-Posting-Host: vmlabs34.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

Okay, I'll try to make this plain English. Let me know if I lose

you. :)

Note, this is definitely not a "beginners" topic.

One thing I thought about doing (to solve this very problem) is to have my program execute in two parts. The first part would load in the sample set and sound effects, put them in sound RAM, and then quit. Once they are in sound RAM you can reuse the memory that they occupied. So the sequence would be something like this (in SIOCONS pseudo-code):

```
  dload sfx.vb 0x80090000
  dload sfx.vh 0x800A0000
  dload main
  go

  <program loads in sfx.vb & sfx.vh and stores them in sound RAM>
  <program reads in std0.vb & std0.vh from CD and stores them in sound
RAM>
  <program quits>

  dload graphix1.tim 0x80090000
  dload graphix2.tim 0x800A0000
     .
     .
     .
  go

  <game starts>
```

Your main program might look something like this:

```
    int mode = 0;

    void main() {

      if (mode == 0) {
        <load sounds and sample set>
        mode++;
        exit;
      }

      <rest of your program>

    }
```

When you load your program, "mode" will be set to 0. The first time you execute it, that "if" statement will take effect, load the sounds, increment "mode", and exit.

Then after you've loaded your graphics and other data you execute the program again (DON'T reload it - just type "go" again). This time "mode" is 1 so it skips that first part.

Did that make sense? I know I'll be using this method once I run out of RAM.

Anyone else have ideas how to accomplish the same thing?

Scott

> Heya all!
>

> I have found the problem...
>
> I am following the Sound For Dummies tutorial, and to play midi I have to
> load a file called std0.vb (I do also have to load a .vh file, but it's only
> small...). Unfortunatley, it is 300kb... can anyone suggest a way of
> making it smaller or using another method? Please respond in 'plain
> English' - I'm just a lowly beginner!
>
> I can't see that they expect you to give up 300kb for a file that you need.
>
> To make a soundfile, you have to split it up into a .vb and .vh file. Can I
> get a very small sound file and use these as the .vb and .vh file?
>
> Cheers in advance,
>
> Ed :)
>
> "Um...."
--MESSAGE FILE 961 END: ./1 SCEE/yaroze/beginners/000000698html.html

--MESSAGE FILE 962 START: ./1 SCEE/yaroze/beginners/000000699html.html
Path: chuka.playstation.co.uk!news
From: Ed Fear <gookaloo@yahoo.com>
Newsgroups: scee.yaroze.beginners
Subject: Thanx
Date: Tue, 09 Feb 1999 20:02:19 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 93
Message-ID: <36C0944B.C39BB7FD@yahoo.com>
References: <36BDFC53.2014A8AC@yahoo.com> <36BF458A.4D0F9814@yahoo.com>
<36C07952.17FA1882@vmlabs.com>
NNTP-Posting-Host: ppp-1-9-57.access.telinco.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Scott, thou ist a god. Quite frankly. A superb god at that.
I don't know if it will work when I do it, but thanx!

Ed :)

P.S If anyone else has any ways of doing it, feel free to post them!

Scott Cartier wrote:

> Okay, I'll try to make this plain English. Let me know if I lose
> you. :)
>
> Note, this is definitely not a "beginners" topic.
>
> One thing I thought about doing (to solve this very problem) is to have
> my program execute in two parts. The first part would load in the
> sample set and sound effects, put them in sound RAM, and then quit.
> Once they are in sound RAM you can reuse the memory that they occupied.
> So the sequence would be something like this (in SIOCONS pseudo-code):
>
>   dload sfx.vb 0x80090000
>   dload sfx.vh 0x800A0000
>   dload main
>   go
>
>   <program loads in sfx.vb & sfx.vh and stores them in sound RAM>

```
>   <program reads in std0.vb & std0.vh from CD and stores them in sound
> RAM>
>   <program quits>
>
>   dload graphix1.tim 0x80090000
>   dload graphix2.tim 0x800A0000
>      .
>      .
>      .
>   go
>
>   <game starts>
>
> Your main program might look something like this:
>
>     int mode = 0;
>
>     void main() {
>
>       if (mode == 0) {
>         <load sounds and sample set>
>         mode++;
>         exit;
>       }
>
>       <rest of your program>
>
>     }
>
> When you load your program, "mode" will be set to 0.  The first time
> you execute it, that "if" statement will take effect, load the sounds,
> increment "mode", and exit.
>
> Then after you've loaded your graphics and other data you execute the
> program again (DON'T reload it - just type "go" again).  This time
> "mode" is 1 so it skips that first part.
>
> Did that make sense?  I know I'll be using this method once I run out
> of RAM.
>
> Anyone else have ideas how to accomplish the same thing?
>
> Scott
>
> > Heya all!
> >
> > I have found the problem...
> >
> > I am following the Sound For Dummies tutorial, and to play midi I have to
> > load a file called std0.vb (I do also have to load a .vh file, but it's only
> > small...).  Unfortunatley, it is 300kb...  can anyone suggest a way of
> > making it smaller or using another method?  Please respond in 'plain
> > English' - I'm just a lowly beginner!
> >
> > I can't see that they expect you to give up 300kb for a file that you need.
> >
> > To make a soundfile, you have to split it up into a .vb and .vh file.  Can I
> > get a very small sound file and use these as the .vb and .vh file?
> >
> > Cheers in advance,
> >
> > Ed :)
> >
> > "Um...."
```

--MESSAGE FILE 962 END: ./1 SCEE/yaroze/beginners/000000699html.html

--MESSAGE FILE 963 START: ./1 SCEE/yaroze/beginners/000000700html.html
Path: chuka.playstation.co.uk!news
From: "Gareth" <Garewill@btinternet.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory Addresses
Date: 14 Feb 1999 02:06:27 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <01b9dbb0$1eb98100$c13cac3e@gareth>
References: <36BDFC53.2014A8AC@yahoo.com>
NNTP-Posting-Host: host62-172-60-193.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161

Hey Ed,

Okay, I'm working from a very sketchy memory of something I read at about 3
in the morning but I think one of the Code Warrior demos uses host
downloading to fetch files off the server (your computer) to the Yaroze.

If this is correct, you could dload your sound into RAM, copy it into SRAM
and then dload the rest of the files you need. All this is done at runtime
and you wouldn't need to execute the program twice as Scott sugested,
which, lets face it, is not very user friendly (no offence Scott).

Gareth!
--MESSAGE FILE 963 END: ./1 SCEE/yaroze/beginners/000000700html.html

--MESSAGE FILE 964 START: ./1 SCEE/yaroze/beginners/000000701html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory Addresses
Date: Sun, 14 Feb 1999 07:49:43 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 40
Message-ID: <36C68017.555C476C@hinge.mistral.co.uk>
References: <36BDFC53.2014A8AC@yahoo.com> <01b9dbb0$1eb98100$c13cac3e@gareth>
NNTP-Posting-Host: d2-s6-100-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Gareth wrote:

> Hey Ed,
>
> Okay, I'm working from a very sketchy memory of something I read at about 3
> in the morning but I think one of the Code Warrior demos uses host
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>
> If this is correct, you could dload your sound into RAM, copy it into SRAM
> and then dload the rest of the files you need. All this is done at runtime
> and you wouldn't need to execute the program twice as Scott sugested,

> which, lets face it, is not very user friendly (no offence Scott).

There's currently 3 (yaroze) way's to do this:

1) CodeWarrior's MWDebugIO library allows you to redirect file io
to a file server built into their console program & debugger. Only useful
for people who have CodeWarrior (GNU user's cann't use it). And it
has a tendency to lock up.
2) I forget the name, but some guy wrote the Cyclone serial fileserver.
It's ok - no source released though, but seems to be more stable than
the Metrowerks server.
3) The ARS fileserver library for GNU and CodeWarrior. This is the
most widely supported file server protocol (with support from the original
DOS ARS server, a WinNT server called NiceARS, and a server built
into Maurice Sibrandi's Yaroze Master IDE for GNU). And a Linux server
coming up in the next week or two. Requires a Datel Action Replay comms
link card to work though (but from that you get MUCH faster and more reliable
file loading times than the other servers).

> Gareth!

Craig.
(who wrote the original ARS server 'coz the CodeWarrior one kept locking up,
so he should know)

--MESSAGE FILE 964 END: ./1 SCEE/yaroze/beginners/000000701html.html

--MESSAGE FILE 965 START: ./1 SCEE/yaroze/beginners/000000702html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory Addresses
Date: Tue, 16 Feb 1999 09:46:14 -0800
Organization: SCEA News Server
Lines: 29
Message-ID: <36C9AEE6.C84FA937@vmlabs.com>
References: <36BDFC53.2014A8AC@yahoo.com> <01b9dbb0$1eb98100$c13cac3e@gareth>
<36C68017.555C476C@hinge.mistral.co.uk>
NNTP-Posting-Host: vmlabs24.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

Of these three, only #2 will be guaranteed to work with everyone's
Yaroze. Not everyone has CW or the Action Replay. Oh how I wouldn't
love to get an AR, though, for the faster downloads.

Scott

> There's currently 3 (yaroze) way's to do this:
>
> 1) CodeWarrior's MWDebugIO library allows you to redirect file io
> to a file server built into their console program & debugger. Only useful
> for people who have CodeWarrior (GNU user's cann't use it). And it
> has a tendency to lock up.
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> It's ok - no source released though, but seems to be more stable than
> the Metrowerks server.

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> most widely supported file server protocol (with support from the original
> DOS ARS server, a WinNT server called NiceARS, and a server built
> into Maurice Sibrandi's Yaroze Master IDE for GNU). And a Linux server
> coming up in the next week or two. Requires a Datel Action Replay comms
> link card to work though (but from that you get MUCH faster and more reliable
> file loading times than the other servers).
>
> > Gareth!
>
> Craig.
> (who wrote the original ARS server 'coz the CodeWarrior one kept locking up,
> so he should know)
--MESSAGE FILE 965 END: ./1 SCEE/yaroze/beginners/000000702html.html

--MESSAGE FILE 966 START: ./1 SCEE/yaroze/beginners/000000703html.html
Path: chuka.playstation.co.uk!news
From: "Gareth" <Garewill@btinternet.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory Addresses
Date: 16 Feb 1999 20:32:01 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <01b9dddc$ec83bf00$623dac3e@gareth>
References: <36BDFC53.2014A8AC@yahoo.com> <01b9dbb0$1eb98100$c13cac3e@gareth>
<36C68017.555C476C@hinge.mistral.co.uk> <36C9AEE6.C84FA937@vmlabs.com>
NNTP-Posting-Host: host62-172-61-98.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161

Too many jokes about NiceARS, must....re..sist!
--MESSAGE FILE 966 END: ./1 SCEE/yaroze/beginners/000000703html.html

--MESSAGE FILE 967 START: ./1 SCEE/yaroze/beginners/000000704html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Memory Addresses
Date: Wed, 17 Feb 1999 14:28:14 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <36CAD1FE.89D5E881@hinge.mistral.co.uk>
References: <36BDFC53.2014A8AC@yahoo.com> <01b9dbb0$1eb98100$c13cac3e@gareth>
<36C68017.555C476C@hinge.mistral.co.uk> <36C9AEE6.C84FA937@vmlabs.com>
<01b9dddc$ec83bf00$623dac3e@gareth>
NNTP-Posting-Host: d3-s45-201-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Gareth wrote:

> Too many jokes about NiceARS, must....re..sist!

Been done - check out Steve Dunn's page for the NiceARS
server for NT (complete with great ladies backside on the
splash screen).

Craig.

--MESSAGE FILE 967 END: ./1 SCEE/yaroze/beginners/000000704html.html

--MESSAGE FILE 968 START: ./1 SCEE/yaroze/beginners/000000705html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze AC Plug - weird?
Date: Thu, 18 Feb 1999 18:31:56 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <7ahmba$btf11@chuka.playstation.co.uk>
References: <36729369.4D280474@yahoo.com> <1dl05f3.1nc3bgyvp9m5bN@a1-88-108.a1.nl>
NNTP-Posting-Host: th-en139-096.pool.dircon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

>I don't get you english people!! I don't need the UK-converter for my
>UK-NY.. I just plug it in. But wile we in the rest of europe:
>- we drive right, you have to drive left
>- we have a standaard plug, you need to have a different one
>- we all wight with kilo's, you want to weight in stones
>- we use liters, you use gallons
>- we use meters, you use feet
>- we put salt on our fries, you have to use vinigar

And we call them chips, not fries, and we put salt AND vinegar.

>What kind of people are you, natural pains in the arss?
You noticed then... :)

Rikki

--MESSAGE FILE 968 END: ./1 SCEE/yaroze/beginners/000000705html.html

--MESSAGE FILE 969 START: ./1 SCEE/yaroze/beginners/000000706html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Tim Load Function
Date: Thu, 18 Feb 1999 18:37:10 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <7ahmku$btf13@chuka.playstation.co.uk>
NNTP-Posting-Host: th-en139-096.pool.dircon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I'm writing a very basic function to load a TIM into the VRAM. It is based on those that I've seen in other programs and tutorials. As it is not specific to a program, I need it to be able to load any TIM I need to. For this reason, I need to know whether its best to pass (along with the TIM address) the GsIMAGE structure as a pointer, or whether to return the GsIMAGE at the end of the function. Can someone please tell me what the most efficient/most used or generally best way of doing this?
Thanks, sorry if this doesn't make sense, I'm in a rush!
Rikki

--MESSAGE FILE 969 END: ./1 SCEE/yaroze/beginners/000000706html.html

--MESSAGE FILE 970 START: ./1 SCEE/yaroze/beginners/000000707html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scee.yaroze.beginners
Subject: Counters
Date: Thu, 18 Feb 1999 18:55:49 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <7ahnnv$btf15@chuka.playstation.co.uk>
NNTP-Posting-Host: vil-41.village.gre.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Whats the deal with these counters? i.e. root counters, etc.
Could someone please explain to me what the different types are and what
they are used for.

Thanks,

Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

--MESSAGE FILE 970 END: ./1 SCEE/yaroze/beginners/000000707html.html

--MESSAGE FILE 971 START: ./1 SCEE/yaroze/beginners/000000709html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@globalnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Counters
Date: Thu, 18 Feb 1999 21:18:47 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <7ai02v$btf20@chuka.playstation.co.uk>
References: <7ahnnv$btf15@chuka.playstation.co.uk>
NNTP-Posting-Host: p96s09a01.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

>Whats the deal with these counters? i.e. root counters, etc.
>Could someone please explain to me what the different types are and what
>they are used for.
>Rad.

George Bain's NY tutorial contains a section on counters and the 'root
counter'.

Just a quick question of my own - how often exactly is the root counter
incremented? The manual states it is increased every 0.24 microseconds.

Using the framerate as a guide, I worked out that the time between ResetRCnt
and the root counter reaching the value of about 15500 is 1 second. What
gives?

Derek
---   ---   ---   ---   ---   ---

dasi@globalnet.co.uk

--MESSAGE FILE 971 END: ./1 SCEE/yaroze/beginners/000000709html.html

--MESSAGE FILE 972 START: ./1 SCEE/yaroze/beginners/000000710html.html
Path: chuka.playstation.co.uk!news
From: "Gareth" <Garewill@dwines.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Tim Load Function
Date: 20 Feb 1999 03:03:40 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <01b9e06f$2d791160$7292a6c3@gareth>
References: <7ahmku$btf13@chuka.playstation.co.uk>
NNTP-Posting-Host: 114.hiper03.shef.dialup.force9.net
X-Newsreader: Microsoft Internet News 4.70.1161

Um, if I understand you correctly, Rikki, then you will want to pass the GsIMAGE as a pointer, for example:

```
GsIMAGE    my_picy;

// Loads the .tim into VRAM
load_tim (&my_picy);               // This line in your main function

////////////////////////////////////////////////////////////////////////////
////////////////////////////////////////
void load_logo (GsIMAGE *picy)
{
    RECT dest;

    GsGetTimInfo ((u_long *) (TIM_ADDR + 4), picy);
    dest.x = picy->px;   dest.y = picy->py;
    dest.w = picy->pw;   dest.h = picy->ph;
    LoadImage (&dest, picy->pixel);
//  Test for presence of CLUT, skip this part if not needed.
    dest.x = picy.cx; dest.y = picy.cy;
    dest.w = picy.cw; dest.h = picy.cy;
    LoadImage (&dest, picy.clut);
}
```

I'm also in a rush...to get to bed (03:02!!!) so I haven't looked too hard into this little snippet of code. Anyway, this will load the .tim at TIM_ADDR in RAM into VRAM (and the CLUT if neccesary, but I haven't got that code to hand 'cause I haven't needed it yet). Hope this helps 'till someone a little more awake than me replies...

Gareth!
--MESSAGE FILE 972 END: ./1 SCEE/yaroze/beginners/000000710html.html

--MESSAGE FILE 973 START: ./1 SCEE/yaroze/beginners/000000711html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@globalnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Counters
Date: Sun, 21 Feb 1999 12:44:03 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 46

Message-ID: <7aov1r$erp14@chuka.playstation.co.uk>
References: <7ahnnv$btf15@chuka.playstation.co.uk>
<7ai02v$btf20@chuka.playstation.co.uk>
NNTP-Posting-Host: pFCs13a01.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Here's some info from way back in May 1997. Look, and ye shall find...
So, nobody knows how often the timers are incremented? :-)

>Basically, a call to GetRCnt(1) obtains the value of this
>counter; it seems to increment Very fast (not yet sure how fast),
>and its range is (we think) 0-65535 ie unsigned_short,
>and can be expected to wraparound very often (more than once
>per second).

>Sorry about the uncertainty, but we're unsure about the
>other timers and whether or nopt they're usable.
>Will post again soon.

>There are 3 root counters, 0, 1, and 2. The return values are 0-65535,
>root counter 1 is slowest. As theres no information on which root
>counter measures what, so we don't know the timings, so it'll have to be
>trial and error (1 maybe hsyncs).
>
>As for the code, something like this should do the trick.
>
```
>void main(void)
>{
>  printf("starting\n");
>  StartRCnt(1);        // not needed on Yaroze
>  ResetRCnt(1);
>
>  while(!kbhit())
>    {
>    if (GetRCnt(1) == 40)
>      {
>      printf("event\n");
>      ResetRCnt(1);
>      }
>    }
>  getch();
>  printf("done\n");
>}
```
>SCEE Developer Support

Derek
---   ---   ---   ---   ---   ---
dasi@globalnet.co.uk

--MESSAGE FILE 973 END: ./1 SCEE/yaroze/beginners/000000711html.html

--MESSAGE FILE 974 START: ./1 SCEE/yaroze/beginners/000000712html.html
Path: chuka.playstation.co.uk!news
From: "Nigel Critten" <Nigel@gameware.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: memory overwrite
Date: Sun, 21 Feb 1999 17:26:36 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32

Message-ID: <7apfkd$erp17@chuka.playstation.co.uk>
NNTP-Posting-Host: gameware.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi,

How can I stop my program overwriting my data,

at the moment my *.sio is like this

```
------------------------------------------------------------
local dload data\font1.tim 80091000
local load ny.pxe
go
------------------------------------------------------------
```

all the other tutorials I've looked at do a similar thing
without their data being overwritten?

BTW this is using codewarriors PSComUtil as SIOCONS doesn't work on my NT system.

Also with regard ordering tables and such, I've allocated a PACKET of 128000 for the workspace and an ordertable with a length of 9 (it started out at 1 and I've increased it to try and fix this problem) the problem is, if I add a sprite to the OT fine, if I add a line or box to the OT fine, if I add both a sprite & a line to the OT it crashes (just pops up a black screen - it's cleared to blue BTW)

This is beginning to annoy me, I've never had so many problems programming any other system before.

TIA
Nigel

--MESSAGE FILE 974 END: ./1 SCEE/yaroze/beginners/000000712html.html

--MESSAGE FILE 975 START: ./1 SCEE/yaroze/beginners/000000714html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: memory overwrite
Date: Sun, 21 Feb 1999 23:59:36 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 50
Message-ID: <7aq716$erp22@chuka.playstation.co.uk>
References: <7apfkd$erp17@chuka.playstation.co.uk>
NNTP-Posting-Host: th-usr02-17.ndirect.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Nigel Critten wrote in message <7apfkd$erp17@chuka.playstation.co.uk>...
>Hi,
>
>How can I stop my program overwriting my data,
>
>at the moment my *.sio is like this
>
>--
>local dload data\font1.tim 80091000

>local load ny.pxe
>go
>--
>
>all the other tutorials I've looked at do a similar thing
>without their data being overwritten?
>
>BTW this is using codewarriors PSComUtil as SIOCONS doesn't work on my NT
>system.
>

Try loading your data at a higher address. At the moment you're loading your data only 4Kb beyond the default program start address (80090000). An alternative is to change the porgram address and load it beyond the data, which will make sure you wont have to move your data as your program grows. (Check out the linker settings for your CW project).

>Also with regard ordering tables and such, I've allocated a PACKET of
128000
>for the workspace and an ordertable with a length of 9 (it started out at 1
>and I've increased it to try and fix this problem) the problem is, if I add
>a sprite to the OT fine, if I add a line or box to the OT fine, if I add
>both a sprite & a line to the OT it crashes (just pops up a black screen -
>it's cleared to blue BTW)
>

Strange. Sounds like you're not setting up your OTs and packet areas correctly. Post us your source code and I'll take a look. (either here or to my email: aherbert@ndirect.co.uk)

>This is beginning to annoy me, I've never had so many problems programming
>any other system before.
>
>TIA
>Nigel
>
>

--MESSAGE FILE 975 END: ./1 SCEE/yaroze/beginners/000000714html.html

--MESSAGE FILE 976 START: ./1 SCEE/yaroze/beginners/000000715html.html
Path: chuka.playstation.co.uk!news
From: "Nigel Critten" <Nigel@gameware.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: memory overwrite
Date: Mon, 22 Feb 1999 21:31:25 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <7asia3$erp32@chuka.playstation.co.uk>
References: <7apfkd$erp17@chuka.playstation.co.uk>
<7aq716$erp22@chuka.playstation.co.uk>
NNTP-Posting-Host: gameware.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

>Try loading your data at a higher address. At the moment you're loading
>your data only 4Kb beyond the default program start address (80090000). An

That's worked great thanks, I did try increasing the start address but not by enough.

>Strange. Sounds like you're not setting up your OTs and packet areas
>correctly. Post us your source code and I'll take a look. (either here
or
>to my email: aherbert@ndirect.co.uk)

You were right I wasn't setting the packets until it got to my double buffer stuff that handles all the DrawOTs and ClearOTs, I've now sorted this by setting the packets after setting them right after initialising the screens and OT's thanks.

Thanks for the help

Last thing, I can now see the TIM, what it is, I've got a TIM containing a custom font, when the font is displayed on screen some vertical lines are repeated, I've using Dataman to set up the data now to avoid more dload problems in the future, is this an alignment problem, I'm using SortFastSprite so there is no scaling or rotating going on.

TIA

Nigel

--MESSAGE FILE 976 END: ./1 SCEE/yaroze/beginners/000000715html.html

--MESSAGE FILE 977 START: ./1 SCEE/yaroze/beginners/000000716html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: memory overwrite
Date: Mon, 22 Feb 1999 22:14:14 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <7asl7k$erp33@chuka.playstation.co.uk>
References: <7apfkd$erp17@chuka.playstation.co.uk>
<7aq716$erp22@chuka.playstation.co.uk> <7asia3$erp32@chuka.playstation.co.uk>
NNTP-Posting-Host: th-usr00-53.ndirect.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Nigel Critten wrote in message <7asia3$erp32@chuka.playstation.co.uk>...
>
>Last thing, I can now see the TIM, what it is, I've got a TIM containing a
>custom font, when the font is displayed on screen some vertical lines are
>repeated, I've using Dataman to set up the data now to avoid more dload
>problems in the future, is this an alignment problem, I'm using
>SortFastSprite so there is no scaling or rotating going on.
>
>TIA
>
>Nigel
>
>

GsSortFastSprite() doesn't like odd numbers for either .u or .w.
GsSortSprite() doesn't mind.

Herbs

--MESSAGE FILE 977 END: ./1 SCEE/yaroze/beginners/000000716html.html

--MESSAGE FILE 978 START: ./1 SCEE/yaroze/beginners/000000717html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Trying to display a sprite
Date: Tue, 23 Feb 1999 21:16:58 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 65
Message-ID: <7av5sm$9po1@chuka.playstation.co.uk>
NNTP-Posting-Host: th-en140-241.pool.dircon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:895
scee.yaroze.beginners:717

I've just typed out the code at the end of Ira Rainey's tutorial (typed, not copied and pasted, to try and gain some experience, and extra knowledge from doing so. However, I've compiled, and attempted to run, it flashes something very quickly on the screen, and then the screen goes blank, with the thick black strips at the top and bottom. Anyway, I've attached the code, so if anyone has the chance to look at it, and tell me what's been copied incorrectly, or what's in the wrong order, etc. I would be very thankful.

Rikki

begin 666 main.c
M(VEN8VQU9&4@/&QI8G!S+F@^#0H-"B-D969I;F4@4$%$<V5L96-T"2@Q/#PX
M*0T*#0HC9&5F:6YE"5-04DE415]#3E0)*#$K,2D-"@T*(V1E9FEN90E30U)%
M14Y?5TE5@),S(P#0HC9&5F:6YE"5-#4D5%3E](14E'2%0),C0P#0H-"B-D
M969I;F4)<W!R:71E061D"3!X.# Q,# P,# -"@T*=F]I9"!);FET4W!R:71E
M("@I.PT*<W1A=&EC('5?;&]N9R!0861296%D*&QO;F<@:60I.PT*<W1A=&EC
M(&QO;F<@0VAE8VM0860@*"D[#0H-"B-D969I;F4@3U1?3$5.1U1("3$-"@T*
M1W-/5 D)5V]R;&1/5%LR73L-"D=S3U1?5$%'"4]45&%G<ULR75LQ/#Q/5%],
M14Y'5$A=.PT*:6YT"0EA8W1I=F5"=69F.PT*#0I004-+150)"4=P=5!A8VME
M=$%R96%;,EU;4U!2251%7T-.5"IS:7IE;V8H1W-34%))5$4I73L-"@T*1W-3
M4%))5$4)5&5S=%-P<FET93L-"@T*=F]L871I;&4@=5]C:&%R"0DJ8F(P+" J
M8F(Q.PT*#0H-"G9O:60@;6%I;B H*0T*>PT*"6EN="!I.PT*#0H)4V5T5FED
M96]-;V1E*$U/1$5?4$%,*3L-"@E'<TEN:71'<F%P:"A30U)%14Y?5TE5@L
M4T-2145.7TA%24=(5"PT+# L,"D[#0H)1W-969:7-P0G5F9B@P+# L,"Q3
M0U)%14Y?2$5)1TA4*3L-"@T*"69O<B H:3TP.VD\,CMI*RLI#0H)>PT*"0E7
M;W)L9$]46VE=+FQE;F=T:#U/5%],14Y'5$@[#0H)"5=O<FQD3U1;:5TN;W)G
M/4]45&%G<UMI73L-"@E]#0H-"@E);FET4W!R:71E*"D[#0H-"@E'9710861"
M=68H)F)B,"P@)F)B,2D[#0H-"@EW:&EL92A#:&5C:U!A9"@I("$].3DI#0H)
M>PT*"0EA8W1I=F5"=69F(#T@1W-'971!8W1I=F5"=69F*"D[#0H-"@D)1W-3
M9717;W)K0F%S92@H4$%#2T54("HI1W!U4&%C:V5T07)E85MA8W1I=F5"=69F
M72D[#0H-"@D)1W-#;&5A<D]T*# L,"PF5V]R;&1/5%MA8W1I=F5"=69F72D[
M#0H-"@D)1W-3;W)T1F%S=%-P<FET92@F5&5S=%-P<FET92PF5V]R;&1/5%MA
M8W1I=F5"=69F72PP*3L-"@D)#0H)"41R87=3>6YC*# I.PT*#0H)"593>6YC
M*# I.PT*#0H)"4=S4W=A<$1I<W!"=69F*"D[#0H-"@D)1W-3;W)T0VQE87(H
M,"PP+# L)E=O<FQD3U1;86-T:79E0G5F9ETI.PT*#0H)"4=S1')A=T]T*"97
M;W)L9$]46V%C=&EV94)U9F9=*3L-"@E]#0IR971U<FX[#0I]#0H-"@T*=F]I
M9"!);FET4W!R:71E*"D-"GL-"@E214-4(')E8W0[#0H)1W-)34%'12!T:6U?
M9&%T83L-"@T*"4=S1V5T5&EM26YF;R@H=5]L;VYG("HI*'-P<FET94%D9"LT
M*2PF=&EM7V1A=&$I.PT*#0H)<F5C="YX/71I;5]D871A+G!X.PT*"7)E8W0N
M>3UT:6U?9&%T82YP>3L-"@ER96-T+G<]=&EM7V1A=&$N<'<[#0H)<F5C="YH
M/71I;5]D871A+G!H.PT*"4QO861);6%G92@F<F5C="QT:6U?9&%T82YP:7AE
M;"D[#0H-"@ER96-T+G@]=&EM7V1A=&$N8W@[#0H)<F5C="YY/71I;5]D871A

```
M+F-Y.PT*"7)E8W0N=SUT:6U?9&%T82YC=SL-"@ER96-T+F@]=&EM7V1A=&$N
M8V@[#0H)3&]A9$EM86=E*"9R96-T+'1I;5]D871A+F-L=70I.PT*#0H)5&5S
M=%-P<FET92YA='1R:6)U=&4@/2 P># Q,# P,# P.PT*"51E<W13<')I=&4N
M>#TH*%-#4D5%3E]724142"\R*2TH=&EM7V1A=&$N<'<I*3L-"@E497-T4W!R
M:71E+GD]*"A30U)%14Y?2$5)1TA4+S(I+2AT:6U?9&%T82YP:"DI.PT*#0H)
M5&5S=%-P<FET92YW/2AT:6U?9&%T82YP=RHR*3L-"@E497-T4W!R:71E+F@]
M=&EM7V1A=&$N<&@[#0H)5&5S=%-P<FET92YT<&%G93U'97144&%G92@Q+# L
M=&EM7V1A=&$N<'@L=&EM7V1A=&$N<'DI.PT*"51E<W13<')I=&4N=3TP.PT*
M"51E<W13<')I=&4N=CTP.PT*"51E<W13<')I=&4N8W@]=&EM7V1A=&$N8W@[
M#0H)5&5S=%-P<FET92YC>3UT:6U?9&%T82YC>3L-"@E497-T4W!R:71E+G(]
M,3(X.PT*"51E<W13<')I=&4N9STQ,C@[#0H)5&5S=%-P<FET92YB/3$R.#L-
M"@E497-T4W!R:71E+FUX/3 [#0H)5&5S=%-P<FET92YM>3TP.PT*"51E<W13
M<')I=&4N<V-A;&5X/4].13L-"@E497-T4W!R:71E+G-C86QE>3U/3D4[#0H)
M5&5S=%-P<FET92YR;W1A=&4],#L-"@T*"41R87=3>6YC*# I.PT*?0T*#0H-
M"G-T871I8R!U7VQO;F<@4&%D4F5A9"AL;VYG(&ED*0T*>PT*"7)E='5R;B H
M?B@J*&)B,"LS*2!\("HH8F(P*S(I(#P\(#@@?" J*&)B,2LS*2 \/" Q-B!\
M("HH8F(Q*S(I(#P\,C0I*3L-"GT-"@T*<W1A=&EC(&QO;F<@0VAE8VM0860H
M*0T*>PT*"75?;&]N9R!P861D(#T@4&%D4F5A9"@Q*3L-"@T*"6EF*'!A9&0@
>)B!0041S96QE8W0I#0H)"7)E='5R;B@Y.2D[#0I]
`
end
```

--MESSAGE FILE 978 END: ./1 SCEE/yaroze/beginners/000000717html.html

--MESSAGE FILE 979 START: ./1 SCEE/yaroze/beginners/000000718html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Trying to display a sprite
Date: Tue, 23 Feb 1999 16:50:00 -0500
Organization: SCEA News Server
Lines: 36
Message-ID: <7av7s5$8jb8@scea>
References: <7av5sm$9po1@chuka.playstation.co.uk>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:896
scee.yaroze.beginners:718

Umm... most of it looks pretty good- You might want to change the line in
InitSprite() that calls GsGetTimInfo though...

Your first parameter, "(u_long *)(spriteAdd + 4)" should probably be changed
to
"(u_long *)(spriteAdd + 1)".

The information that GetTimInfo needs is actually 4 bytes in from the
header. Since you're casting spriteAdd to a u_long, it will multiply any
addition you do (in this case +4) by the size of a u_long. The final offset
calculated (in bytes, not dwords) by "(u_long *)(spriteAdd + 4)" is 16 bytes
into spriteAdd. (u_long *)(spriteAdd + 1) will give you the proper 4 byte
advancement.

This was a real pain for me too... :)

hope i helped.
-charles

>I've just typed out the code at the end of Ira Rainey's tutorial (typed,
not

>copied and pasted, to try and gain some experience, and extra knowledge
from
>doing so. However, I've compiled, and attempted to run, it flashes
something
>very quickly on the screen, and then the screen goes blank, with the thick
>black strips at the top and bottom. Anyway, I've attached the code, so if
>anyone has the chance to look at it, and tell me what's been copied
>incorrectly, or what's in the wrong order, etc. I would be very thankful.
>
>Rikki

--MESSAGE FILE 979 END: ./1 SCEE/yaroze/beginners/000000718html.html

--MESSAGE FILE 980 START: ./1 SCEE/yaroze/beginners/000000719html.html
Path: chuka.playstation.co.uk!news
From: ScoTT Campbell <escotia@escotia.freeserve.co.uk>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Trying to display a sprite
Date: Wed, 24 Feb 1999 00:31:16 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 52
Message-ID: <36D34854.92429E91@escotia.freeserve.co.uk>
References: <7av5sm$9po1@chuka.playstation.co.uk> <7av7s5$8jb8@scea>
NNTP-Posting-Host: modem-90.icehockey.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:897
scee.yaroze.beginners:719

I don't know whether Charles' advice has worked but I know I certainly use
(u_long*)(spriteAdd+4) without problems.

If you are using Ira Rainey's sprite rather than your own, unless you've
modified it with timTool or similar then you are loading it into the double
buffers and then overwriting it. This is because Ira used NTSC and put the
sprite into the space below the buffers, rather than to the side. Of course
there is no space below the buffers when you use PAL.

Solution: Move the sprite somewhere safe using timTool.

I spent AGES working this out when I first got my Yaroze.

I hope this helps. If you've got access to siocons there's a bare bones sprite
display demo an my site too.

ScoTT

Charles Nicholson wrote:

> Umm... most of it looks pretty good- You might want to change the line in
> InitSprite() that calls GsGetTimInfo though...
>
> Your first parameter, "(u_long *)(spriteAdd + 4)" should probably be changed
> to
> "(u_long *)(spriteAdd + 1)".
>
> The information that GetTimInfo needs is actually 4 bytes in from the
> header. Since you're casting spriteAdd to a u_long, it will multiply any

> addition you do (in this case +4) by the size of a u_long. The final offset
> calculated (in bytes, not dwords) by "(u_long *)(spriteAdd + 4)" is 16 bytes
> into spriteAdd. (u_long *)(spriteAdd + 1) will give you the proper 4 byte
> advancement.
>
> This was a real pain for me too... :)
>
> hope i helped.
> -charles
>
> >I've just typed out the code at the end of Ira Rainey's tutorial (typed,
> not
> >copied and pasted, to try and gain some experience, and extra knowledge
> from
> >doing so. However, I've compiled, and attempted to run, it flashes
> something
> >very quickly on the screen, and then the screen goes blank, with the thick
> >black strips at the top and bottom. Anyway, I've attached the code, so if
> >anyone has the chance to look at it, and tell me what's been copied
> >incorrectly, or what's in the wrong order, etc. I would be very thankful.
> >
> >Rikki

--MESSAGE FILE 980 END: ./1 SCEE/yaroze/beginners/000000719html.html

--MESSAGE FILE 981 START: ./1 SCEE/yaroze/beginners/000000720html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Trying to display a sprite
Date: Tue, 23 Feb 1999 20:10:50 -0500
Organization: Identical Software
Lines: 11
Message-ID: <36D3519A.3C53E96E@identicalsoftware.com>
References: <7av5sm$9po1@chuka.playstation.co.uk> <7av7s5$8jb8@scea>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:898
scee.yaroze.beginners:720

Charles Nicholson wrote:
> Your first parameter, "(u_long *)(spriteAdd + 4)" should probably be changed
> to
> "(u_long *)(spriteAdd + 1)".

That shouldn't be necessary. spriteAdd is simply a number at the time
of addition. After the addition it is cast to a u_long *. (Personally
I'd just define spriteAdd to be 4 more.)

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 981 END: ./1 SCEE/yaroze/beginners/000000720html.html

--MESSAGE FILE 982 START: ./1 SCEE/yaroze/beginners/000000721html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Trying to display a sprite
Date: Wed, 24 Feb 1999 00:23:39 -0000

Organization: PlayStation Net Yaroze (SCEE)
Lines: 52
Message-ID: <7avh7s$9po2@chuka.playstation.co.uk>
References: <7av5sm$9po1@chuka.playstation.co.uk> <7av7s5$8jb8@scea>
NNTP-Posting-Host: modem-13.mallet.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:899
scee.yaroze.beginners:721

Hi all

I think the addition is carried out before the cast so keep the +4 or it'll
break :) apart from that Scott is right after the first draw your blank out
the sprite and clut..

Pete.

Charles Nicholson wrote in message <7av7s5$8jb8@scea>...
>Umm... most of it looks pretty good- You might want to change the line in
>InitSprite() that calls GsGetTimInfo though...
>
>Your first parameter, "(u_long *)(spriteAdd + 4)" should probably be
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>to
>"(u_long *)(spriteAdd + 1)".
>
>The information that GetTimInfo needs is actually 4 bytes in from the
>header. Since you're casting spriteAdd to a u_long, it will multiply any
>addition you do (in this case +4) by the size of a u_long. The final
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>calculated (in bytes, not dwords) by "(u_long *)(spriteAdd + 4)" is 16
bytes
>into spriteAdd. (u_long *)(spriteAdd + 1) will give you the proper 4 byte
>advancement.
>
>This was a real pain for me too... :)
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>hope i helped.
>-charles
>
>
>
>>I've just typed out the code at the end of Ira Rainey's tutorial (typed,
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>>copied and pasted, to try and gain some experience, and extra knowledge
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>>doing so. However, I've compiled, and attempted to run, it flashes
>something
>>very quickly on the screen, and then the screen goes blank, with the thick
>>black strips at the top and bottom. Anyway, I've attached the code, so if
>>anyone has the chance to look at it, and tell me what's been copied
>>incorrectly, or what's in the wrong order, etc. I would be very thankful.
>>
>>Rikki
>
>
>

--MESSAGE FILE 982 END: ./1 SCEE/yaroze/beginners/000000721html.html

--MESSAGE FILE 983 START: ./1 SCEE/yaroze/beginners/000000722html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Trying to display a sprite
Date: Tue, 23 Feb 1999 22:58:04 -0500
Organization: SCEA News Server
Lines: 64
Message-ID: <7avte3$8jb9@scea>
References: <7av5sm$9po1@chuka.playstation.co.uk> <7av7s5$8jb8@scea>
<7avh7s$9po2@chuka.playstation.co.uk>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:900
scee.yaroze.beginners:722

heh... funny. I've been looking through all my code (just to double check
at the chance of sounding like a fool), and it all has the sprite address +
1 inside the cast. Go figure- seems to work fine for me... :)

ah well.
-charles

Peter Dollochan wrote in message <7avh7s$9po2@chuka.playstation.co.uk>...
>Hi all
>
>I think the addition is carried out before the cast so keep the +4 or it'll
>break :) apart from that Scott is right after the first draw your blank out
>the sprite and clut..
>
>
>Pete.
>
>
>Charles Nicholson wrote in message <7av7s5$8jb8@scea>...
>>Umm... most of it looks pretty good- You might want to change the line in
>>InitSprite() that calls GsGetTimInfo though...
>>
>>Your first parameter, "(u_long *)(spriteAdd + 4)" should probably be
>changed
>>to
>>"(u_long *)(spriteAdd + 1)".
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>>header. Since you're casting spriteAdd to a u_long, it will multiply any
>>addition you do (in this case +4) by the size of a u_long. The final
>offset
>>calculated (in bytes, not dwords) by "(u_long *)(spriteAdd + 4)" is 16
>bytes
>>into spriteAdd. (u_long *)(spriteAdd + 1) will give you the proper 4 byte
>>advancement.
>>
>>This was a real pain for me too... :)
>>
>>hope i helped.
>>-charles
>>
>>
>>
>>>I've just typed out the code at the end of Ira Rainey's tutorial (typed,
>>not

>>>copied and pasted, to try and gain some experience, and extra knowledge
>>from
>>>doing so. However, I've compiled, and attempted to run, it flashes
>>something
>>>very quickly on the screen, and then the screen goes blank, with the
thick
>>>black strips at the top and bottom. Anyway, I've attached the code, so if
>>>anyone has the chance to look at it, and tell me what's been copied
>>>incorrectly, or what's in the wrong order, etc. I would be very thankful.
>>>
>>>Rikki
>>
>>
>>
>
>

--MESSAGE FILE 983 END: ./1 SCEE/yaroze/beginners/000000722html.html

--MESSAGE FILE 984 START: ./1 SCEE/yaroze/beginners/000000723html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Trying to display a sprite
Date: Wed, 24 Feb 1999 11:14:16 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <7b0nbq$9po5@chuka.playstation.co.uk>
References: <7av5sm$9po1@chuka.playstation.co.uk> <7av7s5$8jb8@scea>
<7avh7s$9po2@chuka.playstation.co.uk> <7avte3$8jb9@scea>
NNTP-Posting-Host: modem-21.lute.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:901
scee.yaroze.beginners:723

hmmm.....

by any chance do you do
u_long *spriteadd = 0x80100000;
instead of
#define spriteadd 0x80100000   rikki' code

and yes C buffs the top one will give a warning about integer/pointer
conversion... maybe ;-)

Pete.

Charles Nicholson wrote in message <7avte3$8jb9@scea>...
>heh... funny. I've been looking through all my code (just to double check
>at the chance of sounding like a fool), and it all has the sprite address +
>1 inside the cast. Go figure- seems to work fine for me... :)
>
>ah well.
>-charles
>
>

--MESSAGE FILE 984 END: ./1 SCEE/yaroze/beginners/000000723html.html

--MESSAGE FILE 985 START: ./1 SCEE/yaroze/beginners/000000724html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Trying to display a sprite
Date: Wed, 24 Feb 1999 11:25:03 -0500
Organization: SCEA News Server
Lines: 23
Message-ID: <7b196v$8jb10@scea>
References: <7av5sm$9po1@chuka.playstation.co.uk> <7av7s5$8jb8@scea>
<7avh7s$9po2@chuka.playstation.co.uk> <7avte3$8jb9@scea>
<7b0nbq$9po5@chuka.playstation.co.uk>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:902
scee.yaroze.beginners:724

ummmm, I load it from a library file that's a large u_char array, but when i
finally get to the correct starting byte, it's a u_long *. I suppose that
MIGHT have something to do w/it... :)

doh
-charles

>hmmm.....
>
>by any chance do you do
>u_long *spriteadd = 0x80100000;
>instead of
>#define spriteadd 0x80100000   rikki' code
>
>
>and yes C buffs the top one will give a warning about integer/pointer
>conversion... maybe ;-)
>
>
>Pete.
>

--MESSAGE FILE 985 END: ./1 SCEE/yaroze/beginners/000000724html.html

--MESSAGE FILE 986 START: ./1 SCEE/yaroze/beginners/000000725html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Handy newbie site
Date: Wed, 24 Feb 1999 23:36:21 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <7b22cr$9po12@chuka.playstation.co.uk>
NNTP-Posting-Host: dialup137-75.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hiya,

I was "cruising" my bookmarked websites when I came upon this little gem - handy for newbie programmers, I suspect...

http://www.intstudios.co.uk/gameon/index.htm

Check it out - it's pretty useful (and it's just in the early stages)

Nick F

PS Bob + Mr Frosty - let's get those Edinburgh photos up!!! :)
---
www.saqnet.co.uk/users/nickf
www.loonygames.com
www.netyaroze-europe.com/~rookie1

"Game over, man. Game over!"

--MESSAGE FILE 986 END: ./1 SCEE/yaroze/beginners/000000725html.html

--MESSAGE FILE 987 START: ./1 SCEE/yaroze/beginners/000000726html.html
Path: chuka.playstation.co.uk!news
From: "Johan MacLeod" <j-mac@lineone.net>
Newsgroups: scee.yaroze.beginners
Subject: A 'c' question...
Date: Thu, 25 Feb 1999 01:01:06 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <7b27fm$9po14@chuka.playstation.co.uk>
NNTP-Posting-Host: host5-99-45-2.btinternet.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I have been working hard to get my first game out there and am nearly there! I do have a problem, though. I am using a linked list in the game and am not sure how to free the space back to the system. I think I need the 'free' function. Do I need to 'free' each pointer in the linked list, individually, or can I just 'free' the head of the list (or would that just leave a chunk of used up memory with no access to it)?

Cheers,

Mac.
j-mac@lineone.net

--MESSAGE FILE 987 END: ./1 SCEE/yaroze/beginners/000000726html.html

--MESSAGE FILE 988 START: ./1 SCEE/yaroze/beginners/000000727html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: A 'c' question...
Date: Thu, 25 Feb 1999 08:36:38 +0000
Organization: Sony Computer Entertainment Europe
Lines: 28
Message-ID: <36D50B96.8E621C69@scee.sony.co.uk>
References: <7b27fm$9po14@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Johan MacLeod wrote:
>
>   I have been working hard to get my first game out there and am nearly
> there! I do have a problem, though. I am using a linked list in the game and
> am not sure how to free the space back to the system. I think I need the
> 'free' function. Do I need to 'free' each pointer in the linked list,
> individually, or can I just 'free' the head of the list (or would that just
> leave a chunk of used up memory with no access to it)?

Depends how you've allocated your memory. If you've allocated each element using malloc(), then
you'll have to free() each element as well. Just use 'free' with the address you got back from
malloc().

However, as I recall there is a bug in free which basically means it doesn't work. :O(

Instead, you could figure out the maximum number of structures you'd need, allocate a big chunk of
space for them, and do it all manually. This might work out to be a bit more time efficient,
depending on your implementation. You'd have to manage the used/free areas yourself.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Amnesia: You've read the book now read the book.
--MESSAGE FILE 988 END: ./1 SCEE/yaroze/beginners/000000727html.html

--MESSAGE FILE 989 START: ./1 SCEE/yaroze/beginners/000000728html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scee.yaroze.beginners
Subject: Re: A 'c' question...
Date: Thu, 25 Feb 1999 03:01:28 -0500
Organization: SCEA News Server
Lines: 30
Message-ID: <7b302d$8jb11@scea>
References: <7b27fm$9po14@chuka.playstation.co.uk>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

It sounds like you have to free each node in the list.
Basically, a good rule of thumb to follow is that if you got it with malloc(),
you give it back with free(). Keep those in a 1:1 check, and you'll be cool.

oh yeah- and don't forget to put out an ntsc version for us scea ppl. :)

-charles

Johan MacLeod wrote in message <7b27fm$9po14@chuka.playstation.co.uk>...
>   I have been working hard to get my first game out there and am nearly
>there! I do have a problem, though. I am using a linked list in the game
and
>am not sure how to free the space back to the system. I think I need the
>'free' function. Do I need to 'free' each pointer in the linked list,
>individually, or can I just 'free' the head of the list (or would that just
>leave a chunk of used up memory with no access to it)?
>
>   Cheers,
>
>   Mac.
>j-mac@lineone.net
>
>
>
>
>

--MESSAGE FILE 989 END: ./1 SCEE/yaroze/beginners/000000728html.html

--MESSAGE FILE 990 START: ./1 SCEE/yaroze/beginners/000000729html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Please help with Error in compiler
Date: Fri, 26 Feb 1999 18:28:47 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7b6p5a$9po23@chuka.playstation.co.uk>
NNTP-Posting-Host: th-en135-035.pool.dircon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I've just been trying out a basic sprite viewer, and when compiling have had
the following error:
    main.c:xx: declaration for parameter 'MyFunction' but no such
                      parameter

where xx is the line number the error occurred, and MyFunction is one of my
functions. Also, main.c is sometimes graphics.h etc.
If anyone can tell me what the problem is in my program, I will be very
grateful.

Thanks in advance
Rikki

--MESSAGE FILE 990 END: ./1 SCEE/yaroze/beginners/000000729html.html

--MESSAGE FILE 991 START: ./1 SCEE/yaroze/beginners/000000730html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Setting Multiple Bits in GsSPRITE
Date: Sun, 28 Feb 1999 10:41:33 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13

Message-ID: <7bb6h9$9po30@chuka.playstation.co.uk>
NNTP-Posting-Host: th-en138-193.pool.dircon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:908
scee.yaroze.beginners:730

To set the Semi-transparency rate in a GsSPRITE structure, can I use
attribute |= (3<<28); to set 1.0xBack+0.25xForward, and therefore
attribute |= (2<<28); for 1.0xBack-1.0xForward?
Or do I have to use
attribute |= (1<<28);
attribute |= (1<<29); for 1.0xBack+0.25xForward
and
attribute |= (1<<29); for 1.0xBack-1.0xForward?

Thanks in advance to anyone who can help
Rikki

--MESSAGE FILE 991 END: ./1 SCEE/yaroze/beginners/000000730html.html

--MESSAGE FILE 992 START: ./1 SCEE/yaroze/beginners/000000731html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Setting Multiple Bits in GsSPRITE
Date: Sun, 28 Feb 1999 19:56:33 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 38
Message-ID: <7bc7e3$abn5@chuka.playstation.co.uk>
References: <7bb6h9$9po30@chuka.playstation.co.uk>
NNTP-Posting-Host: th-usr00-56.ndirect.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:912
scee.yaroze.beginners:731

Rikki Prince wrote in message <7bb6h9$9po30@chuka.playstation.co.uk>...
>To set the Semi-transparency rate in a GsSPRITE structure, can I use
>attribute |= (3<<28); to set 1.0xBack+0.25xForward, and therefore
>attribute |= (2<<28); for 1.0xBack-1.0xForward?

Yep, that's fine.

>Or do I have to use
>attribute |= (1<<28);
>attribute |= (1<<29); for 1.0xBack+0.25xForward

I'd avoid doing it in multiple statements. If you do need to set multiple
bits, it would be neater to compund the statements like:

attribute |=(1<<28) | (1<<29);

as you can be sure that the compiler will evaluate the complete expression
at compile time. Personally, I'd do it like:

attribute |= 0x50000000;

but then I love hex. At the end of the day, it doesn't matter much. Use
whichever way makes most sense to you - at the end of the day it will
compile into similar code, if not idenical.

>and
>attribute |= (1<<29); for 1.0xBack-1.0xForward?
>
>Thanks in advance to anyone who can help
>Rikki
>
>

Herbs

--MESSAGE FILE 992 END: ./1 SCEE/yaroze/beginners/000000731html.html

--MESSAGE FILE 993 START: ./1 SCEE/yaroze/beginners/000000732html.html
Path: chuka.playstation.co.uk!news
From: "WickedNun" <wickednun@callnetuk.com>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: proposition
Date: Tue, 2 Mar 1999 18:31:41 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <7bhb7u$9he4@chuka.playstation.co.uk>
NNTP-Posting-Host: 212.67.133.67
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3629
scee.yaroze.event:93 scee.yaroze.beginners:732

Ok all you doomsayers, the yaroze isn't dead untill people stop developing
for it. I'm going to start a yaroze page on freeserve, this will include
help, tutorials, demos and yaroze media, basically the same as the support
site is now, so if anyone wants to add demos, games or tutorial files reply
to this group or e-mail me at wickednun@callnetuk.com

Rob

--MESSAGE FILE 993 END: ./1 SCEE/yaroze/beginners/000000732html.html

--MESSAGE FILE 994 START: ./1 SCEE/yaroze/beginners/000000733html.html
Path: chuka.playstation.co.uk!news
From: "Nigel Critten" <Nigel@gameware.demon.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: Tue, 2 Mar 1999 19:34:41 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <7bhegv$9he5@chuka.playstation.co.uk>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
NNTP-Posting-Host: gameware.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3634
scee.yaroze.event:94 scee.yaroze.beginners:733

I'm not sure you are allowed to do that, I would check your Application
form, I think it says something about not publishing Yaroze code outside the
Yaroze membership

I could be wrong

Nigel

WickedNun wrote in message <7bhb7u$9he4@chuka.playstation.co.uk>...
>Ok all you doomsayers, the yaroze isn't dead untill people stop developing
>for it. I'm going to start a yaroze page on freeserve, this will include
>help, tutorials, demos and yaroze media, basically the same as the support
>site is now, so if anyone wants to add demos, games or tutorial files reply
>to this group or e-mail me at wickednun@callnetuk.com
>
>Rob
>
>
>
>

--MESSAGE FILE 994 END: ./1 SCEE/yaroze/beginners/000000733html.html

--MESSAGE FILE 995 START: ./1 SCEE/yaroze/beginners/000000734html.html
Path: chuka.playstation.co.uk!news
From: "Miles Buzzing" <miles@guildfrd.demon.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: 2 Mar 1999 19:39:28 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 30
Message-ID: <01be64e4$62bb0f60$0a3ddec2@sonia>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
NNTP-Posting-Host: guildfrd.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3635
scee.yaroze.event:95 scee.yaroze.beginners:734

This is a great idea for the future but unless I've missed something Sony
aren't actually killing or scapping the Yaroze project. If their press
release is to be believed they're going to continue supporting existing
academic and private users for some time to come.

If Sony have got a termination date in mind then they should publish it in
order to give owners time to prepare with alternative ways of comunicating
- that is providing they don't inforce their license and ask for all the
development libraries back!

Personally, I don't see myself getting tired of Yaroze programming just yet
and I just hope that Sony's announcement doesn't dishearten too many other
users. As for Yaroze-2; how many NY or commercial developers (Konami
excluded) have really pushed playstation to its limits?

WickedNun <wickednun@callnetuk.com> wrote in article
<7bhb7u$9he4@chuka.playstation.co.uk>...
> Ok all you doomsayers, the yaroze isn't dead untill people stop
developing
> for it. I'm going to start a yaroze page on freeserve, this will include
> help, tutorials, demos and yaroze media, basically the same as the
support
> site is now, so if anyone wants to add demos, games or tutorial files
reply
> to this group or e-mail me at wickednun@callnetuk.com

>
> Rob

--MESSAGE FILE 995 END: ./1 SCEE/yaroze/beginners/000000734html.html

--MESSAGE FILE 996 START: ./1 SCEE/yaroze/beginners/000000735html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: Tue, 02 Mar 1999 20:38:06 +0000
Organization: Sony Computer Entertainment Europe
Lines: 20
Message-ID: <36DC4C2E.6C7548BF@scee.sony.co.uk>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
<7bhegv$9he5@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3638
scee.yaroze.event:96 scee.yaroze.beginners:735

Nigel Critten wrote:
>
> I'm not sure you are allowed to do that, I would check your Application
> form, I think it says something about not publishing Yaroze code outside the
> Yaroze membership

Yaroze code is fine, it's things like the tools and the libraries that you're
not allowed to make
available.

We're definitely not closing down support - we've just run out!

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

The cigarette does the smoking, YOU'RE just the sucker!!
--MESSAGE FILE 996 END: ./1 SCEE/yaroze/beginners/000000735html.html

--MESSAGE FILE 997 START: ./1 SCEE/yaroze/beginners/000000736html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: Tue, 2 Mar 1999 16:41:51 -0500
Organization: SCEA News Server
Lines: 27
Message-ID: <7bhm0d$bsd8@scea>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
<01be64e4$62bb0f60$0a3ddec2@sonia>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3639
scee.yaroze.event:97 scee.yaroze.beginners:736

Hehe...
I hope you're excluding SquareSoft and Namco too....

-charles

>Personally, I don't see myself getting tired of Yaroze programming just yet
>and I just hope that Sony's announcement doesn't dishearten too many other
>users. As for Yaroze-2; how many NY or commercial developers (Konami
>excluded) have really pushed playstation to its limits?
>
>
>
>WickedNun <wickednun@callnetuk.com> wrote in article
><7bhb7u$9he4@chuka.playstation.co.uk>...
>> Ok all you doomsayers, the yaroze isn't dead untill people stop
>developing
>> for it. I'm going to start a yaroze page on freeserve, this will include
>> help, tutorials, demos and yaroze media, basically the same as the
>support
>> site is now, so if anyone wants to add demos, games or tutorial files
>reply
>> to this group or e-mail me at wickednun@callnetuk.com
>>
>> Rob
>

--MESSAGE FILE 997 END: ./1 SCEE/yaroze/beginners/000000736html.html

--MESSAGE FILE 998 START: ./1 SCEE/yaroze/beginners/000000737html.html
Path: chuka.playstation.co.uk!news
From: "Miles Buzzing" <miles@guildfrd.demon.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: 2 Mar 1999 23:13:20 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <01be6502$43377340$0a3ddec2@sonia>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
<01be64e4$62bb0f60$0a3ddec2@sonia> <7bhm0d$bsd8@scea>
NNTP-Posting-Host: guildfrd.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3640
scee.yaroze.event:98 scee.yaroze.beginners:737

FFVII, didn't do much for me I'm afraid ... Yes, seriously.
Namco. Tekken3, RR4, hmmm. OK, I'll give you that one.
(But just wait until you see my latest epic: Spinning 3D Yaroze, WITH
controller! Coming just a soon a I finish texture mapping the controller -
grrrrr, lousy RSDTool).

Charles Nicholson <chnicholson@vassar.edu> wrote in article
<7bhm0d$bsd8@scea>...
> Hehe...
> I hope you're excluding SquareSoft and Namco too....
>
> -charles

--MESSAGE FILE 998 END: ./1 SCEE/yaroze/beginners/000000737html.html

--MESSAGE FILE 999 START: ./1 SCEE/yaroze/beginners/000000738html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: Tue, 02 Mar 1999 17:48:48 -0500
Organization: SCEA News Server
Lines: 21
Message-ID: <36DC6AD0.1199EE7C@datasys.net>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
<01be64e4$62bb0f60$0a3ddec2@sonia>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 348.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3642
scee.yaroze.event:99 scee.yaroze.beginners:738

Miles Buzzing wrote:
>
> This is a great idea for the future but unless I've missed something Sony
> aren't actually killing or scapping the Yaroze project. If their press
> release is to be believed they're going to continue supporting existing
> academic and private users for some time to come.
>
> If Sony have got a termination date in mind then they should publish it in
> order to give owners time to prepare with alternative ways of comunicating
> - that is providing they don't inforce their license and ask for all the
> development libraries back!
>

Certainly such action would be followed by a swift lawsuit! What would
sony want with thousands of black playstations anyway?

> Personally, I don't see myself getting tired of Yaroze programming just yet
> and I just hope that Sony's announcement doesn't dishearten too many other
> users.

'Darco
--MESSAGE FILE 999 END: ./1 SCEE/yaroze/beginners/000000738html.html

--MESSAGE FILE 1000 START: ./1 SCEE/yaroze/beginners/000000739html.html
Path: chuka.playstation.co.uk!news
From: "Nigel Critten" <Nigel@gameware.demon.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: Wed, 3 Mar 1999 01:10:50 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <7bi26e$9he8@chuka.playstation.co.uk>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
<01be64e4$62bb0f60$0a3ddec2@sonia> <36DC6AD0.1199EE7C@datasys.net>
NNTP-Posting-Host: gameware.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3643
scee.yaroze.event:100 scee.yaroze.beginners:739

>> - that is providing they don't inforce their license and ask for all the
>> development libraries back!

>>
>
>Certainly such action would be followed by a swift lawsuit! What would
>sony want with thousands of black playstations anyway?

I don't think it's a lawsuit you would win, as we all signed a contract
saying Sony could take the machines back with 30days notice

Nigel

--MESSAGE FILE 1000 END: ./1 SCEE/yaroze/beginners/000000739html.html

--MESSAGE FILE 1001 START: ./1 SCEE/yaroze/beginners/000000740html.html
Path: chuka.playstation.co.uk!news
From: "Miles Buzzing" <miles@guildfrd.demon.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: 3 Mar 1999 06:57:56 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 39
Message-ID: <01be6543$2abd0f00$0a3ddec2@sonia>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
<01be64e4$62bb0f60$0a3ddec2@sonia> <36DC6AD0.1199EE7C@datasys.net>
<7bi26e$9he8@chuka.playstation.co.uk>
NNTP-Posting-Host: guildfrd.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3645
scee.yaroze.event:101 scee.yaroze.beginners:740

You love your license agreement don't you Nigel ;-)

Seriously through, I can't really imagine that Sony will inforce the
'return development kit clause'. The logistics of gathering in & checking
the equipment and software would be a nighmare.

In addition -and lets be honest here - faced with a demand to hand back
their kit, many Yaroze owners would try every trick in the book to
crack/hack & copy the libraries, dongle etc before doing so - creating a
flood of 'unorthorised' development kits where there weren't any before!

I'm pretty sure than when the black day comes and Sony finally do
officially end the Yaroze project, if they do anything they will take the
more pragmatic approach of asking users to 'destroy' their development
libraries and withdraw the official license.

- Miles

Nigel Critten <Nigel@gameware.demon.co.uk> wrote in article
<7bi26e$9he8@chuka.playstation.co.uk>...
> >> - that is providing they don't inforce their license and ask for all
the
> >> development libraries back!
> >>
> >
> >Certainly such action would be followed by a swift lawsuit! What would
> >sony want with thousands of black playstations anyway?
>
>

> I don't think it's a lawsuit you would win, as we all signed a contract
> saying Sony could take the machines back with 30days notice
>
> Nigel
>
>
>
>
--MESSAGE FILE 1001 END: ./1 SCEE/yaroze/beginners/000000740html.html

--MESSAGE FILE 1002 START: ./1 SCEE/yaroze/beginners/000000741html.html
Path: chuka.playstation.co.uk!news
From: philip gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: Wed, 03 Mar 1999 10:22:49 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <36DD0D79.319EE9A6@easynet.co.uk>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
<01be64e4$62bb0f60$0a3ddec2@sonia> <36DC6AD0.1199EE7C@datasys.net>
<7bi26e$9he8@chuka.playstation.co.uk> <01be6543$2abd0f00$0a3ddec2@sonia>
NNTP-Posting-Host: 194.205.68.227
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3649
scee.yaroze.event:102 scee.yaroze.beginners:741

Miles Buzzing wrote:

> I'm pretty sure than when the black day comes and Sony finally do
> officially end the Yaroze project, if they do anything they will take the
> more pragmatic approach of asking users to 'destroy' their development
> libraries and withdraw the official license.

I'm not sure they'd even ask us to do that. By the time the license expires
the PSX2 will be out in Japan and the original Playstation/Yaroze will have
ZX Spectrum status in the gaming world :). No one will be using the original
libraries commercially anymore by then.

I can't see what Sony would have to lose by letting people continue to
develop for the Yaroze for as long as they want to.

Phil

--MESSAGE FILE 1002 END: ./1 SCEE/yaroze/beginners/000000741html.html

--MESSAGE FILE 1003 START: ./1 SCEE/yaroze/beginners/000000742html.html
Path: chuka.playstation.co.uk!news
From: Brian Baird <brian@dma-design.com>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: Wed, 03 Mar 1999 13:21:23 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <36DD3753.656BDC0E@dma-design.com>
References: <7bhb7u$9he4@chuka.playstation.co.uk>

<01be64e4$62bb0f60$0a3ddec2@sonia> <36DC6AD0.1199EE7C@datasys.net>
<7bi26e$9he8@chuka.playstation.co.uk> <01be6543$2abd0f00$0a3ddec2@sonia>
NNTP-Posting-Host: 195.153.133.80
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3655
scee.yaroze.event:103 scee.yaroze.beginners:742

Miles Buzzing wrote:
>
> Seriously through, I can't really imagine that Sony will inforce the
> 'return development kit clause'. The logistics of gathering in & checking
> the equipment and software would be a nighmare.

Ummmm... As far as I understand the licence, the actual physical black
Playstation is *ours*. That's /not/ the development kit that we licence.
We're effectively licencing the memory card, the two dev CDs, the
manuals + the link cable. /That's/ what we would theoretically have to
return, /not/ the actual machine.

> I'm pretty sure than when the black day comes and Sony finally do
> officially end the Yaroze project, if they do anything they will take the
> more pragmatic approach of asking users to 'destroy' their development
> libraries and withdraw the official license.

I think we're collectively worrying about nothing here.

--

Brian @ DMA

[All opinions & views are my own, not DMA's, yadda, yadda, yadda]
--MESSAGE FILE 1003 END: ./1 SCEE/yaroze/beginners/000000742html.html

--MESSAGE FILE 1004 START: ./1 SCEE/yaroze/beginners/000000743html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Mathieu Tanguay <mtanguay@megatoon.ca>
Newsgroups: scee.yaroze.beginners
Subject: HELP!!!
Date: Thu, 04 Mar 1999 13:44:54 -0500
Organization: SCEA News Server
Lines: 18
Message-ID: <36DED4A6.FCC536BC@megatoon.ca>
NNTP-Posting-Host: qtmtl1.megatoon.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

i've writtin an app on the net yaroze using two library, the libps.lib
and the libsio.lib.
The problem is that when I execute make I get errors like this:

Main.c: undefined reference to '_sio_control'
Main.c:relocation truncated to fit: JMPADDR _sio_control

It seems that the linker takes by default libps.a and doesn't find that
function in it.

My question is how do i do to link new library to that file (if thats
the problem) or how can i include library in my makefile?

Thanks
Reiko

--MESSAGE FILE 1004 END: ./1 SCEE/yaroze/beginners/000000743html.html

--MESSAGE FILE 1005 START: ./1 SCEE/yaroze/beginners/000000744html.html
Path: chuka.playstation.co.uk!news
From: "Tony Bolton" <slick@yaroze2000.freeserve.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: Thu, 4 Mar 1999 21:40:17 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <7bmuml$9he33@chuka.playstation.co.uk>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
<01be64e4$62bb0f60$0a3ddec2@sonia> <36DC6AD0.1199EE7C@datasys.net>
<7bi26e$9he8@chuka.playstation.co.uk> <01be6543$2abd0f00$0a3ddec2@sonia>
<36DD3753.656BDC0E@dma-design.com>
NNTP-Posting-Host: modem-76.doctor.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3670
scee.yaroze.event:104 scee.yaroze.beginners:744

Yep,

That's how I pretty much understood it as well. The psx is ours, the dev
software isn't. Pretty simple, really.

Besides, I don't know why everyone is worrying about 'maybe' having to hand
back the dev software stuff anyway - by the time that comes (if ever), we'll
all be playing on our PSX2 and worrying about coding our game for the Yaroze
2. He hehe! ;)

Cheers!

Tones 8)
Brian Baird wrote in message <36DD3753.656BDC0E@dma-design.com>...
>Miles Buzzing wrote:
>>
>> Seriously through, I can't really imagine that Sony will inforce the
>> 'return development kit clause'. The logistics of gathering in & checking
>> the equipment and software would be a nighmare.
>
>Ummmm... As far as I understand the licence, the actual physical black
>Playstation is *ours*. That's /not/ the development kit that we licence.
>We're effectively licencing the memory card, the two dev CDs, the
>manuals + the link cable. /That's/ what we would theoretically have to
>return, /not/ the actual machine.
>
>*snip*
>I think we're collectively worrying about nothing here.
>
>--
>
>Brian @ DMA
>
>[All opinions & views are my own, not DMA's, yadda, yadda, yadda]

--MESSAGE FILE 1005 END: ./1 SCEE/yaroze/beginners/000000744html.html

--MESSAGE FILE 1006 START: ./1 SCEE/yaroze/beginners/000000745html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: HELP!!!
Date: Thu, 04 Mar 1999 20:18:22 -0500
Organization: Identical Software
Lines: 7
Message-ID: <36DF30DE.7D37E236@identicalsoftware.com>
References: <36DED4A6.FCC536BC@megatoon.ca>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)

To link in libsio.lib just add '-lsio' to the link command. (You may
also need '-Ldir' where dir is the directory containing the library.)
This assumes you're using the dos compiler don't know about doing it
with codewarrior.

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 1006 END: ./1 SCEE/yaroze/beginners/000000745html.html

--MESSAGE FILE 1007 START: ./1 SCEE/yaroze/beginners/000000746html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: Fri, 05 Mar 1999 07:26:01 -0500
Organization: SCEA News Server
Lines: 20
Message-ID: <36DFCD59.B950F007@datasys.net>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
<01be64e4$62bb0f60$0a3ddec2@sonia> <36DC6AD0.1199EE7C@datasys.net>
<7bi26e$9he8@chuka.playstation.co.uk> <01be6543$2abd0f00$0a3ddec2@sonia>
<36DD3753.656BDC0E@dma-design.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 289.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3681
scee.yaroze.event:105 scee.yaroze.beginners:746

Brian Baird wrote:
>
> Ummmm... As far as I understand the licence, the actual physical black
> Playstation is *ours*. That's /not/ the development kit that we licence.
> We're effectively licencing the memory card, the two dev CDs, the
> manuals + the link cable. /That's/ what we would theoretically have to
> return, /not/ the actual machine.
>

That's true... They did come in seperate packages. The most they could
ask us to do is back up everything in the "Software Development Tool"

box and send that back, which I doubt they would do. Ever. Sony isn't that paranoid.

The Net Yaroze program will continue for years to come, we have no good reason to think otherwise. So grab up that sexy black PSX and give it a hug - it won't be saying good bye anytime soon unless you do something stupid.

'Darco
--MESSAGE FILE 1007 END: ./1 SCEE/yaroze/beginners/000000746html.html

--MESSAGE FILE 1008 START: ./1 SCEE/yaroze/beginners/000000747html.html
Path: chuka.playstation.co.uk!news
From: "Miles Buzzing" <miles@guildfrd.demon.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scee.yaroze.event,scee.yaroze.beginners
Subject: Re: proposition
Date: 5 Mar 1999 19:29:45 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <01be673e$87f58380$0a3ddec2@sonia>
References: <7bhb7u$9he4@chuka.playstation.co.uk>
<01be64e4$62bb0f60$0a3ddec2@sonia> <36DC6AD0.1199EE7C@datasys.net>
<7bi26e$9he8@chuka.playstation.co.uk> <01be6543$2abd0f00$0a3ddec2@sonia>
<36DD3753.656BDC0E@dma-design.com> <36DFCD59.B950F007@datasys.net>
NNTP-Posting-Host: guildfrd.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3684
scee.yaroze.event:106 scee.yaroze.beginners:747

> The Net Yaroze program will continue for years to come, we have no good
> reason to think otherwise. So grab up that sexy black PSX and give it a
> hug - it won't be saying good bye anytime soon unless you do something
> stupid.

I'm hugging, I'm hugging :-)
PS I found a great method for reading gold disks on the NY .... Only kidding Sony. No seriously, it was just a joke! Honest!

--MESSAGE FILE 1008 END: ./1 SCEE/yaroze/beginners/000000747html.html

--MESSAGE FILE 1009 START: ./1 SCEE/yaroze/beginners/000000748html.html
Path: chuka.playstation.co.uk!news
From: "Gareth" <gareth@yaroze.force9.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: LoadImage sending me to the loony farm
Date: 7 Mar 1999 22:51:34 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 59
Message-ID: <01b9eb4c$79110640$1a92a6c3@gareth>
NNTP-Posting-Host: 26.hiper03.shef.dialup.force9.net
X-Newsreader: Microsoft Internet News 4.70.1161

Oh well, here goes...

I know a lot of more experienced people out there are gonna be hacked off with another stupid question, but what's up with this code?

What it's supposed to do is copy a .tim from RAM to VRAM so that it's displayed on the frame buffer every cycle but for some reason it just doesn't show up. It's not like I haven't done this before I've had great success using LoadImage in the past. I've spent pretty much all weekend looking at other people's code and demos and tuts but none of it has

helped. It's driving me crazy! ARRGGGGHHH!!!

I've tried a putpixel function and that worked fine so I know the buffers are set up okay.
I've tried my .tim in other programs and it's displayed, then I tried editing these programs code and PSComUtil kept reporting an error on data fetch or something?!

Well, enough yammering here's the source from the main function, should be pretty self explanetory.

Gareth!
I hope it doesn't drive any of you crazy too...

```
void main(void)
{
    GsIMAGE   green;
    RECT dest;

    init_game ();        // Set up the screen res, d/buffer and joypads
    active_buffer = GsGetActiveBuff(); // Initialise the active_buffer
variable

    GsGetTimInfo ((u_long *) (LOGO_ADDR + 4), &green);
    if (green.ph == 256) printf ("TIM Loaded successfully");
    dest.x = 0;
    dest.w = green.pw;   dest.h = green.ph;

    while (! PAD_PRESS (buffer1, PAD_CROSS))  // Exit when X pressed on
controller 1
    {
        GsSetWorkBase ((PACKET *) gpu_packet_area [active_buffer]);

        GsClearOt (0, 0, &ordering_table [active_buffer]);

        dest.y = active_buffer * SCREEN_HEIGHT;
        LoadImage (&dest, green.pixel);

        DrawSync (0);
        VSync(0);
        GsSwapDispBuff();
        GsSortClear (0, 0, 0, &ordering_table [active_buffer]);
        GsDrawOt (&ordering_table [active_buffer]);

        active_buffer = 1 - active_buffer; // Flip the active_buffer
    }
    ResetGraph(3);
}
```

--MESSAGE FILE 1009 END: ./1 SCEE/yaroze/beginners/000000748html.html

--MESSAGE FILE 1010 START: ./1 SCEE/yaroze/beginners/000000749html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: LoadImage sending me to the loony farm
Date: Mon, 08 Mar 1999 10:16:13 +0000
Organization: Sony Computer Entertainment Europe
Lines: 26
Message-ID: <36E3A36D.79AE903B@scee.sony.co.uk>
References: <01b9eb4c$79110640$1a92a6c3@gareth>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

LoadImage can be confusing when you're trying to use it every frame, because the frame buffer the
CPU is building is identical to the frame that is being displayed, not the frame that the GPU is
currently drawing. I.e. The GPU is displaying frame X, the GPU is drawing frame X+1, the CPU is
building frame X+2. So it's easy to miscalculate which frame buffer your LoadImage should target.

As a test, take out the GsSortClear statement. If you get an image on screen, change this line.

>   dest.y = active_buffer * SCREEN_HEIGHT;

to:

>   dest.y = (1-active_buffer) * SCREEN_HEIGHT;

If there's no image, then there's something else wrong, like your texture in memory is getting
overwritten.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Windws is @ine for bckground# comunicaions
--MESSAGE FILE 1010 END: ./1 SCEE/yaroze/beginners/000000749html.html

--MESSAGE FILE 1011 START: ./1 SCEE/yaroze/beginners/000000750html.html
Path: chuka.playstation.co.uk!news
From: "Gareth" <gareth@yaroze.force9.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: LoadImage sending me to the loony farm
Date: 11 Mar 1999 22:06:50 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <01b9ee6a$ee320980$015e38d4@gareth>
References: <01b9eb4c$79110640$1a92a6c3@gareth>
<36E3A36D.79AE903B@scee.sony.co.uk>
NNTP-Posting-Host: 212.56.94.1
X-Newsreader: Microsoft Internet News 4.70.1161

Ah ha! I reduced the size of the gpu packet area and it works. Could it be this was overwriting the TIM info? I would've thought the area taken by the TIM was reserved.

Anyway it works fine now, thanks James. This baby's almost ready for upload, just a few optimisations and a web page update...might have it by Saturday night...

Gareth!
--MESSAGE FILE 1011 END: ./1 SCEE/yaroze/beginners/000000750html.html

--MESSAGE FILE 1012 START: ./1 SCEE/yaroze/beginners/000000751html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: LoadImage sending me to the loony farm
Date: Fri, 12 Mar 1999 09:56:11 +0000
Organization: Sony Computer Entertainment Europe
Lines: 19
Message-ID: <36E8E4BB.4E96856C@scee.sony.co.uk>
References: <01b9eb4c$79110640$1a92a6c3@gareth>
<36E3A36D.79AE903B@scee.sony.co.uk> <01b9ee6a$ee320980$015e38d4@gareth>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.51 [en] (Win95; I)
X-Accept-Language: en

Gareth wrote:
>
> Ah ha! I reduced the size of the gpu packet area and it works. Could it be
> this was overwriting the TIM info? I would've thought the area taken by the
> TIM was reserved.

No, the libraries consider the GPU packet area to be infinite and will blindly overwrite data (even
code) as it feels necessary. This is both good and bad, depending on whether you have memory
constraints or you're debugging!

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

To err is human. And stupid.
--MESSAGE FILE 1012 END: ./1 SCEE/yaroze/beginners/000000751html.html

--MESSAGE FILE 1013 START: ./1 SCEE/yaroze/beginners/000000752html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.beginners
Subject: Re: Yaroze AC Plug - weird?
Date: Fri, 12 Mar 1999 18:00:01 +0100
Organization: Debri Productions
Lines: 27
Message-ID: <1dnzxa2.11709is1cvun5oN@a1-88-123.a1.nl>
References: <36729369.4D280474@yahoo.com> <1dl05f3.1nc3bgyvp9m5bN@a1-88-
108.a1.nl> <7ahmba$btf11@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-123.a1.nl
X-Newsreader: MacSOUP 2.3

Rikki Prince <rprince@dircon.co.uk> wrote:

> >I don't get you english people!! I don't need the UK-converter for my
> >UK-NY.. I just plug it in. But wile we in the rest of europe:
> >- we drive right, you have to drive left
> >- we have a standaard plug, you need to have a different one

> >- we all wight with kilo's, you want to weight in stones
> >- we use liters, you use gallons
> >- we use meters, you use feet
> >- we put salt on our fries, you have to use vinigar
> >
> >
> And we call them chips, not fries, and we put salt AND vinegar.

In Holland we call them Patat or frietjes. If you order chips in Holland, you'll get crisps. As far as I know, a chip is a flat round, and what you call chips is not flat and round, but what you call crisps is.

> >What kind of people are you, natural pains in the arss?
> You noticed then... :)

Yeah, can't wait to come over again and meet my kind of people ;-)

Cheers,

DEnnis.. (the biggest pain the the arss around!)
--MESSAGE FILE 1013 END: ./1 SCEE/yaroze/beginners/000000752html.html

--MESSAGE FILE 1014 START: ./1 SCEE/yaroze/beginners/000000753html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Terry Arnold" <kingswoo@gte.net>
Newsgroups: scee.yaroze.beginners
Subject: Net Yaroze Web Account Help
Date: 14 Mar 1999 04:15:32 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <01be6dd1$2e1b8320$18a9fad0@terryarn>
NNTP-Posting-Host: 1Cust24.tnt39.dfw5.da.uu.net
X-Newsreader: Microsoft Internet News 4.70.1155

My web account access information has not yet been added to the SCEE members only site and I have been a member since December 28th . Can you see about getting it set up ?

--MESSAGE FILE 1014 END: ./1 SCEE/yaroze/beginners/000000753html.html

--MESSAGE FILE 1015 START: ./1 SCEE/yaroze/beginners/000000754html.html
Path: chuka.playstation.co.uk!news
From: "Jon Prestidge (alias Moose)" <zmoose@premier.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: TMD diagnostics
Date: 22 Mar 1999 21:37:18 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <01be74ac$a7d7fea0$869793c3@default>
NNTP-Posting-Host: p85s07a02.client.global.net.uk
X-Newsreader: Microsoft Internet News 4.70.1155

I've written some diagnotic code that folk might find useful
if they are having problems creating TMD objects within their
programs.
It'll also tell you if you have any redundant normals or vertices.

to find out more or to down load the source goto:-
  www.netyaroze-europe.com/~zmoose/

Jon

--MESSAGE FILE 1015 END: ./1 SCEE/yaroze/beginners/000000754html.html

--MESSAGE FILE 1016 START: ./1 SCEE/yaroze/beginners/000000755html.html
Path: chuka.playstation.co.uk!news
From: peter black <peter_black@dolphin94.freeserve.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: screen grab sprite
Date: Fri, 26 Mar 1999 22:45:46 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <36FC0E19.BCA85D4A@dolphin94.freeserve.co.uk>
NNTP-Posting-Host: modem-79.depacon.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

is it possible to grab the whole screen in 640,480 mode as a sprite
setting tpage as 0,0 and sprite w=640 height 480
when i try this the area 0,0 to 256,256 seems to repeat itself four
times
in a tiled arrangement??

--MESSAGE FILE 1016 END: ./1 SCEE/yaroze/beginners/000000755html.html

--MESSAGE FILE 1017 START: ./1 SCEE/yaroze/beginners/000000756html.html
Path: chuka.playstation.co.uk!news
From: "Kezza <swiseltd@" <"remove no spam>aol.com">
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Trying to display a sprite
Date: Sat, 27 Mar 1999 01:06:14 +0000
Organization: StreetWise Consulting Limited.
Lines: 73
Message-ID: <7dhavb$lmc8@chuka.playstation.co.uk>
References: <7av5sm$9po1@chuka.playstation.co.uk> <7av7s5$8jb8@scea>
<7avh7s$9po2@chuka.playstation.co.uk> <7avte3$8jb9@scea>
Reply-To: "swiseltd@ aol.com" <"remove no spam">
NNTP-Posting-Host: 98CC2486.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.51 [en] (Win98; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:920
scee.yaroze.beginners:756

Hmmm,

Just a guess from a total novice, but maybe +1 and +4 are worked out by the
compiler to fit into the same 4-byte boundary, and therefor the same physical
memory address?

-Kezza
http://www.netyaroze-europe.com/~kmillar

Charles Nicholson wrote:

> heh... funny. I've been looking through all my code (just to double check
> at the chance of sounding like a fool), and it all has the sprite address +
> 1 inside the cast. Go figure- seems to work fine for me... :)
>
> ah well.

> -charles
>
> Peter Dollochan wrote in message <7avh7s$9po2@chuka.playstation.co.uk>...
> >Hi all
> >
> >I think the addition is carried out before the cast so keep the +4 or it'll
> >break :) apart from that Scott is right after the first draw your blank out
> >the sprite and clut..
> >
> >
> >Pete.
> >
> >
> >Charles Nicholson wrote in message <7av7s5$8jb8@scea>...
> >>Umm... most of it looks pretty good- You might want to change the line in
> >>InitSprite() that calls GsGetTimInfo though...
> >>
> >>Your first parameter, "(u_long *)(spriteAdd + 4)" should probably be
> >changed
> >>to
> >>"(u_long *)(spriteAdd + 1)".
> >>
> >>The information that GetTimInfo needs is actually 4 bytes in from the
> >>header. Since you're casting spriteAdd to a u_long, it will multiply any
> >>addition you do (in this case +4) by the size of a u_long. The final
> >offset
> >>calculated (in bytes, not dwords) by "(u_long *)(spriteAdd + 4)" is 16
> >bytes
> >>into spriteAdd. (u_long *)(spriteAdd + 1) will give you the proper 4 byte
> >>advancement.
> >>
> >>This was a real pain for me too... :)
> >>
> >>hope i helped.
> >>-charles
> >>
> >>
> >>
> >>>I've just typed out the code at the end of Ira Rainey's tutorial (typed,
> >>not
> >>>copied and pasted, to try and gain some experience, and extra knowledge
> >>from
> >>>doing so. However, I've compiled, and attempted to run, it flashes
> >>something
> >>>very quickly on the screen, and then the screen goes blank, with the
> >thick
> >>>black strips at the top and bottom. Anyway, I've attached the code, so if
> >>>anyone has the chance to look at it, and tell me what's been copied
> >>>incorrectly, or what's in the wrong order, etc. I would be very thankful.
> >>>
> >>>Rikki
> >>
> >>
> >>
> >>
> >
> >

--MESSAGE FILE 1017 END: ./1 SCEE/yaroze/beginners/000000756html.html

--MESSAGE FILE 1018 START: ./1 SCEE/yaroze/beginners/000000757html.html
Path: chuka.playstation.co.uk!news
From: "Kezza <swiseltd@" <"remove no spam>aol.com">
Newsgroups: scee.yaroze.beginners

Subject: Re: memory overwrite
Date: Sat, 27 Mar 1999 01:08:42 +0000
Organization: StreetWise Consulting Limited.
Lines: 40
Message-ID: <7dhb3v$lmc9@chuka.playstation.co.uk>
References: <7apfkd$erp17@chuka.playstation.co.uk>
Reply-To: "swiseltd@ aol.com" <"remove no spam">
NNTP-Posting-Host: 98CC2486.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.51 [en] (Win98; I)
X-Accept-Language: en

Why not check out my PSXComm utility, at
http://www.netyaroze-europe.com/~kmillar
if you can't use siocons under NT then you should be able to use PSXComm - it is a full windows 32 bit app and supports siocons type auto files.

-kezza

Nigel Critten wrote:

> Hi,
>
> How can I stop my program overwriting my data,
>
> at the moment my *.sio is like this
>
> ----------
> local dload data\font1.tim 80091000
> local load ny.pxe
> go
> ----------
>
> all the other tutorials I've looked at do a similar thing
> without their data being overwritten?
>
> BTW this is using codewarriors PSComUtil as SIOCONS doesn't work on my NT
> system.
>
> Also with regard ordering tables and such, I've allocated a PACKET of 128000
> for the workspace and an ordertable with a length of 9 (it started out at 1
> and I've increased it to try and fix this problem) the problem is, if I add
> a sprite to the OT fine, if I add a line or box to the OT fine, if I add
> both a sprite & a line to the OT it crashes (just pops up a black screen -
> it's cleared to blue BTW)
>
> This is beginning to annoy me, I've never had so many problems programming
> any other system before.
>
> TIA
> Nigel

--MESSAGE FILE 1018 END: ./1 SCEE/yaroze/beginners/000000757html.html

--MESSAGE FILE 1019 START: ./1 SCEE/yaroze/beginners/000000758html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: screen grab sprite
Date: Sat, 27 Mar 1999 10:41:19 -0000
Organization: PlayStation Net Yaroze (SCEE)

Lines: 16
Message-ID: <7dicos$lmc12@chuka.playstation.co.uk>
References: <36FC0E19.BCA85D4A@dolphin94.freeserve.co.uk>
NNTP-Posting-Host: modem-26.altace.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Max sprite size is 256x256 so use move/loadimage instead for larger areas, I believe there is stuff about it in James Russells FAQ. Oh yeh you could use more than one sprite...

Pete.

peter black wrote in message
<36FC0E19.BCA85D4A@dolphin94.freeserve.co.uk>...
>is it possible to grab the whole screen in 640,480 mode as a sprite
>setting tpage as 0,0 and sprite w=640 height 480
>when i try this the area 0,0 to 256,256 seems to repeat itself four
>times
>in a tiled arrangement??
>

--MESSAGE FILE 1019 END: ./1 SCEE/yaroze/beginners/000000758html.html

--MESSAGE FILE 1020 START: ./1 SCEE/yaroze/beginners/000000759html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.programming.gnu_compiler,scee.yaroze.beginners
Subject: Parse Error in Libps.h
Date: Wed, 31 Mar 1999 16:14:27 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <7dte6v$5qu1@chuka.playstation.co.uk>
NNTP-Posting-Host: th-en133-080.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.programming.gnu_compiler:311
scee.yaroze.beginners:759

I'm writing a simple sprite viewer, but whenever I try to compile, I get Parse Errors in Libps.h Can anyone tell me why this is happening?

Thanks
Rikki

--MESSAGE FILE 1020 END: ./1 SCEE/yaroze/beginners/000000759html.html

--MESSAGE FILE 1021 START: ./1 SCEE/yaroze/beginners/000000760html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scee.yaroze.programming.gnu_compiler,scee.yaroze.beginners
Subject: Re: Parse Error in Libps.h
Date: Wed, 31 Mar 1999 20:13:03 -0500
Organization: Identical Software
Lines: 12
Message-ID: <3702C81F.42083DE2@identicalsoftware.com>
References: <7dte6v$5qu1@chuka.playstation.co.uk>
NNTP-Posting-Host: 207.60.36.51

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.35 i486)
Xref: chuka.playstation.co.uk scee.yaroze.programming.gnu_compiler:312
scee.yaroze.beginners:760

My guess would be that there is a problem in an earlier include file.
Try making it the first included file if it isn't already.

Dennis Payne
dulsi@identicalsoftware.com

Rikki Prince wrote:
> I'm writing a simple sprite viewer, but whenever I try to compile, I get
> Parse Errors in Libps.h Can anyone tell me why this is happening?
>
> Thanks
> Rikki
--MESSAGE FILE 1021 END: ./1 SCEE/yaroze/beginners/000000760html.html

--MESSAGE FILE 1022 START: ./1 SCEE/yaroze/beginners/000000761html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.programming.gnu_compiler,scee.yaroze.beginners
Subject: Re: Parse Error in Libps.h
Date: Thu, 1 Apr 1999 01:30:35 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <7duepn$5qu3@chuka.playstation.co.uk>
References: <7dte6v$5qu1@chuka.playstation.co.uk>
<3702C81F.42083DE2@identicalsoftware.com>
NNTP-Posting-Host: th-en137-120.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.programming.gnu_compiler:313
scee.yaroze.beginners:761

Thanks, but I read the message just after working it out. I tried running it
through CodeWarrior, and the debugger picked it up, and I found the comment
above the #include line was faulty. It now compiles and runs, but the sprite
won't display properly. Instead I get a huge (bigger than the sprite size)
green block. I haven't got a clue what could be wrong, can anyone help?

Thanks
Rikki

Dennis Payne <dulsi@identicalsoftware.com> wrote in message
news:3702C81F.42083DE2@identicalsoftware.com...
> My guess would be that there is a problem in an earlier include file.
> Try making it the first included file if it isn't already.
>
> Dennis Payne
> dulsi@identicalsoftware.com
>
> Rikki Prince wrote:
> > I'm writing a simple sprite viewer, but whenever I try to compile, I get
> > Parse Errors in Libps.h Can anyone tell me why this is happening?
> >
> > Thanks

> > Rikki

--MESSAGE FILE 1022 END: ./1 SCEE/yaroze/beginners/000000761html.html

--MESSAGE FILE 1023 START: ./1 SCEE/yaroze/beginners/000000762html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.programming.2d_graphics
Subject: Sprite Viewer Faulty
Date: Thu, 1 Apr 1999 01:40:54 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 245
Message-ID: <7dufd6$5qu4@chuka.playstation.co.uk>
NNTP-Posting-Host: th-en137-120.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.beginners:762
scee.yaroze.programming.2d_graphics:923

The sprite viewer I am attempting to write, is written in a style, which
will allow me to reuse the functions for other games for all sprites.
However, at the moment, all that is displayed is a large green block in the
sprites place, but bigger than the sprite. All my functions are based on
those in Ira Rainey's tutorial (though not copied and pasted). I've made as
many functions as possible, to reduce the amount of code in the main file,
so anything that is repeated, or doesn't change, is stored in a function.
For example, the basic code in the game loop (the ordering table set up,
buffer changing etc) is split into two functions, one for code after the
GsSortFastSprite, and one for after.

I haven't got a clue what is going wrong, and I have attached all my code,
and makefile, auto etc in case anyone can look at it and see if they can
find what is wrong.
I would be extremely grateful if someone could find the problem, and tell me
the reason that it is wrong.

Thanks
Rikki

begin 666 sprite.zip
M4$L#!!0````(``@*@29E+Y+"W!8``#Q:```$````34%)3NQ<?7"<Q7E_3B?)
MIP_#F=BN< U(1K8%&$>695L!Q9Q\^K!BR1+269B$F=.KN_>DPZ>[X]Z3/QA/
M*S"-#2-B3Y)./90/)34!RA&+E,FD30G"&.I24F!*8G?:!'7*=%R@J0`S]00/
MZN_9?=_;U?D,8?)?I)TYO_O;??;9YVN?W7=/YP%7$8E22]2/1P,M<)6YR@K(
M"^"57=/%WE$`^?%Z1S]USUR@G.)[P#NZ-FWN30LD::<]BH=3*O%9&S;2!I[3
M'J;QCG:[4*_)X<=TEB3TE7I'^3/*[=?/IJ,"IANP+%0G0<.?"LI3"D$GR6@*
M-/R9S$,VBL_,'"E_^8J/'L;G\RGGRQ]B8=_,N__.5O8]X_.^W_.%O;]8_/^
MG[.%?3\^[_\Y6]CWWYOW_YPM[/OOS_M_SA;V_=F9YU<OIA>.>^EGQU<7%)97
M38^[QZBPG-^%O:.%C=[1HL925V'Y5.GCU:,NI[V@<;)TRQC7S[G\-6[J7\SU
M353(;_S42(KNI$U75>FCT8I"JJH8H%&O&WWNQOZR4'65UR_FF2J]K[JJQD?)
M`U1>54LT8//XECTGN?RUF,>KS\,\)DM#@K^+!JJK*GQH<S4N1/]DZ;69JK.3
M;NAV&+H=]M"4NX*>7ZWKV_5G)/3E,2=+5V1RY9W,D==KRWOT`8RK]/W.^E55
MHK^&Z#OWLVX^^CRY6*;><9Z#Z*$/Y7/K-^D+V=29DVU)K&?#[R[O`_=+_?+)
M.04YET/."EM.+XT?][D*JZ>IJ+J0BJM?9_\UT*SY]QZD\FE:4+T&\>6BPFJV
M]ZG22F'O4[8\!:3BZ+6L?U5_KKPN<@L^59X5U%]V;>:S:%FW4W:<5%7V"[]R
MS!TI0\Q5'""'3UCP4;1Z3#T&F4[9,07]#U?8-JF$329ADT;8I,&VB8].'O?1
M2X>91R%X5-!+JUFF(,=-33\MIQ-_(?2C$T]<;=>O0+W2KB]&?85=7XJZETZN
MKJ:7#_]J7,9 A<W[A+"#OW:1O2YJ-+[7:WS7:'S7YO"MU?@Z,<<Z0I_##;:.
M/NAX"CK60\=:6\<&Z-A(+T/GDX??M-=J@Z:SHZ^77H9M3B"&9!^M<N.?Y@RW

```
M25K?,:=>C'J6;BGH7.[&:L2CAWQ"/Z:#[D)^]J,/?FQV%7H\Y)\]KD".*\XS
MSJ'/Y<7QXK0OL]M+@6&S@TOII8,<MS*>?>1ZA&.\'WSEG.4TD-7A,O*-._7+
M[7JES<]K\U]AXRML/(I87DS^<:>^1*LOM>M,7Z'9:IE3][JKE]M\N'ZU4R>^
M:_6)>(7?#M?:OFR +TDKN7F'U\4;R,6<]^M\5/X6\GZ^/'!^AODX8]P8(]>,
M&[XG\A_A^@P-U-K\[#5^`'UAN^] +:UPTTIOLUB+;]DT[ER:ZHMI+N*S2M*L
MKBB@'\._5=Y^$<-DR^O1=)Z9\4"WDL;1TNL>E+Q*%O&S:JK2Q>M\VE-5O9]N
M01[P-$Z4>@1-&9&@X;;)4L]*'C]>=MU*-#V#J%EY@Z?$=6&F<G'N'/VY<YRM
M=#E]2=6WI&JZTL5V=/J.V'T;J$:.\[&-2QJ[[?9K?24NG4YB5^-X:4W&T<%#
M*S+EA'Q&U9G%M#)30:LRRVEUQD>UF69:E]E*=9D.6I_IIOI,@#9D=M+&S!VT
M*3-$-V5B='.FJI+M402>CX]--CE[3Y;W&'B/@?<8>(^!]QAXCX'W&'B/@?<8
M>(^!]QAXCX'W&'B/@?<8>(_]<YE+[NEVWGC5QIK]A9_9=Y13G'AU@W;-Z:KZ
MDO.56%<3QXNP/C^Y%>MR%/N6EPIDO$YDX]49__FGHKE3GL#Y[\GY\_^<+>S[
MI^;]/V<+^_ZOY_T_9PO[_NEY_\_9PK[/S/M_SA;V_3/S_I^SA7W_PWG_S]G"
MOC\^Q_R?>Y\P7W[?4IF#7;-0KLUS,?_=J(['RV;CW#*;^_Q]SN]3)K#VGYW/
M_W.VL.]_-.__.5O8]R7)LH)\>;8$G_Y:HLUXUM>I]DI\EF\@XK_9?QA/3SG1
M^QOY>R^B<UOD\YU6HCKT+V^38SAG\WQX3%Z8F9W_^6_UKZ9KLC'HM'_1,4>)
MOSOZ8F-\F*3H,\94YAD3@+46?,887YXQ#6YISTN-:<@SALL7M0'ST6S@.Y\S
MQI-G#!<UCVLTWSQ7Y8QQ]N!M_9(G?W/3ZI7U:7RVHK[0;F^9GIE9KM6=L5OQ
MN='A,R5EG[;Y</VHS>=K>!YRH;U6UI_D=M2_CF=M`=J[97TQ&&]%/89ZLQOM
M25E_A^E1Y]^EU!2B_8BLO\;T1Z2<TYJ<3MV1C>4\Z,@Y2B2^<"N6<G*]P9;S
MS[E>+.7D^H0MYT*;/FL'N^[P9/Z/./S'B9X@^;N8>T'S0]3+%TCZ'Z,>L.N3
MJ#?:]5=03]KUUU$?L^NG44][9/UMK>[,Q?/^MS-OI:IS^T=.>S_1)WA.>*2^
M7'?T76BW.WHY=6<L\_&X%'^GSNV+M/9%6OLRK7V9UGZMUGZMUKY&:U^CM6_0
MVC=H[9NU]LU:>YO6WJ:U<]&_@'3J]B^F1![@4F(_RSZ#5B\7?:EYJ3)L1.-K
M0^)!@Z%073"4&$Y&8V9X+06#@_&1+ Z&:#!E)(>B(0OT;7:U(Y%(]J:-5'I6
M2TL\G,7M\6A:4G0DC'"@O7-V3S(539N4-,)@VFV$N8V?/:81)HN'C2376J@%
M4^8@6;NBR>!@4CZC_%.K4 SC;6S9'1&'8(A"1BP6%+I9^X:#(U8*O'9'PV8"
ML_6:Z3ZN=B;")B8(FY%U8B94ZIS*>J=2[U0V.)6-3F634VE )9:(#]XYG*3D
M2#HT9*2HS<(T'='!H;28!A BF;VAE&G&J1>==Z&_)PI%PT8\G "C5"BY#Z87
M0F\SXG=&6^/IKJ2@WI%N@\Q]B1BF&:2!$.:Q[H)A+3/-<X82UE!VB#^6L$SP
M,>\*1^JHQP2-L#N!1:#;&!2R[#&2S3#;EI%(A,)FS(0G>);N*(3?8L*)\$X\
M':%@1/Q*3CC0M#"A;*^CEKTF#,ENZO''TY@N'-UM1=935FDCG8KNI>"@F0Z:
MJ50\(0W2FACL-E+&L&X>2=EKM5LM"8N&S>'AQ&Z3S&0*Z@JRIN&!J(E)6,)M
MYKZN. =HFK4STJ!QC+F=?R X;*2'[ E#9C1&?AE0D5@BD:*@*7Y$")DL2HW$
MX]$XC&F91BHT1!Q=VU*)X;H>8T]3.%Q'=UD)#FX6H#EE[&%3=44BL"9%$BE,
M0XXIVBQ8ML-BMB%J2B9C^Z1*O7VL##NUS>IH;]L:N*VWLRG0T[X3XD,>(VU%
MP[!P,"94$5KTF,F8L2^K*)S#N@19*8*JB3UFBKH32=MDPXCQ1(AB87-O$G/P
M"I*>-H73I%W2B:2HI3M'TL+UT*HC&N? 3Z43(S&*PR01K'/J'A&*ML1W"W^W
M#W.L!*U]5C *SD&LR= N*WJW"9MV2RFA=R<'99YU+:?L$^X1T=MC[C93`X%]
M21:BO3EK"<R.>+,B; -G^>=FE&#0"(?#B"X8TK%AS#+-721G6R?=U)U*W&F&
MTM%$G ;N-E,)H1&BG#62YEG?3-V]S5VMO;=+`0/1T"X["Z0XE 8&:JDEGC93
M?K"-8L'VVOR$KKUF*FK$FM+IE./18&=7<XL,@-L2J5U;#,O67)(*VXB)6Z-[
MMPRNVT@I,VX,B^D0<W:2Z$I%!SFD(]&]X8@5%:D+;G76<S>'F100EK$ZC21+
M'$/L-K.7!8L>,](7-??4:::MHSW"$=#7OSW *T7$FLEVYER#`):FV$E-T'&W
M*7*!<C=R*><!)P?)P.D:8 /7TW "D1L5KNV=[=J+<G\$M)R@D"P2*5,&U:P$
MW(G5+IO31ARQ*Y8H+QS81XF#E(]%8PQF5[NT+0NU);&W-1J+(5>)H4%+[DK)
MD6X$++)'RF0K-9N1;,:#_I9P(B_</60AX::0A&$D(UX''XD=*!7G-*O%/W)[
M8H_LP)K&H"&9, +184[+ZVJI-39B#?F-T!#'>':U@Y]PJ)8:V*R\QJ3W_+%H
MTDZ/,4,F1>3X!$_"7M\%O\7-07;<P, Z89I9@@V91G* (T^PD'$@TK[*S+QV
MA.#P>D_"3KE?9S^P33H-"W.$!V)!:R@:2=M+PQQ.)NSTV;LO'N*=:23&C(0'
MY"[3LC>:SETJO#2Z6ENS>[H@[S9&>&GP%B@G[R#>3_S8_>PY6CD%28>VB?S$
MP24CB_.@7"DR_\("XL$;99NM9E<JC"47'PP8`^!C"7=V!0+&H*7;O:-/9&G>
MGX/!-+: $%:<2.'-[;W=+=O[LJM.N)+\,6P.=LP*-3COB;#1U@QG7][UI84L
MD:;$8A&KEGWE#_>*34;HB!CC^7J:;N/YA%[9W"&<BNU1I-GLVK?CU!)QP&$@
M+2:W8'T)-IM2/I[=R3@<T\ZV+>2QDG$R..3[V*U^Q.8`U@E&=>T(!+N;_-M:
M\"!VW58$UNP)6DTS;%,+TT!%/TZ)=E#S[B%"1>8\/[;<<#1NI$U[C\1":8]'
M^"3 E%UI6U)[Q^B30Y'&C3#LFCTT9N.5(\O.M_:BJ6MF>I5*LGY3BV,P:<\B
MY,US>@W:FZ4*36P;UI!S?N$<B#S9WKR3.D=BLK46+ -=VT6DMVWOT8\-Y.]H
M[ZZSMT;>< .(1,MFEF5 @VFSL[W3C" `$3YBD?09`X(V@BU>(+G"1-AE3X'V
M>G#2<:MA.=9#?I?YN"D6LX\.VD9D[UD<Y) [$D7Z$UL^)\)DW/&Q.&"*M(3V
MF'-,;9.Y-I'4SJU-H1 .C2EQ<,4A(IDT>4$-BN#,^FNG5#X)-;)G/%Y 6SB
M>$K_D!$?-,694T3FK(3/64TL@S;V]4B:#-Y$9AW'1-X<VI=,<):S1@;L$T(T
MOLO9IX(1?E7(2G2[OH^S4B%AXTB*E[ X9,C5N[VYO8^ZNWK;`^TP%T1+#J1V
M,9F=8SNLK$*S5E\2QS3QEZ;V*Y;SGE^<]P5,4KEG(57XKL 9S^_SS.,RNKBX
```

```
M\!;(/,I(\LCEPW<"SGT`OY_S'Q)[<FF8C H$?WZGY$N[B^0!'^?]GM_G^;V\
ME"XNS/M+),>[Z6(^_"[OW ?P^_PJDO/E%N;#LO+X0LK/Q[D/X/=__B\^\MG9
M@Y%+2,K"NEVD%_@X]P=\7["6\LO#[^%\7\6DQ92?CW/?P/<+_-.82_&YDN3X
M!92?CW,_P?<1?#UZ*3[+2([W4'X^SGT&WU_4TZ7Y_#')\264GX]S_\'W'1OI
MTGPX)IBTE/+S<>Y+^'Z$[WHNQ><JDN.=F-8+\W'N5_@^Y2:Z-)^K28XOI_Q\
MG/L8OF]NI$OSN8;D^(649WW9;3R68XQCE>.,8X3]Z[%YL$U8GW)R[B\+Q;];
M=Q2.-GW =Y^%@O;()H7Y!R;5*PNRF.5X[6:%.3]4W^K*8A_P1*,SWDU\1?XP
M]&R:EOW;@=>$U/AO`)^;4.,'@=,%:OY=P(O7*YSD^1<I/,+Z:/+O9^Q5^![@
MQHB:CW\X$CCKSF+^H<K$?M7_?;9*6N&G@2NO5/CO@,]^6?%_$?C0,TI^OJ.L
M:''Z9V9^2=+/3O^O@,_?J,;_%\OW)87_E\>O5?@<S[].X4^!PY\H^1? \16G
ME7Q+@3VUBKX*>$+SWY>!)Y<I[ ,^NTG)OQ7XM8U*_FX1;,I_?8Q7J?$ACMN_
M4N.'@>][5\DW`GRN3LES-_"%]8K^('#-NZK_VRS?QYI_@/M?4/A1EO><@V=F
MCKEL^]KR/<WSUSO\7#3ADO]OTCT?R?Z?L+P!%9^3+OD=O</_),OWE-+O3>#G
M;E+RG0;N6*+ZWP-^4HN'#WG\%0K_%OC,!D5?@$5:6:_Z%P#7_$+U+P$^NE'U
M+P>NW5R<Q6N CVGQVP#<_Y["/N#&+F7?#N"I'RA\&]/7*/X&\+2VOJ+ ]6\J
M>:P"OI=7X^\&/D2*?I3GN]RAGYD9*Y#VSOH3^&2O&O\P\/AE"O\`^#FWFN]9
MX"&_XO^WP*<T^YX`KCZHZ'\.G#[@X 5T&KB;Y[?]_1[+^Y*RSX<\7[DSOXLN
M%*CO3;C_<B30*4V^*X&](85O`"Z_1?EC(_#$!8=_`36[U?<DS+_#K;[?8?H[
M@--O*WE,X#4:OR3P4%9?%^UVR__/ZT4[OO\$.'F-TO];P-_5_/==X N'5/]C
MP*-7*_PDL.=&-=\$\/MM2K^?`1]K<O@5T,O ;VCKYQ^!:S1__!JX?J$:_QO@
MP.V*_R<L[_5J_A)L.2<O5_05P%/_I_ JX#,:_QN!AVY1> /P&UH^]@&?_4C9
M\VO TR6*WZW :^Y4]$&FU^(_`GQ>L\]>X.8;%/XF<%KSS[>!#VGR'67Y#=7_
M&/ IC?\QX%B)PAG@Y,T*_PUP8=8?+OHIVR=K[Q)ZA>FS\3PS\R^%\F^(G/&G
M@2M[E;QO`^_<K/#_``>*5#Q]R/)I_CS'\@VH]5!<I+YW%/X!OE"DY+T*^.&%
MVOX"?":[_HIH39'Z/HW[OP+<>)^2QP^\/[L_S\QL+9J=O[?S?!N<_H6T@_EI
MZWD(^.^U\T8:N*98Y9][B_3]RDWW%\GW!HE== 386Z;6TZ/ 4U<I^3+ %3[-
M/T5\_E#]/P4^6:[Z7V![:?X\"=S_KRH>7P7>J\7+ZRS?9@=[Z#33:_J]`^Q;
MH.C/`H]N5G@:^*W+%/X8N#"AY/N4[5.H^@MQ"*S1SA.7`W=H\;P,^ YMO:P`
M/O.6XK<6>'^/PAN!S_Z1MOZ CVCYJ NX7\M'.[A?L^<=P)X/5+XT@=_2XC'*
M\F7WOS)*\GC-/@> )]9I^0_XD'8^.@H\](ZR__> Q[ZJ^I\"/O6.&O\<\QM5
M>!)X_#_5^'\"#FQ4]ODE\Y]4_?\!_-S["K_+^GQ%T7\,W*#YOP0'\O+L>B^@
M17Q +U;KY4I@;X<:7PV<?%W)MVX!OTNI_IN .UY4\[<`5Q8I^EN!?=K^%02>
M7JKZ=P$W9,_[1*D%<OTX\NP!/IL]3[KH3X'[M?7S(..;5?]W@(]H_0\!3_U<
MVW^ N[7SSP1P8$;)_SSPA';>^0?@.[3S^R^8W[T*3P&'.Y5^[P(W:N>SWP*?
M_$#Q_Y3IM?<;-UYXO)^J_G+@8]KY=@EP1Z.B7PY\]%E%?QUPHY8/;@0.:/)O
M`N[/[G_%U +LT^*Y!_C"3C7?-X S#0J'@7\RK>:+`3]W0N$]P UAI?\#3'].
MX:,LSVE%_PCPU#8E[^/ YS3]G@$^_V^*_D? __Z:PI,L_U>5?J_S"Z-V/CS#
M^FKQ]ANVGV;/\VR_4PJ[\6+:<8_"Y<!GM?W]:N#]URE\`W"-QJ\>^*1'X2;@
MH5>5O&W ITCM;[>6J+^?X?[;@<__6HT/`7NU\]$NYE>A^O?P>,V>]P&?V>'T
ME]*#P*.:?Q_B%^__K]*.02&*XSB WS'PO+O)*T;E#1:Q&)2<R612ZA3E#$:3
MX09A4&XP7#JE+#)<2@FY>N4*$T*ART"*0QA,B,OB^RON^[WQT_^]]___[O^[
M_^__?SVOJMQ_UN%W0%:O`J=RO[P'!W(>.($SY_^N#ETYE?7_!GZ4_4?1XCGF
M_6\6?YSM[[ G\?W8];(^U=2AODM]B,+I".>S`4[)^)KAX))NA9.''&\G/"_U
MO1O.#,OY!/X8D/,)_%)/)^ FR:=Q>#_*_J;-LO[/PCO;O'X!;I?]YBJ\)OF[
M;N.7^'/P9HS.PS-;O/\(KI5Z>@8/27TIP'X_K[^#X_+\)XNW@^TE&[_4R["+
M\;TROQPX=<]X/6N7?/7A@JQ_;7#C!ATSE__?D5 OO"+Y.0B?RON.!#QYR_['
MX!&I%TF[_XOM4W"/K*]SKJTGG/]%MS*_E^&6!SXO:_W+^2$'+\GOM0OWA>D#
M.%^2_14\,<KYO("[9'ZOX6_9/Q5A7_8[SW!:WH=\6GQ_^?8+4$L#!!0````(
M`'@&@2;K&DE#^P```X!```(````9&5F:6YE+FAED%]K@S 4Q9\C^!T">]FD
MX)_M86!?G M1MJFT@3Z4(9E>2^BJ)8EEVZ=?;,HJ+&\YY]S?/8GOX3<X#/)[
M@0^\D8-:8- -OFFA$STH[/FNXSJ7*UZG*T**>I,_LPS=1\$_)R,YS1B*'H+Y
MF#I*H2%,VA8%7X]!&$QG'BA9_4H*:J#A#%FM<D;JM&"3ZCI4E0RA4K8@1;]C
M_.,3MM%[;(V:)125C/&=,N(V7"[_F%/$=42O<=)H<8*GL>O.4I6D+\0@Z7&L
M>+,'G4C@T_1ULZ?$#PS=+556N[O"Y-CWID=LJUD;K>U+C8AL2L0(^1[>#')O
MPOC$I9B*7_[U%U!+`P04````" `%"H$FF5@QK; $``"##0``"@```&=R87!H
M:6-S+F.M5VM/XS@4_=Q*_0_6K(224J!TT"Y26Z0"W5(M+[59^+ :(3=Q4FN2
M.+(=2+3+?]]K.VW:)G28U:(@)O8Y]W%\[W7FI(U^3V-74A:CA#/)9)X0@7S&
M4<!QLJ2N.'91^Z35/&FC5T8]-"F6;QE+YA)S::EEN]]J5K;'L5=L:@N_T-@-
M4X^@04@7B3A>7FRL??&(3V-RO/S2:FIG$Q(3CD,TEZGO:WZ-!Q. "<QN-?]N
M-1LC2.:57 )I.!$3(LMWR^XWP'"Y@*)42+0@* C9`EPI)XV)F!/YS/CW2RR(
M93V.KOX8.ZAM3Y+T$;O?P2 G^*_2R#=C%4@H(A'C.<(`*!1,L(JT@P2)/90P
M&DO"D60&PDF()8T#M>"FG),8@@&+`"DBN0H)Y@_2ZG:ZG8,'[A$.< <O0K(=
M0*OY7BN/.H M<:XY?IOGL6MU%:GQM/%OR/L-)]=4)(569HUQJ:/0,?PH"B H
M#Q#QST8[C:FL.<R)WM @:WXU&X_O7YZGU\Y-IWBY&4\G-T[G3,6V"H#XZR1,
```

```
MS%M8C8+#>J(>87?,(];=P_7XY7%TJW?@@9.SZ+#;IX->GQX>0B0-%4IC.R/Z
M[3@D<2"7PP?GY79\/W%N^K4HQ@. .#@0\*8@[T7^NLI[7K7 ;QGVG.F=%3)5
M&S3"GL<+/6;C*P?JQI7]ABJZ* TE/4H%\9#>$9*GKEQ5S_1N-!DK`P;\IX)!
MJ0G).$$T]AF"I@='R*<A,23-@Z9Q:#0%@&6E+SJ*MFT5@1R>V1UT`"^F[ %;
M,=5!6%5["CMJ$\DE45&@542;4<*CTCG.AH X3C(3:H9<=L2XAYBOF1JJ<;G!
MY0:7?XA[,[@W@WNCGEQ604L#6AK0DM!@*;=0\*C#F$8X(-:!XG0T@V8DM U+
M[6N"5@$:G*&GV>ANS:>^96E.!+5V<?'5/NAFW5-;<Z?&%17H#'4Y.D<+6LBB
M"VY#&+=&&)B;!7I3&K=&FEVD$<?=%6<79N1Q*_)LX-1OG4(*8@I$ZZ,9=0*]
M&Y$VQY)V]HQ!"35"2^.V4,4+=P052TW^8(@DG$JRU3L=J+SYXVSJC%$[!'M"
M0\H)\Y_:9-6DJ_XLDS7%L%L'GVBK_[6KRD2/+K"4G"Y22896&@L:Q)"A]@]A
MVF5U#@:]L_(R,V2TYBI-E,]7'*8$)5@4.OFKSP?M>=-M!D-T;4W-=G7797 -
MZI/$*QO&8(6=U['S?6QX`%])&OTS1+M)`K0>9U9'L'9T<<E5Q<=$B,'@UT]R
M9DQBI0:X^>V3E#F)J,-Q+&98JO#.?Y8W&'SM?I*C;L80Y\0#SFGQ65:94EJB
M`Z3F5%?_V&CS8%:CM=U3/DDHH$OJZ;U]]#6YUO99OUK&Y;C>+M%B,E4J2"8P
M-X:J[1[5`#F%3P&D+63%W]Q4NT,RF7)5TT'1\!53J2K&E5MM%PJ9^;X@-7Y?
MJ^#\0[!;#G@=2ABNTC*=LC5OMXCEO-\AYON)?'C:.]\($'J:H\6ZUJN$H$H(
M]A(65<)B+R'*-B6+<$R3-,3F/R7JHQFTJ'+R'W#R*D>X."39\.%^K$73KVJ6
M9LBCZNZJ'6,:E5=)^3X25W. %",,1RR-]=7)B_%07F"MYK]02P,$% ````@`
M2@B!)HP>SZ@N````-0````0```!A=71OR\E/3LQ12,G)3TQ1",A,UBO)S.4T
MJ+ P,#0``5ZN'+ \6#HW,3./ERL]GY<+`%!+`P04````" #X"8$FAKO/Y2,!
M``!@`@``!@```&UA:6XN8YU.36N#0! ]K^!_6%(0-1+-H5!H**3T@T)I0\VM
M]+"Z8QRJN[*N;:'DOW=78RHY9G8..V_>O/?B\,R*72<."7F1&EHJ%<UE78/0
MYB\((>.:[%@-9 K\#V>6N;4O#NF3R*N.&_L!N\!AIJL*LZ9=E#?$D+8EVDQ
M!0`'?LJ=<2A0P**<3<&&\1YQG9JA\ /7^74=TENB1E9ARS1*T8L1TX^*-27F
MK5VGFBGM!]>G<*-0@Y_\7"7+Q%9$O0%;]MP-XY8V')K^+K$"7W5"H-BM+I/$
MA" VQ5'U6<IF8D;Z79M*I1]8._J-'I'WJC@HH[5E607OZUSC%]QV1?$1)9/[
MB?:]X!-E+'P3\0V8`;W-^BZ%"G(=T$P!^SRR#GGG<XOL76?_!U!+`P04````
M" """($F?QK5C%X```"1````" ```&UA:V5F:6QERT_*2DTN*5:P55#(3<S,
MT\M72"]*+,C(3"X&,@L24_3R>;EXN4!2"E8**AKY$.6:O%R<Z<G)"KKY8%TH
M$A#50-U6"BFI:9EYJ7H98(,R>+F0C$9(\G*!K0&*@%4!`%!+`P04````" !:
M>G\F-'Z<!9,!``#^`@``!0```'!A9"YCC9%?:]LP%,6?;?!W.'10VUF;3-DH
MRYH&-@9CL(?0M0]]*K)]/8D8R4AR"^NVS[XKQQGK**-ZD'7_'/^.KA:S9ZY%
MEBYFV,IF7N,4M37!V:XC!T]AZ"%-@T ^)%/CI=[M-+9.FYH@5JM5DDRE9R[N
MS=(7+.^&AK#N=-7[N=K\E3OJV8PZBGUWMI-!=X3AME;2,:JJ7IV =W&^K^LF
M>O]L="@P1F66/F1I\HD"YS\,;7$\2G@7Y7F2\!6^4O"X5^0(-]+9[P2O[!UY
M:--:6,,U&:!DWY/Q,68_B+Y_1F26#K>=-=\B]I)D\QCK>&C.%+^*6<'8EZ]+
M_,#^N"RQ7N/M%(M8XEB<_4GL&Y9O2K89!SW^:3(E*SN$__EBP;6G@R=(#S_4
MZAVV[S\N+XJ"/^+B8+@L-QMQ5F)ZT2NE?7QL'YL%@GV2HPWRK74!(C]!4&1X
M:+IE4:5YD^-$6,J3O'^LY^->N,P/Q.@T'V''D?F%VI!'<:VHWD&WB)D(9@Z:
MTXA7?*.*F-H[\IZ:0_4?:Z!0SQGS&U!+`P04````" !EFUPF1>\#+R8!``"Q
M`@``!0```'!A9"YHA9'-3H- %(77D/ .D[@I32J"]8?8#8'$-FDB`5T3A M,
M.IG!8=#X]@(S5 <79<?Y[CWG<''6%Q[',ITUBO/RND$;5# J&"' T7LO!*.=
MH082?#IA%'-,"T"N[_N&(I?M+?,*5[2$"F7/21#O#V&:[;-!'21,8:%.:>U0
MIT M9X*)[Q8Z-/I\,ER.10\4B]7X8C]99I\11NM13B OS_+D$FT&GVEUCHJ#
MZ B5,(R5N]NY=[9&$EPW0I);G;RU:L/3]8A]446VM@H-"H$9G<^W3 \YZ[II
MXUZW2C_ZG,-$'G028EX021:%7SG.::W8N4#:L)Z4OW]P62%Q9>7%-R:>E+W)
MY^_!U+RKSQ_5_,V<^R(:X/_24I%S==2%00H$"HD>92;0$E<_4$L#!!0````(
M`% $@2;YN<6^U@```)8#```'````<&EC+D)-4'V22P["(!"&,7H`5Z[=F'@.
M]U['-:<P\0@E/01;&^Z$\V!@Q#_2TL<W7Z$,<[L_]T':@_K5]5TX"#]3_'+2
M?@R^13E#C'KC@Q%=<LY$JIRA5KWQP8@N)7%;7M+D>2UEFUG9UC(Q!B(ZQN\B
M#J;?<6 P'9\CG:DFH<Y4DY@QTSAHS#06&QL:B6]E0^NSF>8%T]U ?5@W89^^
M,1+';S9&TEB.,<INFIE/SS\/C(?F!?^'UO&]7I27Y 67/Y1GL!]HW\#^HCH`
M]8+J"M0?JE-4SZCNTP]+Z0-02P,$% ````@`BP2!)L"3EFC8````8 ,```<`
M``!024,N5$E-?9*Q#8,P$$4_H8E2N4Q'2\$0B%6R!A)9(U$FL)@$>0@V(3Z;
MLPWY"I(+OWO<V><S`*Y^=7[U50N#"G@:X&(NZ$V/P0SW1X.UWFJ,S;A.V]35
MX@(WM+#A>[_"%S?6_;#%N?G,W+RX$Q,0Q(+)/HB9Q?\DD%G,+Y'$HA9"B44M
MQ)2I)D%EJHFXLZQY\1-9UE(UU4I!]2)12EL43.5WYL5\S)UY*5]'F>^N/;.R
M/?\\DH_5)>=C]SC>E_7%ED+1/]9G\A[LW<C[LCD@\\+FBLP?FU,VS['.<>Z_
M4$L#! H``````*Z-6B8X[%9!%0```!4````'````<G5N+F)A='-I;V-O;G,@
M+6(Q,34R,# @875T;U!+`0(4`!0````(``@*@29E+Y+"W!8``#Q:```$````
M`````````( "V@0````!-04E.4$L!`A0`% ````@`> :!)NL:24/[````?@$`
M``@`````````0`@`+:!_A8``&1E9FEN92YH4$L!`A0`% ````@`!0J!)IE8
M,:VP! ``@PT```H`````````0`@`+:!'Q@``&=R87!H:6-S+F-02P$"% `4
M````" !*"($FC![/J"X````U````! `````````!`" `MH'W' ``875T;U!+
```

```
M`0(4`!0````(`/@)@2:&N\_E(P$``& "```&`````````$`( "V@4<=``!M
M86EN+F-02P$"% `4````" """($F?QK5C%X```"1````" `````````!`" `
MMH&.'@``;6%K969I;&502P$"% `4````" !:>G\F-'Z<!9,!``#^`@``!0``
M``````!`" `MH$2'P``<&%D+F-02P$"% `4````" !EFUPF1>\#+R8!``"Q
M`@``!0`````````!`" `MH'(( ``<&%D+FA02P$"% `4````" !0!($F^;G%
MOM8```"6`P``!P`````````" `MH$1(@``<&EC+D)-4%!+`0(4`!0````(
M`(L$@2; DY9HV ```& #```'````````````( "V@0PC``!024,N5$E-4$L!
M`A0`"@`````KHU:)CCL5D$5````%0````<`````````0`@`/^!"20``')U
;;BYB87102P4&`````L`"P!!`@``0R0`````
`
end
```

--MESSAGE FILE 1023 END: ./1 SCEE/yaroze/beginners/000000762html.html

--MESSAGE FILE 1024 START: ./1 SCEE/yaroze/beginners/000000763html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@eidosnet.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.programming.2d_graphics
Subject: Re: Sprite Viewer Faulty
Date: Thu, 1 Apr 1999 10:51:24 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <7dvfiv$5qu5@chuka.playstation.co.uk>
References: <7dufd6$5qu4@chuka.playstation.co.uk>
NNTP-Posting-Host: pA9s04a03.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.beginners:763
scee.yaroze.programming.2d_graphics:924

It looks like you're trying to load your sprite and your program to the same
place in memory. Try changing the address of your sprite; something like
0x80090000 should work.

Derek

Rikki Prince wrote in message <7dufd6$5qu4@chuka.playstation.co.uk>...
>I haven't got a clue what is going wrong, and I have attached all my code,
>and makefile, auto etc in case anyone can look at it and see if they can
>find what is wrong.

--MESSAGE FILE 1024 END: ./1 SCEE/yaroze/beginners/000000763html.html

--MESSAGE FILE 1025 START: ./1 SCEE/yaroze/beginners/000000764html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.programming.2d_graphics
Subject: Re: Sprite Viewer Faulty
Date: Thu, 1 Apr 1999 18:11:58 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <7e09fb$5qu6@chuka.playstation.co.uk>
References: <7dufd6$5qu4@chuka.playstation.co.uk>
<7dvfiv$5qu5@chuka.playstation.co.uk>
NNTP-Posting-Host: th-gt145-002.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211

X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.beginners:764
scee.yaroze.programming.2d_graphics:925

Derek da Silva <dasi@eidosnet.co.uk> wrote in message
news:7dvfiv$5qu5@chuka.playstation.co.uk...
> It looks like you're trying to load your sprite and your program to the
same
> place in memory. Try changing the address of your sprite; something like
> 0x80090000 should work.
>
> Derek
>
>

Just tried that Derek, but it didn't do the job. Any other ideas anybody?

Thanks
Rikki

--MESSAGE FILE 1025 END: ./1 SCEE/yaroze/beginners/000000764html.html

--MESSAGE FILE 1026 START: ./1 SCEE/yaroze/beginners/000000765html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups: scee.yaroze.beginners,scee.yaroze.programming.2d_graphics
Subject: Re: Sprite Viewer Faulty
Date: Thu, 1 Apr 1999 18:41:25 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <7e0b8h$5qu7@chuka.playstation.co.uk>
References: <7dufd6$5qu4@chuka.playstation.co.uk>
<7dvfiv$5qu5@chuka.playstation.co.uk> <7e09fb$5qu6@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-56.amoxicillin.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.beginners:765
scee.yaroze.programming.2d_graphics:926

Hi,
Yes it does work but you have to remember to update your main.c file as well
... the part where you call GraphicsInitSprite(0x80100000,..... haven't
tried it with anything other than your tim file though :)

Pete.

Rikki Prince wrote in message <7e09fb$5qu6@chuka.playstation.co.uk>...
>
>Derek da Silva <dasi@eidosnet.co.uk> wrote in message
>news:7dvfiv$5qu5@chuka.playstation.co.uk...
>> It looks like you're trying to load your sprite and your program to the
>same
>> place in memory. Try changing the address of your sprite; something like
>> 0x80090000 should work.
>>
>> Derek
>>
>>
>
>Just tried that Derek, but it didn't do the job. Any other ideas anybody?
>

>Thanks
>Rikki
>
>

--MESSAGE FILE 1026 END: ./1 SCEE/yaroze/beginners/000000765html.html

--MESSAGE FILE 1027 START: ./1 SCEE/yaroze/beginners/000000766html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.beginners,scee.yaroze.programming.2d_graphics
Subject: Re: Sprite Viewer Faulty
Date: Thu, 1 Apr 1999 18:59:56 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 46
Message-ID: <7e0c98$5qu8@chuka.playstation.co.uk>
References: <7dufd6$5qu4@chuka.playstation.co.uk>
<7dvfiv$5qu5@chuka.playstation.co.uk> <7e09fb$5qu6@chuka.playstation.co.uk>
<7e0b8h$5qu7@chuka.playstation.co.uk>
NNTP-Posting-Host: th-gt145-002.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.beginners:766
scee.yaroze.programming.2d_graphics:927

yeah, yippee, it works, I'm so happy!!! Thanks. After Derek's suggestion, I
tried it, but forgot to update the main file like you just said, then I
tried loadsa other stuff to get it working, but I've just gone back and
changed it all back like you said, and it works!! Now I can do something
proper with my programming!!! Yea!!

Thanks Peter

Rikki (not at all happy to sarcastically say the least!!)

Peter Dollochan <Peter.Dollochan@btinternet.com> wrote in message
news:7e0b8h$5qu7@chuka.playstation.co.uk...
> Hi,
> Yes it does work but you have to remember to update your main.c file as
well
> ... the part where you call GraphicsInitSprite(0x80100000,..... haven't
> tried it with anything other than your tim file though :)
>
> Pete.
>
> Rikki Prince wrote in message <7e09fb$5qu6@chuka.playstation.co.uk>...
> >
> >Derek da Silva <dasi@eidosnet.co.uk> wrote in message
> >news:7dvfiv$5qu5@chuka.playstation.co.uk...
> >> It looks like you're trying to load your sprite and your program to the
> >same
> >> place in memory. Try changing the address of your sprite; something
like
> >> 0x80090000 should work.
> >>
> >> Derek
> >>
> >>
> >

> >Just tried that Derek, but it didn't do the job. Any other ideas anybody?
> >
> >Thanks
> >Rikki
> >
> >
>
>
>

--MESSAGE FILE 1027 END: ./1 SCEE/yaroze/beginners/000000766html.html

--MESSAGE FILE 1028 START: ./1 SCEE/yaroze/beginners/000000767html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Collision Detection with the Background
Date: Fri, 2 Apr 1999 00:17:42 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7e0ut2$5qu12@chuka.playstation.co.uk>
NNTP-Posting-Host: th-en137-103.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:928
scee.yaroze.beginners:767

Can anyone tell me how to do collision detection between the player's
sprite, and a background made with the BG functions? I'm not too bothered
about getting any actual code, I just need the theory behind doing this. All
I can think of is to check whenever the player moves through 16 pixels, then
say that the player has moved into a new cell, then check whether the cell
is filled with a block which would stop the player, then move the player
back to the nearest place where they are not in the cell. However, I don't
know how efficient this would be. Anyone got any other ideas?

Thanks

Rikki

--MESSAGE FILE 1028 END: ./1 SCEE/yaroze/beginners/000000767html.html

--MESSAGE FILE 1029 START: ./1 SCEE/yaroze/beginners/000000768html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Collision Detection with the Background
Date: Fri, 2 Apr 1999 02:32:22 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <7e16nc$5qu15@chuka.playstation.co.uk>
References: <7e0ut2$5qu12@chuka.playstation.co.uk>
NNTP-Posting-Host: vil-12.village.gre.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:929
scee.yaroze.beginners:768

Yep thats one way to do it and it's probably the most effiecent way.
Another way is to test the player's sprite against the cell at the pixel
level but this is obviously slower and introduces other problems but it all
depends on the type of game and the type of cells you are using.

p.s. I'm sure most people check all the newsgroups so there really is no
need to post the same messages in multiple groups it just causes duplicate
messages all over the place.

Cheers,

Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

Rikki Prince wrote in message <7e0ut2$5qu12@chuka.playstation.co.uk>...
>Can anyone tell me how to do collision detection between the player's
>sprite, and a background made with the BG functions? I'm not too bothered
>about getting any actual code, I just need the theory behind doing this.
All
>I can think of is to check whenever the player moves through 16 pixels,
then
>say that the player has moved into a new cell, then check whether the cell
>is filled with a block which would stop the player, then move the player
>back to the nearest place where they are not in the cell. However, I don't
>know how efficient this would be. Anyone got any other ideas?
>
>Thanks
>
>Rikki
>
>

--MESSAGE FILE 1029 END: ./1 SCEE/yaroze/beginners/000000768html.html

--MESSAGE FILE 1030 START: ./1 SCEE/yaroze/beginners/000000769html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scee.yaroze.programming.2d_graphics,scee.yaroze.beginners
Subject: Re: Collision Detection with the Background
Date: Fri, 2 Apr 1999 13:28:59 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 48
Message-ID: <7e2d8o$5qu18@chuka.playstation.co.uk>
References: <7e0ut2$5qu12@chuka.playstation.co.uk>
<7e16nc$5qu15@chuka.playstation.co.uk>
NNTP-Posting-Host: th-en137-107.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scee.yaroze.programming.2d_graphics:930
scee.yaroze.beginners:769

Rad <rad@cyberdude.com> wrote in message
news:7e16nc$5qu15@chuka.playstation.co.uk...
> Yep thats one way to do it and it's probably the most effiecent way.
> Another way is to test the player's sprite against the cell at the pixel
> level but this is obviously slower and introduces other problems but it
all

> depends on the type of game and the type of cells you are using.
>
Cheers, I'll get going on writing the code then.

> p.s. I'm sure most people check all the newsgroups so there really is no
> need to post the same messages in multiple groups it just causes duplicate
> messages all over the place.
>
Sorry about that, I'll refrain from multiple posting in the future

> Cheers,
>
> Rad.
> rad@cyberdude.com
> http://www.netyaroze-europe.com/~radpsx
>
>
> Rikki Prince wrote in message <7e0ut2$5qu12@chuka.playstation.co.uk>...
> >Can anyone tell me how to do collision detection between the player's
> >sprite, and a background made with the BG functions? I'm not too bothered
> >about getting any actual code, I just need the theory behind doing this.
> All
> >I can think of is to check whenever the player moves through 16 pixels,
> then
> >say that the player has moved into a new cell, then check whether the
cell
> >is filled with a block which would stop the player, then move the player
> >back to the nearest place where they are not in the cell. However, I
don't
> >know how efficient this would be. Anyone got any other ideas?
> >
> >Thanks
> >
> >Rikki
> >
> >
>
>

--MESSAGE FILE 1030 END: ./1 SCEE/yaroze/beginners/000000769html.html

--MESSAGE FILE 1031 START: ./1 SCEE/yaroze/beginners/000000770html.html
Path: chuka.playstation.co.uk!news
From: "pete.black" <pete.black@eidos.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: dither GsInitGraph
Date: Sat, 03 Apr 1999 22:21:54 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <37068671.99C70060@eidos.co.uk>
NNTP-Posting-Host: tnt-1-85.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

could anyone tell me what dither dose??
as GsInitGraph (,   ,   ,int dither,   )

--MESSAGE FILE 1031 END: ./1 SCEE/yaroze/beginners/000000770html.html

--MESSAGE FILE 1032 START: ./1 SCEE/yaroze/beginners/000000771html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: dither GsInitGraph
Date: Tue, 06 Apr 1999 11:27:15 +0100
Organization: Sony Computer Entertainment Europe
Lines: 16
Message-ID: <3709E183.A4DA698B@scee.sony.co.uk>
References: <37068671.99C70060@eidos.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.51 [en] (Win95; I)
X-Accept-Language: en

"pete.black" wrote:
>
> could anyone tell me what dither dose??
> as GsInitGraph (,   ,   ,int dither,   )

When rendering multicoloured polygons (like Gouraud triangles), the renderer will either dither the
colours (making it look smoother), or not dither the colours, which can make cause nasty bands.
Leave dithering on.

J

--
== James_Russell@scee.sony.co.uk   ph: +44 (171) 447-1626 - fax: 390 4324
== Tools and Middleware Licensing Manager - Sony Computer Entertainment Europe

A will is a dead giveaway.
--MESSAGE FILE 1032 END: ./1 SCEE/yaroze/beginners/000000771html.html

--MESSAGE FILE 1033 START: ./1 SCEE/yaroze/beginners/000000772html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@eidosnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: unwanted graphics
Date: Tue, 6 Apr 1999 16:21:58 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 229
Message-ID: <7ed8qk$jii1@chuka.playstation.co.uk>
NNTP-Posting-Host: p57s01a01.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

my sprites are displayed with an extra mysterious horizontal and vertical line of pixels.   The central row and colomn of pixels in the sprite is duplicated, and so twice as thick as it should be.   Why is this happening?

Check the attached example to see what I mean. I've noticed the same effect in other peoples sprite viewers too.

Thanks

Derek

dasi@eidosnet.co.uk

```
begin 666 example.zip
M4$L#!!0````(`*B AB;^)AU5/P$``*<#```(````<V-R965N+FBMD%%/PC 0
M@-_W*YKX,HPR1"4QX\&%U;K(V,(:>""F*5MA#:,E;8?Z[]V0(!*-QNP>FLOW
MW?6N=9S+IL)R'/"/R*CF]\M"SFDAF&FGLEVNJJM^G_?'L*RSC"VX8& 2^# B
M8>1#8-<GB;UAZU,G@S&$(S(%]G6WTSK%C\#NWO:.RB-,AG"$<"TJW.C&2$<8
M3*4JL@C/NL_N#A#LH6HJIDM=L=E5OW]8H:JP8F_P!#% FS*FZ8H93S%:U]UT
M[GJU9Z^&*0'\((GA: *0WF?NP8R]Z=Y\9%63SJ4R@*:&;]F\7"P.*-=O(M5N
MP^_>2IZ!0'!#D**;G*?:KE'+/581/J&^HB\D215C@B2&*O.S?N""Z_RK'TJ:
M$1R$Q*>&VB4II%@"P]<A6WO9R>QDH[AA-M))/ XP!.=Z!R[ =VT-?LT[4$L#
M!!0````(`*. AB;H_CHKY@,``%(-```(````<V-R965N+F.]5FUOVCH4_APD
M_H.U296AE ;63NW-5HU"RM M!$'6?I@F9!)#K(8$):: MO[W>^R\\M*UJ\:-
M*FJ>\^+'SSD^X?3TY&\]Q<+I*7K#8Y.0?9FZ_IBX'N55RZ\N'D2NEW=\Y5,L
M% OOF6>Y"YNB3RX;S\.J<Y7#WCF4V#2H.N\411'>?W%SN?NCSVS4\1@?M0,R
M=Y@58@&5$"H6?A8+RI#R.V93O^O;%-]U6KHQZAHMO:2!K5A J!V*8!F+A\V!
MKO=&]Q44K[Y6P&[<#-O];[_:8<_H=7JF/J@@%?Y$!A'>HI,6"^?7B\D$JY$I
MBQ=.XLQ_L,O6%B)V[Q9JE%M2Z S[>N^N&EH!I5[509]1_?RC..&.;2UL:I)W
MT[8"VYD\56P>-.Z%F87C*9AJVB8<J'*?\RUXNA\>9["2*?*AA1.);CQ^ZQ,;
M7WZ$PP']Z/" &G/JX1J M4S8#?$R_Z?#=IAA)LT5]1;S.&*2OC+Q`\P^JQIB
MG^KP<7PL?!3AI-S[@6L;YG?VH^I2;\I%>0QS=*OWVN97;<O##Z;2;))I"-]E
M-:"*39>2P.!Q]8^R@*@+GPYY]%9 EJ.A;)'1D). 1QI$$A"+LT<ZALX$VNVP
M37E#(K)7XTL&_.$6`N>':Q)2C/N-YK^Z62ZUYXL^L1X@)*#D>Y;I1]02SQ][
MR_7IY4&X\_PO:MTPCX5.3BXDS<.U9V$U$<<)X6L(ZMUEN. VH"&-)T8M)^22
MS--9D(/]@$NQ,%PQ<1V2C^<TB\($&Y#W.:?X`MZX"SC%";!X65=TR$X4\V%D
M=KJC%N$$+T:N[TT19[,NG37LY%8B--";)@JHQ>,)W>DVVCIB,S*EZ<B$1C79
MK.--?!PG*I=PF@H=H[,2B"=CTE<%U$.DQD<B=R5*6)VOTM4Z72W3E1-=4,&\
M(Y"M8+:B;C+'V03C&)[!R^KJZD,)'2%UI=9*"%[_.9,`+Y ?B/^72,3^E,H+
M_?>2M%*25DK22DE:,<EG:<*KG*>#9K>+#SQUA_. <8JAR?N#CJFC<BB!"MII
M@&@D[19<>4N]E7#)N.7D2Y+-= L&F:S"/Z(T9R=CQE'S]ILI'!0E(GAR13@/
MV'C!*=QN<(X?;<.'SR&]F)U L"^4CV;=;G.5-N.6$)-T&RK+]S98QS!)'[0\
MPTO)\")E^#N"M5<1K+V)8'V;H$TG9.%R2:]V+OG93'3=;S6LOXIB_<\I;M%[
MBGZMIJY.YNIH&Q9KE9JLE98WK#/#6MM,)V+@QT(.64LD[KP86^QX/>[Q"@!+
MUM/<>BQ^L]4OMKQGNUO/U@F4`T.+N%3X&CV]7->V+>M]EL#G)"K48:;"?U!+
M`P04````" `W6H8F?7>)F.,```!K`0``" ```&UA:V5F:6QEA8]/2\- $,7/
M7=CO,& .C;!+%0]26E!#K7^"*:W0>EPW8[MTW0U)"O';.V.5YN:<YKWA]V;F
M#!900 YO\ `SV,#_59K&W6Q]?#<^8*MMU(>]%%)D]_GM? 534&OC/:CB4HK\
M\>5YMF1OXUW88PWJM<6N/>GKT<75B(H3%LMB3@NF\&E<T%6'4A1W3ZL?JXK^
M:X>=CM#8&C%0`\S0JC$D0T93UK\M>\R2-TB&69:2/AZ3_DU Q1,X:-K:5?T@
M;74<]^CC>T1]'$+CM@%+97>&'K*03!BP'DU@HD3?"V9U3M=*\0U02P,$% ``
M``@`L("&)GF4TQ=[`@``? <```D```!C;VYT<F]L+FBM55UOFT 0?.9^Q4J5
M*E,E,;:3IHVC2LBF251JIV"K]1/"^+!1'+#@2$VK]+=WN>/SG/@I]V1V;G9G
M9Q=,NEWPHI#%T79+8V#9CB;DW8KZ04CA^W1N&Y"?CK;7>FH%V#-],M:ML0#.
M:V \UTW[=CKZQH%+E1#,_QBE"85ERE@4@K@HU7!,X^L,D_6NKP>J!%EW-[<S
M#O5%NH;<5W+>ZV-G?L]U(ZTA+P?&TY\3`7QL`[6&RS90*[A !4UD9MWIDQO3
MX&"OWZ:-K*EMER)ZD@K[QURWC!*\D)AWULBLP(%4%,VW#LWBB&$:(Z%4DTAF
M3R33I)[[//Q)B@[$9<F&(H4<%BD^2]'!*R/S-M1[@$?7BZ/VP.XMP[8[^Y-,
MA<Z_SEX]_;)RF7NV<U?P'CJ9VFA(+,8K!+YM9V(SDI+:9O["VR!.1R;NG<CW
M$\IDSN(()ZLX%4F?Z.;TAN]44:[!<D-W&ZW/MM1GSEY]D;,XQLD..'Q%1:%#
M3ARL-R\5$J3%,5+&YW?Z5H>0_ .#*B!A<>HQ\6EPF+L&\I<HWL:-(8R8@\'5
M$'!Q\ 'R!Z(4:#'7(1 E"=8A70$/EU,;ML-9'2;/HE;>X_! AVBZ$I(ZR2:*
M654MC_"$A95R(*L#8JC2<\8%%$4D!64M7'0!8:NRO)WK/5#6D,=3)\QE:<)]
MTO:^?X5N-=ZT$PQJ6NO5B\*0>@S-J5+D=8:XTI@BW>WPSCDL`Y9<R?\)1('V
M0<(V^MT@),$?"I$/,?5H\(0U\EZ@"WVL%0;XD28**E?*+O-VT12E'HK8A3S6
M\*D8#-JE/ O?T$</I6UKK]YT/^O<\&&9^CZ->R?EK_[P;5^&_U!+`P04````
M" "V@(8FS'^D17$```#?`0``" ```&AE861E<BYHK8X[#H,P$ 5[GV)%&BBP
M0Q\AKF+L)5BLULB?^P,-T!%%GG**-T^IMA1"*?@#JZ,;ON1'38Q)&B_S`OO6
M<_!'A'@Y-I0MPH?<N$8Y]Y>JC.<4/,FYNLEH`B(?KO 3BY-CA!0R`M1=<YI)
M4T2HWTW1X@902P,$% ````@`>X"&)B_+,U_^$P```# ```@```!-04E.+E!8
M1>PZ#6P;YW6/%*60LA8K#IUHF1<<'=$_<D^0;"65:#G3CVE;C60IEF3%J57V
M2)XH.OP+[\Z6XS"]6%82^B18: (X*!; =1)[&[0X6XIM&99$==S\U5N=36B%
M)AN,(L,XV,.\UETR5ROWWG=W_).<QH6Q`4-.N._>>]_[^][WOE_1;RF'PJ<9
MEEN661"HUM]G5@!,VYPJ@/%6.]5?EV47H/1YQJG6R^*8S!"==[K"T%/P</C6
```

```
M!P59P.]T!?$XU03:FUY3S-=&?)+!:$=]^*I4L:Z8#ZS$YY<D!%7BP;<&EGAL
MR*>SP0GDH5?E%K.I^.[</MB^W>OK]/5U#_:S@N.W^KK;%]-3G/M0?6!LS.-
MAB4Y/E>R\[>4BY;(]79\S=LYT+4;.8OD"NA,KK]$KKV_W]O3T;VG2"A'=!]R
M"3$I[.&W+JI+,772357G0O>H+-5:W*3.I?1TIIB&:"0>"]W7Y"'Q_JZ'O;Z!
M/7U>GV\+D?=R"@J%8F)P+Q>.R:33US>P:VO7MFW%;%C)O+F>LM^HQE 0#2>D
M31Y^T.<CB#$2L&53#KROR>1K6H*OJ90OE-BT,<>7HQD>YFG>#F3JZ>KK]W9S
MR)V'%H,^']E@< >SM@A$CGRX=1*+M+?;--*1,]*1UUP(%ACISFLN!!<;Z4ZE
M`)- B87'D,^(2TXN(8UQ#KY=.BC)8G0=,:WG<JA?"A(62"CK2([@J! 8#<=$
M'0?WH5 $,4JU$"L:6-G(RHT>C@\UIE)&/J% HX>/CF#D.9YU0$JG;ER2NHET
M1*5P+!01^9%(7) 9H>F^>QL8/W90BDD4]OR-B1 %.4HDQ*APD(O%94Z11,X?
MET<Y79838D$$"YE316J8G=\D3DRZF.$6!G=+DE&1N+W.S+JHZ#=S(RI&#"K#
ME[* 2<+44V<C:R(<X&-Q[!>.0Y.Q.#\J1$9XI)J5D;"?ZK"RM 87'3$9\RQ1
M$Q B$<E3*B,)^T4><R6!52G A!@QQS0?&!62;#QU[FC?Y1O<V=^U?:<7T11R
M1:F_> &%'/HTA?X&$@EC)L320'1JBK@2X00VR"WR!'!AB85 4A*)>%(6@_6,
MYP%]\BO2SB)<EPLY`Z)"T%/0%V;8]8CGLM4$-N:FH%RF$;!?=U"0HO&$[.%[
MF6I7CN ^U(M$)MO;F(,VYB"<SWHW,?,A5C#Q$#,:8APA9BX4"OH]?,@$,64,
M3D10K2& "&HVY!!!Y8:X) M^R53 D+P*AN:5,#2OAJ$EBC84:=I0HFI#B:X-
M)<HVY+4%XB,CIBZ"\YH(R^LA+*^%L)R.J!CUB\$@9AKE(A0F%>4`ICW#Y9%P
M!!/'4<GE46387X=)CEWHH+1!L(MS^^OC3^@$UP.DHS"W<_4Z0\#C'CH4K\.Y
MRA6O\_!Q5IDB-,"P0<08(V:S.\P2@Z!0O82S(?RV&><7)7E[3(D2+.'H$H,$
MX4CW&1AJ3GCX2"(9'V&Z$J$\QD<"6.W2.9$<"K"@(4LHD)0;ZN-NB?Q/T$2>
M\$2+:)X<EH)Z;C/IZ:&YM8>57BKZ/8+$N07.O8=;XEDJ8@?<?G=O0<R"2%&0
MXG#H$BXVXEG,.'=[)4<+">!T@"T18B'LYRAKO"0'P[$`BR?;F+%AV<[P+E;V
M8=&%7=%I^"INWSG(=7+!N%@TAW!\)W<@+(_&%9I9<9;'Z3250KD>4M*CEUL]
M?,]6ZNR@3B2\D+"=2CD9#B6%Q"CZ;3R\$@N*(QQ?2\UBL,>=X-SH&<V/QL[-
MNPL7[US `LC:6T<N]S:P6;2W;Z"KA_9.OI1N1 B&Y7 \)K#58:0`]_!%E;DN
M**#R&,=B-FQHB(5KB)4'6/J(02$FA_7@[J B2"!M&[<RVB KPU0^G+,3YI9(
MCWQ?IJC+O48V(-A3`.9@[O%*:!,D"8=X1$SRU"_D,M3W?W[NZ;F3;_*-9)W#
M]-[,M;P#>"I:9#<0:&3<C=3<!SW\HTI8E',Q.A1EI4!ZS<CV?FY\:<^F<Y=T
M[7X/OU],2H@S&1S2;&EDQ4B=+B(H8WPX-A(W4#:(1^+1L,R/)(4HKIEQW$F+
M20\MGR%]K[!$-8=3`^[$`_%H0I##V/"4KJY_B=E.8C'L9]BAQPO[%_O.Z(:2
MKG'\MIW"76<R:,.4X'&\)A09ZL-@#.].=#\<$2B 7'R$&Q6%(#:-3?M)\5$%
MYU":-^FAR>1F3B&9[!MKG?#6F6.6\JIJ>/5,,Y17T3GX0>/[G'ID[1%U8NW&
M-F#XJTAWJ+96)[X7[$=J?\SP<L2K6T_8J]<$P5KK5"VM<_;5+]'WQ^QK;9VN
MZ*A]1CU\YH"AUY2?5@\_;8&*6G6=%5SK3H*ZKAP:#T.5:]VK,)WSX? Q^EJA
MXSGZKJW&0W];1\/E;!N[74#_CZ'OQ^QPL:P&WEA;>)Z_B.VKP?8]A^VS@*VV
MS6*K!4MYK0UMNIH!?C0.V.X39UP<H'U\&P#&GL:V6FY!/FMM!;;AS?NQ#:##
M?XTPZCO&H1VR1S;FT<8J>.V,ZWFZW_C>&2LX:VO@S\\XU148DUUKG/!G"-_6
M"NL;UU",72I +?IDVJ0XN>P-<,+>-&/"+]D;9YY-8QP:VJQ.V(5RC6LL(*VQ
M@K_N/[)M3B=4KZEE?GSO&-H^AO:.H9U<'-:A?]2WU6BG=T+O.ZBU0IG+AO;*
M6L$1H-B??OXHVN#&@7RAOB!_U ;LBX:S^*T`ZKL3]HY:W9>S@/J.U12TG6R0
M+.50_PE@.?2=GY-.U(/Z=SREV\YB[,T<R4(YZ_<L]7LSVFK^&:C-MP"@GZ[F
M*\P/DE$YK.,.X]<&1\D^-[VHKV?1O@V.U#:C?1^VI09>7EL++V-,3AZ_&UX\
MSL&IXZOA]/%J> EC<?+T"GCQM!-.G?Y']/4..'VZ!DZRW#J+.66!CH9ET%9-
MO VH8QWJJ$,=7T$=]4S'8GEJ,[45[1]K*XC+>^A7`^MK%6SP4FV3X5\U^E<-
M+Z+_F$_@KR99!\*W(DSY^=]0;K?B%U6\@G:>1ALL%I87:$P`!M-Z"GT^3K1;
M+.5VE<:"Q=J*H^,+\;<1O_6+\:./I^XRX$J$.0.N1G@UQD5%O^\`Z\F5^.+X
M. F<%<<5G*K ]U: D\OQK4'X+GQ7H<S=3 >\L@+*3F$\CC48_=A<,&:S63OF
MB:.US;Y^BG K.&ZCK^LB9Z&Q\6J%J_9Q^ ,<)_;6A-W.>)8!,!ZBJ7:[F^2Y
M]>O=2/I3&]C=&^P.RT*6<Y;:X$IM9#B+6=>0KUOINL)97%=.E)EU?4;=O;!.
MEVL[44;T:H-^3YO#4LBGXY;6;]K7S9AML,/JF2JX9Z8::F><X)ZI@34SJV#M
M3!LTS&R%QID=L'&F&S;-]$'3S #<._,0W#>S%[XZ,PJ>F0ALGG%Q%(]RU/GR
MY&P[&'-J3O<DZIY$W9.H>Q)U3Z+N2=0]B;HG4?<DZIY$W9.H>Q)U3Z+N2=0]
MB;HG_VZ919\OC/GW`P,OB/\DX6:N%S[F>E*&O%_YB:O)\1D'-">48T[_ZD',
M,;4-7)A GS=G?_G\[STCR7B4PY-N+"@D@[B1PGU)"OBE=X[Y'0T=#QLYMM,I
MVDGR026:\ N22-NMP!(;2R;PA;>6IH4;W5TRH<+])2/<S!TF4WC#>TRNZ%GR
M%' C6TUNR><Z&\_\*32@1]?3W)*ZJ5O)FW4:-1[S`(KG2+37Z?-M<>]OS*,]
M73M[=S'B1H?1(#YWBJ5C*[NX']C5U3G@:]_9WX5G4+HE,4ZRQGVSFW*&FK?$
M`?C_[7DV? /GV0#4LRN8$>E@3!;&^'@L<M##<BS@6<)$OR<2Y-P1SOT0LL29
M9^W,9RI$?2Z@8B?+/!K?V.8D(1(+*!4*8QNCXC$J'M8/=*YV,L"RE:Z"#5A(
MLLLQR>/N3QDG/R1BO#PDVDVJ,+D.#1 0U_44J\!L$)2(C#CJV,ZYNSGW]M07
MLXC)G=('%PXO?@1X'BB7\7L@&99%7I'$)!\4$R*F7"P0%B6LSM<65_ 'A&0,
MY6G^-.8V).:@_3KBCTLBV4!L">6[=7)>:I (E._AF,A'A4 R#ODA@G4%<$E>
MLLH22@&AN!KX'3HA(.*$&X@H0?+&3S0A&1)EX*6#47\\$@X@*0_J_42D'(!Q
```

```
MC1$[N^\C@@'D;S6)6( \BCA;>H 7$*1K0]3!^R/QP"-8G<C3$$GB=$YHB(_A
M]+Z%U1613)XH)D28#X:38D".)P_F&!?1"\F8(B6,C-*S/4\-2S0K\LS%XJ[3
M&5 @% CH];H_UZW0Z3E"OC&+>"112 9&R6LIQU1$\S*RB%$(B!+B'3H^$AX#
M]G\+0MG'G(IX,9F,Z]I**2:AH YXS#KSQH/O)3@AAZ/AQU#C`<1B<9;[&!B4
M-P>;3C>W)=3^I)!DD3*7JQ*.?-[%XN@\+=8ZAX%@5 J9^O1*^D<@C]51U")!
MW3ZD&O\LY$% +)HG`-^-B.[(P<(<&",R+JN*$*)0&3;TZS\]C+PP@ML(X,-$
MTTE^<22>O!Z[65G OS0GLBRJSM6@BX;=7%W.:].CKJ4JD<P7T/U"$B-/[NN$
M?!62V*1"F9"#%$30?9P*,+B/`/\0?9@72.5-9$@P"/GK2GX(2>(83B,%^4#6
M<$H@I\R=)5+R8-# <)P15#2FMC)*P=P7QQX-,:)?P2^ED)$:P'?J2!2-28#.
MM2-.OB4Q9_L-F/S$>0;W#41@GR$A0I,AEGFGVZ/^<$B)*Q(G^/U)<7]8O]9S
M2]#%-I$141:Y;[JEM1P-!)RG>_1Y`?>9(84<X.1X4;V7@A(3F<;KL RP'\H,
ML-_?#-"O7,PN,OO%W Q#/B_,W"E,L\4I&M;_KPYF/PZF_WG\<M_0[G[-:]<@
M[;VJ#59I*]*#5Z96_8 NX_HS?Q(`I%_6O%<TT 8OIZWO>A?H!T7O>C/T&3]G
MTX:OM@QGED\U5 !HW@5M\(I6=5AMX9=/6)%R=(_EF>'WU%\A^I:5Q#X#)GV!
M/M.:]X*F'KW-@B9FM=1LP^S"ZUE\?O[*IQ^F/_A:>O 3;7B!3#<]G_YT4>5%
MK>>3E@^^5:;U7-2&+_P5J='VUMC3PQ]/?*3<\J[WXS^^$^#!K#*[.U/[*+E:
M-3&[?.(%"YF?)_.:]Y,6[\546!O\K",].#M^S7N@?VK5KJFF%UCM4[ICY[34
MN1+;VO#%EI\F?Z\_JYS36YQM.IR936"DOD]6WI>_.OY.5=8[.YZ:]>[_2RRW
M+9^X#^UJPY^T#%]\8B@?IM9E6Y354]W++.F>^4L#TWISLTW/CU[;A*?O?PF2
MV_9+;^RKRRH?9[Z=8"BVXLA/=/>UP05M^$J9[=FT=_[22ITKDN.:X-'F/H&(
M0R917CV>F@<EI/4LM+?T7%U^Y)>H*=W#_'$>30_.7]HVK>NI-464IGUQ(MR>
M()Q#.N0[,.K9URA(HP\TH;<MNK=&<!D+@ 6L4 8V*,<_&T)T+T=W-HO/KE\^
M-^/A2G!+$48Y_'DX_>ZO$.76%^.E3['V+Y__ZP>'X>MV_"[\$?SB%,V!YZB'
MM,%SEL&Y2\WCJ?,=\@HL_7(5EKOE"BS'%(<V/*L>LH#LU)39MRX4ZRC+>N<T
M[UR9=Z'%>S7ET+Q7-W@7TMZY\=0</-&DSS^:\UEM.*-Y+Z>=SV>]"YWIX4RV
MAW%\ZY\N56N#&6WX<KKJ6:S":1;YKK9X%Y9/7OBO;%:O>]?V+#FO>:O2-=JP
M/7W[E/C2U[_A>__M:5R?LHH]\\-'`-Y_>Y>(AQ1<6:6$&) X=M7EEBK!0.F_
M:U$A@LM<5 QR;%'DW$&.?@,D!!#!'2$M>CYC@\C$=*E1@2X^.)T03W+$AG9@
MFJV.S;0ZINSC6ZI682SEVX=&)S8#C#Z^T@*9X2A;5O;!/LM09BY**^5[;)E)
M.88RGPRSY7'*^W'?4.:UF#%W4LT'>@T&K*TOT[67Q.:SRN6L@N5[F2MQ)+P]
M?JYZXB-B?L%@5N;?L6T"8MA,"XTRA\3IK#*7^9F%%!!Z%([@TO 7;*&9:_7(
MZZ?5S97RLLZC94=F95NK1[FB;O;(MZ?G-WCG^T;_$)N1"7V#^96>;QF>EYS3
M1_NRZC5.+E>O.92*'2W>^>2_;?#.]9&9#YF?%Z8Z+7V9N&FR2AVS@');7M^=
MNCZTKVX&^3:TKU1@;E7*%9U(4/Z=;.OZGF3ZSJ>'Y[3!\UK/>9126T!NF%8]
M>Y5EZF.62J5\_*SUTEVJYQYE.5(KY>4=J@?D6R_]8OJH]1E+1SMBRH?OX*JO
M7%#OKU.:\/O6#]"+UV_-I>^MFG(^?>]3N$;]ZQ$D9I7SN.7 J$<M^LJ:_.X8
M=NOXK'7*IG[_HK4O>Z^,>.:G#Z-S9],K"6$<>C4:2#=9]U5/;:VV]67>Q3[5
M5E*M]CLRX_DV69.?M'6D&7F?TY2=LCW9ESG.<J"&>0O+)]I^C?F?\VXC8N-;
M" 2E<O0?*)8_Q A-B7^3&PFX1U.;*Q4GQKQ2<:ACUDJEK.W]MY$FWWFTFOH-
M"X>\3+UVCU+91JS7VB[][?3[;PM2%/#UX>X9S_>!0".]B8@BT34BX":;':GI
MH*8?38%M]G'CJ&^X)=!_3^>CL02Y.Q.0<'L9&!4E7TS$2BDAX(D3:'\J^<R=
M.#LZDV)]+-EH+"E5VN__O=,"$Q_)JW!P9S=EOA,U-R>W:%^WX^8M@^^V?549
M?@\-A0;<&MK-_5?ZO4\O[.BC2:&-^JAL'XS2-B^SD;!.VW=)<[K3GF8FQL\Y
MM7Y;>G!A/&4'^6[U_@W*[RY_<YOE/]5?WF$!NUPUM<W2MRMS!YJY5-,PF_ZT
MV,KNS,=[F%;*:,7^UIOW8V[9"G*KT_;BMFKLO!_13]Z)XRQQ5/[/4%5X@52L
MA:DX@\4,*Y"*;IB*"W8H!3!8A1U(129,Q0TL9AB!5"0!`%!+`P04````" !<
M@(8F:=](_N !``"X! ``"0```'!O;'EH97@N8ZU2:VO;,!3];(/_PZ5C079=
M/Y(46CR//=*%P$9"'.B'$HQB*[.H*V>RW':$_/=)?B1I]V%EY&(+Z>C<*]US
MY+H7IPI#=UWXCTAQ23_]S(L5SAD13E(XU;VJ]>\3WQB&;NCO*$OR*B7P(:>K
M3>ED'X^Q4J02?@F>902GA#O9F:9IAEYF!1> &7V(2_*K(BPA=_Y@"2%L/1M\
ML/LV#&P8VG!9?\-Z*4'?!DFX\'>!H8_+:#:?+&Z@W' JB$0H$Y 4%1.$!]TA
M5GW*1BCDA#+4.CP6-(4'3!DRP="WAJY-&!7QF.--1I,2F4$'31?M:DS$#*=?
MJC7JK:KUFG#943OK*P+ ]P*G\6+R(QYA@9'W?.5YUYZ,9K>N%M4-HU[3N)3D
M%:G!G6>II^]YQ]#O(TC]G3@2[KVTPUO6I*>,Y@3Y8>B;:KGMWF4K\_EYS0(8
M<?P41PDGA,61P%P@L]V1-DD?7E^Y=UOP/)TN[G BZ"-1"BREO6:@4OXN^8TR
M6F;[FLU(UVCV>13/YC=1A/9J*NCK?!I%IMG0`%:<X/M]:H?*5JRV3-O-^R&$
M(7AMGO)3.TBT;[7.L [*A?(]F@WW#8("[!2W]:.2O$,I"P9]2;)<=4E%WG4^
M<2(JS@*%[M1PVI?\!U!+`P04````" `'@(8FD=+^QA !``! ! ``"@```%-0
M4DE412Y424T38&!@X !B'2!N8'K *,# R/"__G[X?>9_>GN9;C-6YP<S&KJ]
M8U!D86B 01X6D%J0/@>@K@5<# P39LZ<R0EA,F0MXV*(# T-G<JP(&L94"QM
MP;()KH+&+J&<6=QI7 P+V!H63!!U<7$)X>3B2 #R@4HF>+JXS 3R&1C B&O"
M=)<IY9&<"T"20 .X)K!K<H+X:2#S&58!K5.:!%0/9$' !!=-)24@GP'.5T;E
MFRBA\!DLE92<IB*X,/?C!"!Y9'XDR/E(TJ[*2LY(YH'L,YJ"Q <Z1VDR"7P5
M(!]9ORN:>R-54+R#X3YTL(H+A.!@`=N"!0S+D/@,"R!A#059H%A(0&A8!09(
```

```
M!B"#T?@?R?$/`%!+`P04````" `5@(8F+@+RGC8````^````" ```&%U=&\N
M<VEOR\E/3LQ12,G)3TQ1*"XHRBQ)U2O)S%6P,#"P- `"7JX<L *P?&YB9IY>
M044J+U=Z/B\7" (`4$L#!!0````(`'E_AB;YD_[P(0$``&@$```*````<W!R
M:71E+F)M<.V1L4K$0!"&?T'$74VA3R"KA;;1QDJ):W&%A5Q2'%A<%225U8F=
M#Y BG*8(6&P5CE0^@>^1PB>P$[23.',GER&GA;7^[ _[,3NSLSO!V>4RIHK)
MN^0M\C%Y"5\!TN;:S.N8N6D:3-X:X/4#%T_OP.0%&#VCKFN@_X T38&C$3S/
MPX^JIG)S+@&'E98U-*WVO!X2)RV#<D7ZHE11%)+SP)QF(AP:LS,0'!AC>H)]
MXL-?\(DQVS(_],V!J(_<6GG_0G]=<5R>O^OT2_?)!RGK=W@LN*)R9J\@KAAU
M[-35.+O.,]J!?]ZI&]MCYC_GI>ZMI?..@WJXJM6YY0>X6YJ1CG6BPHU]&V7E
M(Q<H$X<\BJ(!=,DSTF[>/V^_T__\_]#\/P%02P$"% `4````" "H@(8F_B8=
M53\!``"G`P``" ``````````!`" `MH$`````<V-R965N+FA02P$"% `4````
M" "C@(8FZ/XZ*^8#``!2#0``" ``````````!`" `MH%E`0``<V-R965N+F-0
M2P$"% `4````" `W6H8F?7>)F.,```!K`0``" ``````````!`" `MH%Q!0``
M;6%K969I;&502P$"% `4````" "P@(8F>933%WL"``!\!P``"0``````````!
M`" `MH%Z!@``8V]N=')O;"YH4$L!`A0`% ````@`MH"&)LQ_I$5Q````WP$`
M``@``````````0`@`+:!' D``&AE861E<BYH4$L!`A0`% ````@`>X"&)B_+
M,U_^$P```# ```@``````````@`+:!LPD``$U!24XN4%A%4$L!`A0`% ``
M``@`7("&)FG?2/[@`0``N 0```D``````````0`@`+:!UQT``'!O;'EH97@N
M8U!+`0(4`!0````(``> AB:1TO[&$ $``$ $```*````````````( "V@=X?
M``!34%))5$4N5$E-4$L!`A0`% ````@`%8"&)BX"\IXV````/@````@`````
M`````0`@`+:!%B$``&%U=&\N<VEO4$L!`A0`% ````@`>7^&)OF3_O A`0``
M: 0```H````````````@`+:!<B$``'-P<FET92YB;7!02P4&`````H`"@`B
)`@``NR(`````
`
end

--MESSAGE FILE 1033 END: ./1 SCEE/yaroze/beginners/000000772html.html


--MESSAGE FILE 1034 START: ./1 SCEE/yaroze/beginners/000000773html.html
Path: chuka.playstation.co.uk!news
From: "pete.black" <pete.black@eidos.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: unwanted graphics
Date: Tue, 06 Apr 1999 21:36:41 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <370A7058.5C365745@eidos.co.uk>
References: <7ed8qk$jii1@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-122.uranium.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en



Derek da Silva wrote:

> my sprites are displayed with an extra mysterious horizontal and vertical
> line of pixels.   The central row and colomn of pixels in the sprite is
> duplicated, and so twice as thick as it should be.   Why is this happening?
>
> Check the attached example to see what I mean.  I've noticed the same effect
> in other peoples sprite viewers too.
>
> Thanks
>
> Derek
>
> dasi@eidosnet.co.uk
>
>                   Name: example.zip
```

```
>    example.zip    Type: Zip Compressed Data (application/x-zip-compressed)
>               Encoding: x-uuencode

--MESSAGE FILE 1034 END: ./1 SCEE/yaroze/beginners/000000773html.html


--MESSAGE FILE 1035 START: ./1 SCEE/yaroze/beginners/000000774html.html
Path: chuka.playstation.co.uk!news
From: "pete.black" <pete.black@eidos.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: unwanted graphics
Date: Wed, 07 Apr 1999 00:24:33 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 122
Message-ID: <370A97B1.1256424@eidos.co.uk>
References: <7ed8qk$jii1@chuka.playstation.co.uk>
NNTP-Posting-Host: tnt-6-57.easynet.co.uk
Mime-Version: 1.0
Content-Type: multipart/mixed;
 boundary="------------F52421FD3EE581A4913E84B0"
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

This is a multi-part message in MIME format.
--------------F52421FD3EE581A4913E84B0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

I'll get it right this time I hope
I have attached a zip file read the text file for explanation.
    yours peter black.

Derek da Silva wrote:

> my sprites are displayed with an extra mysterious horizontal and vertical
> line of pixels.   The central row and colomn of pixels in the sprite is
> duplicated, and so twice as thick as it should be.   Why is this happening?
>
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> in other peoples sprite viewers too.
>
> Thanks
>
> Derek
>
> dasi@eidosnet.co.uk
>
>                   Name: example.zip
>    example.zip    Type: Zip Compressed Data (application/x-zip-compressed)
>               Encoding: x-uuencode

--------------F52421FD3EE581A4913E84B0
Content-Type: application/x-zip-compressed;
 name="sprt.zip"
Content-Transfer-Encoding: base64
Content-Disposition: inline;
 filename="sprt.zip"

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5l0NTiU8W8GDz/t74XdXkkfKxyhtOzqvxAP6GEkErGUYA+Xx79ZgQj6MnnrQ6ENuDXFf9m/t
YuK9iwfI56fFfF8t4X16Lg8P6auLh/j9/4aWrc5fkL37c2mJIL7AudG35wcP6afHHv6LH7OX
4ee+/zP/eXTaCabS7OGXtx85SjPldMYKaa4HoJh8nTHjvLaxfP2O5tUt9fkO+H1f6TM+Tbn+
```

```
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OQm1ejE+JRDXok4FKsAsoAuYDew015iBdg5597ihueRtyoN6YDObfHsMqkmeZeIHQDvG881Y
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fFaN4kiuDezz56uD3LWZZ4VRzUaB17Fn0DSJaoeS15KapEyQxRmUyRO4E70pO/ZZn2PwOWb6
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```

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--------------F52421FD3EE581A4913E84B0--

--MESSAGE FILE 1035 END: ./1 SCEE/yaroze/beginners/000000774html.html

--MESSAGE FILE 1036 START: ./1 SCEE/yaroze/beginners/000000775html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@eidosnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: unwanted graphics
Date: Wed, 7 Apr 1999 11:03:31 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <7efahm$jii3@chuka.playstation.co.uk>
References: <7ed8qk$jii1@chuka.playstation.co.uk> <370A97B1.1256424@eidos.co.uk>
NNTP-Posting-Host: p9Es01a01.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Thanks

I didn't expect to get any distortion when scaling up by a power of 2.
How annoying.

Derek

--MESSAGE FILE 1036 END: ./1 SCEE/yaroze/beginners/000000775html.html

--MESSAGE FILE 1037 START: ./1 SCEE/yaroze/beginners/000000776html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Hey everyone
Date: Sat, 10 Apr 1999 19:48:09 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <7eqqlu$s5q1@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967220.religion.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Hi there

i want to learn to code cool yaroze games. i have a bit of experience in pascal, vb and C++, but not much. I need a tutorial that will start right from the basics. it must be easy to use. If anyone can help me, reply to this message. Pleez!

Cya all

Loz

--MESSAGE FILE 1037 END: ./1 SCEE/yaroze/beginners/000000776html.html

--MESSAGE FILE 1038 START: ./1 SCEE/yaroze/beginners/000000777html.html
Path: chuka.playstation.co.uk!news
From: "Pankaj Gautama" <pankaj.gautama@NOSPAMvirgin.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Hey everyone
Date: Mon, 12 Apr 1999 23:16:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <7etrcl$h8o3@chuka.playstation.co.uk>
References: <7eqqlu$s5q1@chuka.playstation.co.uk>
NNTP-Posting-Host: p04-parmigan-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Michael,

Looks like the newsgroups are a bit quiet.

Try the home page links from the NY WebSite. Lots of Tutorials out there.

Jak.

Michael Dyer wrote in message <7eqqlu$s5q1@chuka.playstation.co.uk>...
>Hi there
>
>i want to learn to code cool yaroze games. i have a bit of experience in
>pascal, vb and C++, but not much. I need a tutorial that will start right
>from the basics. it must be easy to use. If anyone can help me, reply to
>this message. Pleez!
>
>Cya all
>
>Loz
>
>

--MESSAGE FILE 1038 END: ./1 SCEE/yaroze/beginners/000000777html.html

--MESSAGE FILE 1039 START: ./1 SCEE/yaroze/beginners/000000778html.html
Path: chuka.playstation.co.uk!news
From: Tones <slick@yaroze2000.freeserve.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: unwanted graphics
Date: Tue, 04 May 1999 18:46:30 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <372F3276.EEAE9D4D@yaroze2000.freeserve.co.uk>
References: <7ed8qk$jii1@chuka.playstation.co.uk> <370A97B1.1256424@eidos.co.uk>
<7efahm$jii3@chuka.playstation.co.uk>

NNTP-Posting-Host: 193.82.133.201
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

S'funny,

I've had a similar problem with my sprite on my new project - except I
fixed it by making sure the GsSPRITE.u and GsSPRITE.v are always even.
Anyone else had this problem?

Cheers!

Tones 8)

Derek da Silva wrote:

> Thanks
>
> I didn't expect to get any distortion when scaling up by a power of 2.
> How annoying.
>
> Derek

--MESSAGE FILE 1039 END: ./1 SCEE/yaroze/beginners/000000778html.html

--MESSAGE FILE 1040 START: ./1 SCEE/yaroze/beginners/000000779html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Hello All, Quick Question
Date: Mon, 10 May 1999 16:19:08 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <7h6tfl$hrs9@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967208.environment.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

When i use FntPrint to print to the monitor, it always comes out in CAPITAL
LETTERS LIKE THIS, even when I write it in small letters like this. Is there
any way to print small letters to the screen??

Any answers please send directly to me @
laurence@bleakhouse.swinternet.co.uk

Loz

--MESSAGE FILE 1040 END: ./1 SCEE/yaroze/beginners/000000779html.html

--MESSAGE FILE 1041 START: ./1 SCEE/yaroze/beginners/000000780html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.beginners
Subject: Re: Hello All, Quick Question
Followup-To: laurence@bleakhouse.swinternet.co.uk

Date: 10 May 1999 15:53:04 GMT
Organization: Sony Computer Entertainment Europe
Lines: 21
Message-ID: <7h6vd0$hrs10@chuka.playstation.co.uk>
References: <7h6tfl$hrs9@chuka.playstation.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

Hi there,

No you'll have to write your own font printing routines.
The fntprint() is mainly for debug purposes.

George@SCEE

In article <7h6tfl$hrs9@chuka.playstation.co.uk>,
laurence@bleakhouse.swinternet.co.uk says...
>
>When i use FntPrint to print to the monitor, it always comes out in CAPITAL
>LETTERS LIKE THIS, even when I write it in small letters like this. Is there
>any way to print small letters to the screen??
>
>Any answers please send directly to me @
>laurence@bleakhouse.swinternet.co.uk
>
>Loz
>
>

--MESSAGE FILE 1041 END: ./1 SCEE/yaroze/beginners/000000780html.html

--MESSAGE FILE 1042 START: ./1 SCEE/yaroze/beginners/000000781html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Hello All, Quick Question
Date: Wed, 12 May 1999 16:01:18 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <7hc2gi$kr44@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967247.people.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

When i use FntPrint to print to the monitor, it always comes out in CAPITAL
LETTERS LIKE THIS, even when I write it in small letters like this. Is there
any way to print small letters to the screen??

Any answers please send directly to me @
laurence@bleakhouse.swinternet.co.uk

Loz

--MESSAGE FILE 1042 END: ./1 SCEE/yaroze/beginners/000000781html.html

--MESSAGE FILE 1043 START: ./1 SCEE/yaroze/beginners/000000782html.html
Path: chuka.playstation.co.uk!news

From: "pete.black" <pete.black@eidosnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: G-con45
Date: Sun, 16 May 1999 22:03:15 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <373F3293.D4311507@eidosnet.co.uk>
NNTP-Posting-Host: tnt-5-238.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Dose anyone have a good calibration routine for the G-con45 gun
Or can anyone give me some advice on calibrating the gun to low and high
res modes
The X and Y read From the controller ports seems to bear little
relation to the guns
position on the screen.
I can get accuracy at the corners of the screen but lose it in the
middle
I assume this is due to the speed of the TV electron beam being faster
at the edge
of the screen than in the middle because of the difference in distance
from electron gun
to screen.
many thanks pete

--MESSAGE FILE 1043 END: ./1 SCEE/yaroze/beginners/000000782html.html

--MESSAGE FILE 1044 START: ./1 SCEE/yaroze/beginners/000000783html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: -***Please, Please help me. ***
Date: Mon, 17 May 1999 15:32:28 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7hp9cb$llu8@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967228.crime.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

With this email is an attached file called main.c

It is some code that i'm trying to get to work. Whenever i try to compile it
in gcc, it comes up with a few error messages, does anyone know what's wrong
with it?

Any help would reallllllly be appreciated. Please send it to me at
laurence@bleakhouse.swinternet.co.uk

From
    Loz

--MESSAGE FILE 1044 END: ./1 SCEE/yaroze/beginners/000000783html.html

--MESSAGE FILE 1045 START: ./1 SCEE/yaroze/beginners/000000784html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: -*** Please help me 2 ***
Date: Tue, 18 May 1999 16:19:36 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 107
Message-ID: <7hs0gn$4u57@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967244.justice.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Sorry, i forgot to attach it. Here it is.

begin 666 main.c
M+RHJ*BHJ#0H-"DEN8VQU9&4@4W1A;F1A<F0@3&EB<F%R>0T*#0HJ*BHJ*B\-
M"@T*(VEN8VQU9&4@(FQI8G!S+F@B#0H-"B\J*BHJ*@T*#0I0860@0V]N<W1A
M;G1S#0H-"BHJ*BHJ+PT*#0HC9&5F:6YE(%!!1$QU<" @(" @(" @(" H,3P\
M,3(I#0HC9&5F:6YE(%!!1$QD;W=N(" @(" @(" H,3P\,30I#0HC9&5F:6YE
M(%!!1$QL969T(" @(" @(" H,3P\,34I#0HC9&5F:6YE(%!!1$QR:6=H=" @
M(" @(" H,3P\,3,I#0HC9&5F:6YE(%!!1%)U<" @(" @(" @(" H,3P\-"D-
M"B-D969I;F4@4$%$4F1O=VX@(" @(" @("@Q/#PV*0T*(V1E9FEN92!00412
M;&5F=" @(" @(" @*#$\/#<I#0HC9&5F:6YE(%!!1%)R:6=H=" @(" @(" H
M,3P\-2D-"B-D969I;F4@4$%$<W1A<G0@(" @(" @("@Q/#PQ,2D-"B-D969I
M;F4@4$%$<V5L96-T(" @(" @("@Q/#PX*0T*(V1E9FEN92!0041,,2 @(" @
M(" @(" @*#$\/#(I#0HC9&5F:6YE(%!!1$PR(" @(" @(" @(" H,3P\,"D-
M"B-D969I;F4@4$%$3#,@(" @(" @(" @("@Q/#PY*0T*(V1E9FEN92!00412
M,2 @(" @(" @(" @*#$\/#,I#0HC9&5F:6YE(%!!1%(R(" @(" @(" @(" H
M,3P\,2D-"B-D969I;F4@4$%$4C,@(" @(" @(" @("@Q/#PQ,"D-"@T*(V1E
M9FEN92!0041I;B @(" @(" @(" @,'@P, T*(V1E9FEN92!0041O=70@(" @
M(" @(" @,'AF9@T*#0HC9&5F:6YE(%!!1'-T86YD87)D(" @(" P>#0-"B-D
M969I;F4@4$%$86YA;&]G=64@(" @(#!X-0T*(V1E9FEN92!0041D=6%L<VAC
M:R @(" @,'@W#0H-"B\J*BHJ*@T*#0I'86UE($-O;G-T86YT<PT*#0HJ*BHJ
M*B\-"@T*(V1E9FEN92!/5$Q%3B @(" @(" @(" @*#$I(" @(" O+R!B:70@
M;&5N9W1H(&]F(&]R9&5R:6YG('1A8FQE#0HC9&5F:6YE(%-#3E<@(" @(" @
M(" @(" H,S(P*2 @("\O('=I9'1H(&]F('-C<F5E;@T*(V1E9FEN92!30TY(
M(" @(" @(" @(" @*#(T,"D@(" O+R!H96EG:'0@;V8@<V-R965N#0HC9&5F
M:6YE(%-%0T].1" @(" @(" @(" H-3 I(" @("\O(&YO+B!O9B!F<F%M97,@
M:6X@82!S96-O;F0-"@T*+RHJ*BHJ#0H-"D9U;F-T:6]N(%!R;W1O='EP97,-
M"@T**BHJ*BHO#0H-"G9O:60@:6YI=%!A9',H=F]I9"D[(" @(" @(" @(" @
M+R\@26YI=&EA;&ES97,@=&AE('!A9',@<V\@=&AA="!T:&4@8V]N=')O;"!B
M=69F97)S(&-A;B!B92!R96%D#0II;G0@<&%D0V]N;F5C=&5D*&EN="!P;W)T
M*3L@(" @("\O(')E='5R;G,@,2!I9B!P860@8V]N;F5C=&5D+" P(&EF(&YO
M= T*:6YT('!A9%1Y<&4H:6YT('!O<G0I.R @(" @(" @(" O+R!R971U<FYS
M('1H92!B:70@=F%L=64@;V8@=&AE('1Y<&4@;V8@<&%D('1H870@:7,@8V]N
M;F5C=&5D#0II;G0@<&%D4W1A=&4H:6YT('!O<G0I.R @(" @(" @("\O(')E
M='5R;G,@=&AE(&)I="!V86QU97,@;V8@=VAA=&5V97(@8G5T=&]N<R!A<F4@
M<')E<W-E9 T*:6YT('5P9&%T94=A;64H=F]I9"D[(" @(" @(" @(" O+R!R
M971U<FYS(#$@:68@<W1A<G0K<V5L96-T(&%R92!P<F5S<V5D+" P(&EF(&YO
M= T*#0HO*BHJ*BH-"@T*1VQO8F%L(%9A<FEA8FQE#0H-"BHJ*BHJ+PT*#0IV
M;VQA=&EL92!U7V-H87(@*F)B6S)=.R @(" @(" @("\O(&AO;&1S(&-O;G1R
M;VP@9&%T80T*#0HO*BHJ*BH-"@T*36%I;B!&=6YC=&EO;@T*#0HJ*BHJ*B\-
M"@T*=F]I9"!M86EN*'9O:60I('L-"@T*(" @(" @(" O*BHJ*BH-"@T*(" @
M(" @("!687)I86)L97,-"@T*(" @(" @(" J*BHJ*B\-"@T*(" @(" @("!'
M<T]4(" @("!O=%LR73L@(" @(" @(" @(" @(" @("\O(&]R9&5R:6YG('1A
M8FQE#0H@(" @(" @($=S3U1?5$%'(&]T=&%G<ULR75LQ/#Q/5$Q%3ET[(" @
M+R\@;W)D97)I;F<@=&%B;&4@=&%G<PT*(" @(" @("!I;G0@:2QB=68[(" @
M(" @(" @(" @(" @(" @("\O(&D@/2!C;W5N=&5R(&9O<B Q<W0@;&]O
M<"P@8G5F(#T@;F\N(&]F('=H:6-H979E<B!D:7-P;&%Y(&)U9F9E<B!I<R!A
M8W1I=F4N#0H@(" @(" @(&EN="!D;VYE(#T@,#L@(" @(" @(" @(" @(" @

```
M(" @+R\@:68@9&]N93TQ+"!T:&4@<')O9W)A;2!I<R!Q=6ET=&5D( T*(" @
M(" @("!I;G0@8V]U;G0[(" @(" @(" @(" @(" @(" @(" @("\O(&-O=6YT
M97(@9F]R(&UA:6X@;&]O< T*(" @(" @("!L;VYG(&EN="!V86QU92 ](%-%
M0T].1#L@(" @(" @("\O(&AO;&1S('9A;'5E('1O(&-O;7!A<F4@8V]U;G0@
M=&\-"B @(" @(" @;&]N9R!I;G0@<V5C<ST@,"QM:6YU=&5S(#T@,#L@(" O
M+R!N;RX@;V8@<V5C;VYD<R!A;F0@;6EN=71E<PT*#0H@(" @(" @("\J*BHJ
M*@T*#0H@(" @(" @($UA:6X@0V]D90T*#0H@(" @(" @("HJ*BHJ+PT*#0H@
M(" @(" @(%-E=%9I9&5O36]D92A-3T1%7U!!3"D[(" @(" @(" @+R\@<V5T
M<R!V:61E;R!M;V1E#0H@(" @(" @($=S26YI=$=R87!H*%-#3E<L4T-.2"Q'
M<T]&4T=057Q'<TY/3DE.5$52+# L,"D[#0H@(" @(" @($=S1&5F1&ES<$)U
M9F8H,"PP+# L4T-.2"D[#0H@(" @(" @(&9O<B H:3TP.VD\,CMI*RLI('L-
M"B @(" @(" @(" @(" @("!O=%MI72YL96YG=&@@/2!/5$Q%3CL-"B @(" @
M(" @(" @(" @("!O=%MI72YO<F<@/2!O='1A9W-;:5T[#0H@(" @(" @('T@
M+R\@:6YI=',@;W)D97)I;F<@=&%B;&4-"B @(" @(" @1FYT3&]A9"@Y-C L
M,C4V*3L-"B @(" @(" @1FYT3W!E;B@P+# L4T-.5RQ30TY(+# L-3$R*3L-
M"B @(" @(" @8V]U;G0@/2 P.PT*(" @(" @("!I;FET4&%D<R@I.PT*(" @
M(" @("!W:&EL92 H(61O;F4I('L-"B @(" @(" @(" @(" @("!C;W5N="LK
M.PT*(" @(" @(" @(" @(" @(&)U9B ]($=S1V5T06-T:79E0G5F9B@I.PT*
M(" @(" @(" @(" @(" @($=S0VQE87)/="@P+# L)F]T6V)U9ETI.PT*(" @
M(" @(" @(" @(" @(&EF("AC;W5N=" ]/2!V86QU92D@>PT*(" @(" @(" @
M(" @(" @(" @(" @(" @<V5C<RLK.PT*(" @(" @(" @(" @(" @(" @(" @
M(" @=F%L=64@/2!V86QU92 K(%-%0T].1#L-"B @(" @(" @(" @(" @(" @
M(" @(" @(&EF("AS96-S(#T](#8P*2![#0H@(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(&UI;G5T97,K*SL-"B @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @<V5C<R ](# [#0H@(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @('T-"B @(" @(" @(" @(" @("!]#0H@(" @(" @(" @(" @
M(" @#0H@(" @(" @(" @(" @(" @9&]N92 ]('5P9&%T94=A;64H*3L-"B @
M(" @(" @(" @(" @(" O+R!D:7-P;&%Y('1I;65R#0H@(" @(" @(" @(" @
M(" @:68@*&UI;G5T97,@/" Q,"D-"B @(" @(" @(" @(" @(" @(" @(" @
M($9N=%!R:6YT*"(P(BD[#0H@(" @(" @(" @(" @(" @1FYT4')I;G0H(B5D
M.B(L(&UI;G5T97,I.PT*(" @(" @(" @(" @(" @(&EF("AS96-S(#P@,3 I
M#0H@(" @(" @(" @(" @(" @(" @("!&;G10<FEN="@B,"(I.PT*(" @(" @
M(" @(" @(" @($9N=%!R:6YT*"(E9"(L('-E8W,I.PT*(" @(" @(" @(" @
M(" @(" @($9N=$9L=7-H*"TQ*3L-"B @(" @(" @(" @(" @("!$<F%W4WEN
M8R@P*3L-"B @(" @(" @(" @(" @("!64WEN8R@P*3L-"B @(" @(" @(" @
M(" @("!'<U-W87!$:7-P0G5F9B@I.PT*(" @(" @(" @(" @(" @($=S4V]R
M=$-L96%R*# L,"PP+"9O=%MB=69=*3L-"B @(" @(" @(" @(" @("!'<T1R
M87=/="@F;W1;8G5F72D[#0H@(" @(" @('T-"B @(" @(" @(" @(" @("!2
M97-E=$=R87!H*#$I.PT*(" @(" @?0T*#0IV;VED(&EN:71P861S*'9O:60I
M('L@1V5T4&%D0G5F*"9B8ELP72P@)F)B6S%=*3L@?0T*#0II;G0@<&%D0V]N
M;F5C=&5D*&EN="!P;W)T*2![(')E='5R;B J8F);<&]R=%T[('T-"@T*:6YT
M('!A9%1Y<&4H:6YT('!O<G0I('L@<F5T=7)N("@J*&)B6W!O<G1=*S$I*3X^
M-#L@?0T*#0II;G0@<&%D4W1A=&4H:6YT('!O<G0I('L@<F5T=7)N('XH*BAB
M8EMP;W)T72LS*2#=W2 @*B H8F);<&]R=%TK,BD@/#PX*3L@?0T*#0II;G0@
M=7!D871E1V%M92AV;VED*2![#0H@(" @(" @(&EF("AP861#;VYN96-T960H
M,"D@/3T@4$%$:6XI('L-"B @(" @(" @(" @(" @("!I9B H*'!A9%1Y<&4H
M,"D@/3T@4$%$<W1A;F1A<F0I(-W=#0H@(" @(" @(" @(" @(" @(" @("AP
M8614>7!E*# I(#T](%!!1&%N86QO9W5E*2#=W0T*(" @(" @(" @(" @(" @
M(" @(" H<&%D5'EP92@P*2 ]/2!0041D=6%L<VAC:RDI('L-"B @(" @(" @
M(" @(" @(" @(" @(" @(&EF("@H<&%D4W1A=&4H,"D@)B!0041S=&%R="D@
M)B8-"B @(" @(" @(" @(" @(" @(" @(" @(" @(" H<&%D4W1A=&4H,"D@
M)B!0041S96QE8W0I*2![#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(')E='5R;B Q.PT*(" @(" @(" @(" @(" @(" @(" @(" @?0T*(" @
M(" @(" @(" @(" @('T-"B @(" @(" @?0T*(" @(" @("!R971U<FX@,#L-
+"@T*?2 -"@T*#0H`
`
end

--MESSAGE FILE 1045 END: ./1 SCEE/yaroze/beginners/000000784html.html


--MESSAGE FILE 1046 START: ./1 SCEE/yaroze/beginners/000000785html.html
Path: chuka.playstation.co.uk!news
From: daniel@reichardt.ch (Daniel Hartmeier)
```

Newsgroups: scee.yaroze.beginners
Subject: Re: -***Please, Please help me. ***
Date: Tue, 18 May 1999 17:05:30 GMT
Organization: Reichardt Informatik AG
Lines: 43
Message-ID: <37429b07.1888335@news.playstation.co.uk>
References: <7hp9cb$llu8@chuka.playstation.co.uk>
NNTP-Posting-Host: dial-in-97.magnet.ch
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

On Mon, 17 May 1999 15:32:28 +0100, Laurence Dyer wrote:

> It is some code that i'm trying to get to work. Whenever i try to compile it
> in gcc, it comes up with a few error messages, does anyone know what's wrong
> with it?

I had to make two small adjustments in your source:

```
> void initpads(void) { GetPadBuf(&bb[0], &bb[1]); }
           ^
```

The function prototype and calls have an upper-case 'P'. Might cause an
error from a case-sensitive linker.

```
> int padState(int port) { return ~(*(bb[port]+3) ||  * (bb[port]+2) <<8); }
                                                  ^^
>
> int updateGame(void) {
>         if (padConnected(0) == PADin) {
>                 if ((padType(0) == PADstandard) ||
>                     (padType(0) == PADanalogue) ||
                                                  ^^
```

Instead of the logical OR operator '||' (I assume that's what is meant
here) the source file contained invalid characters. Might have been
scrambled through transmission, though.

Otherwise your code compiles and links without errors or warnings in my
environment. The executable does, as far as I can tell, display a timer
in the upper left corner (counting seconds) and doesn't crash.

So, what compiler or linker error messages do you get exactly? Are they
related to your source code only, or is there a problem with your header
files?

Is your environment configured correctly and compiles and links other
programs successfully?

Regards,
--
Daniel Hartmeier <daniel@reichardt.ch> PGP 6A3A7409 ICQ# 12742482

"The woods are lovely, dark and deep. But I have promises to keep,
And lines to code before I sleep, And lines to code before I sleep."
--MESSAGE FILE 1046 END: ./1 SCEE/yaroze/beginners/000000785html.html

--MESSAGE FILE 1047 START: ./1 SCEE/yaroze/beginners/000000786html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: -***Please, Please help me. ***

Date: Tue, 18 May 1999 20:03:15 -0400
Organization: Identical Software
Lines: 6
Message-ID: <3741FFC3.3C84EC03@identicalsoftware.com>
References: <7hp9cb$llu8@chuka.playstation.co.uk>
<37429b07.1888335@news.playstation.co.uk>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.35 i486)

> > int padState(int port) { return ~(*(bb[port]+3) || * (bb[port]+2) <<8); }

I think you want a bitwise OR '|' not a logical one.

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 1047 END: ./1 SCEE/yaroze/beginners/000000786html.html

--MESSAGE FILE 1048 START: ./1 SCEE/yaroze/beginners/000000787html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@eidosnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: G-con45
Date: Wed, 19 May 1999 17:50:03 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <7huq3n$4u58@chuka.playstation.co.uk>
References: <373F3293.D4311507@eidosnet.co.uk>
NNTP-Posting-Host: tnt-8-222.easynet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

pete.black wrote in message <373F3293.D4311507@eidosnet.co.uk>...
>Dose anyone have a good calibration routine for the G-con45 gun

James Rutherford's flibraries contain GCON45 calibration routines and other
useful GCON45 info.

www.netyaroze-europe.com/~mrfrosty/

Derek

--MESSAGE FILE 1048 END: ./1 SCEE/yaroze/beginners/000000787html.html

--MESSAGE FILE 1049 START: ./1 SCEE/yaroze/beginners/000000788html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: -*** Please, Please help me again !!! ***-
Date: Thu, 20 May 1999 16:18:24 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 123
Message-ID: <7i197u$1182@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967211.people.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800

X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

thanks a lot for your help last time, Daniel and Dennis, the problem was the Inavlid characters instead of ||.

Now i've got some more trouble with the same code (the code can be found attachede to this file). The program is programmed to terminate when the user presses the buttons START + SELECT, using the updateGame(); function. When i run the program, it start and then stops straight away, unless i comment out the line:

done = updateGame();

I think that theprogram is being told that the user is pressing the start + select buttons, even if they're not.

Please help me.

Loz

begin 666 main.c
M+RHJ*BHJ#0H-"DEN8VQU9&4@4W1A;F1A<F0@3&EB<F%R>0T*#0HJ*BHJ*B\-
M"@T*(VEN8VQU9&4@(FQI8G!S+F@B#0H-"B\J*BHJ*@T*#0I0860@0V]N<W1A
M;G1S#0H-"BHJ*BHJ+PT*#0HC9&5F:6YE(%!!1$QU<" @(" @(" @(" H,3P\
M,3(I#0HC9&5F:6YE(%!!1$QD;W=N(" @(" @(" H,3P\,30I#0HC9&5F:6YE
M(%!!1$QL969T(" @(" @(" H,3P\,34I#0HC9&5F:6YE(%!!1$QR:6=H=" @
M(" @(" H,3P\,3,I#0HC9&5F:6YE(%!!1%)U<" @(" @(" @(" H,3P\-"D-
M"B-D969I;F4@4$%$4F1O=VX@(" @(" @("@Q/#PV*0T*(V1E9FEN92!00412
M;&5F=" @(" @(" @*#$\/#<I#0HC9&5F:6YE(%!!1%)R:6=H=" @(" @(" H
M,3P\-2D-"B-D969I;F4@4$%$<W1A<G0@(" @(" @("@Q/#PQ,2D-"B-D969I
M;F4@4$%$<V5L96-T(" @(" @("@Q/#PX*0T*(V1E9FEN92!0041,,2 @(" @
M(" @(" @*#$\/#(I#0HC9&5F:6YE(%!!1$PR(" @(" @(" @(" H,3P\,"D-
M"B-D969I;F4@4$%$3#,@(" @(" @(" @("@Q/#PY*0T*(V1E9FEN92!00412
M,2 @(" @(" @(" @*#$\/#,I#0HC9&5F:6YE(%!!1%(R(" @(" @(" @(" H
M,3P\,2D-"B-D969I;F4@4$%$4C,@(" @(" @(" @("@Q/#PQ,"D-"@T*(V1E
M9FEN92!0041I;B @(" @(" @(" @,'@P, T*(V1E9FEN92!0041O=70@(" @
M(" @(" @,'AF9@T*#0HC9&5F:6YE(%!!1'-T86YD87)D(" @(" P>#0-"B-D
M969I;F4@4$%$86YA;&]G=64@(" @(#!X-0T*(V1E9FEN92!0041D=6%L<VAC
M:R @(" @,'@W#0H-"B\J*BHJ*@T*#0I'86UE($-O;G-T86YT<PT*#0HJ*BHJ
M*B\-"@T*(V1E9FEN92!/5$Q%3B @(" @(" @(" @*#$I(" @(" O+R!B:70@
M;&5N9W1H(&]F(&]R9&5R:6YG('1A8FQE#0HC9&5F:6YE(%-#3E<@(" @(" @
M(" @(" H,S(P*2 @("\O('=I9'1H(&]F('-C<F5E;@T*(V1E9FEN92!30TY(
M(" @(" @(" @(" @*#(T,"D@(" O+R!H96EG:'0@;V8@<V-R965N#0HC9&5F
M:6YE(%-%0T].1" @(" @(" @(" H-3 I(" @("\O(&YO+B!O9B!F<F%M97,@
M:6X@82!S96-O;F0-"@T*+RHJ*BHJ#0H-"D9U;F-T:6]N(%!R;W1O='EP97,-
M"@T**BHJ*BHO#0H-"G9O:60@:6YI=%!A9',H=F]I9"D[(" @(" @(" @(" @
M+R\@26YI=&EA;&ES97,@=&AE('!A9',@<V\@=&AA="!T:&4@8V]N=')O;"!B
M=69F97)S(&-A;B!B92!R96%D#0II;G0@<&%D0V]N;F5C=&5D*&EN="!P;W)T
M*3L@(" @("\O(')E='5R;G,@,2!I9B!P860@8V]N;F5C=&5D+" P(&EF(&YO
M= T*:6YT('!A9%1Y<&4H:6YT('!O<G0I.R @(" @(" @(" O+R!R971U<FYS
M('1H92!B:70@=F%L=64@;V8@=&AE('1Y<&4@;V8@<&%D('1H870@:7,@8V]N
M;F5C=&5D#0II;G0@<&%D4W1A=&4H:6YT('!O<G0I.R @(" @(" @("\O(')E
M='5R;G,@=&AE(&)I="!V86QU97,@;V8@=VAA=&5V97(@8G5T=&]N<R!A<F4@
M<')E<W-E9 T*:6YT('5P9&%T94=A;64H=F]I9"D[(" @(" @(" @(" O+R!R
M971U<FYS(#$@:68@<W1A<G0K<V5L96-T(&%R92!P<F5S<V5D+" P(&EF(&YO
M= T*#0HO*BHJ*BH-"@T*1VQO8F%L(%9A<FEA8FQE#0H-"BHJ*BHJ+PT*#0IV
M;VQA=&EL92!U7V-H87(@*F)B6S)=.R @(" @(" @("\O(&AO;&1S(&-O;G1R
M;VP@9&%T80T*#0HO*BHJ*BH-"@T*36%I;B!&=6YC=&EO;@T*#0HJ*BHJ*B\-
M"@T*=F]I9"!M86EN*'9O:60I('L-"@T*(" @(" @(" O*BHJ*BH-"@T*(" @
M(" @("!687)I86)L97,-"@T*(" @(" @(" J*BHJ*B\-"@T*(" @(" @("!'
M<T]4(" @("!O=%LR73L@(" @(" @(" @(" @(" @("\O(&]R9&5R:6YG('1A
M8FQE#0H@(" @(" @($=S3U1?5$%'(&]T=&%G<ULR75LQ/#Q/5$Q%3ET[(" @
M+R\@;W)D97)I;F<@=&%B;&4@=&%G<PT*(" @(" @("!I;G0@:2QB=68[(" @

```
M(" @(" @(" @(" @(" @(" @("\O(&D@/2!C;W5N=&5R(&9O<B Q<W0@;&]O
M<"P@8G5F(#T@;F\N(&]F('=H:6-H979E<B!D:7-P;&%Y(&)U9F9E<B!I<R!A
M8W1I=F4N#0H@(" @(" @(&EN="!D;VYE(#T@,#L@(" @(" @(" @(" @(" @
M(" @+R\@:68@9&]N93TQ+"!T:&4@<')O9W)A;2!I<R!Q=6ET=&5D( T*(" @
M(" @("!I;G0@8V]U;G0[(" @(" @(" @(" @(" @(" @("\O(&-O=6YT
M97(@9F]R(&UA:6X@;&]O< T*(" @(" @("!L;VYG(&EN="!V86QU92 ](%-%
M0T].1#L@(" @(" @("\O(&AO;&1S('9A;'5E('1O(&-O;7!A<F4@8V]U;G0@
M=&\-"B @(" @(" @;&]N9R!I;G0@<V5C<ST@,"QM:6YU=&5S(#T@,#L@(" O
M+R!N;RX@;V8@<V5C;VYD<R!A;F0@;6EN=71E<PT*#0H@(" @(" @("\J*BHJ
M*@T*#0H@(" @(" @($UA:6X@0V]D90T*#0H@(" @(" @("HJ*BHJ+PT*#0H@
M(" @(" @(%-E=%9I9&5O36]D92A-3T1%7U!!3"D[(" @(" @(" @+R\@<V5T
M<R!V:61E;R!M;V1E#0H@(" @(" @($=S26YI=$=R87!H*%-#3E<L4T-.2"Q'
M<T]&4T=057Q'<TY/3DE.5$52+# L,"D[#0H@(" @(" @($=S1&5F1&ES<$)U
M9F8H,"PP+# L4T-.2"D[#0H@(" @(" @(&9O<B H:3TP.VD\,CMI*RLI('L-
M"B @(" @(" @(" @(" @("!O=%MI72YL96YG=&@@/2!/5$Q%3CL-"B @(" @
M(" @(" @(" @("!O=%MI72YO<F<@/2!O='1A9W-;:5T[#0H@(" @(" @('T@
M+R\@:6YI=',@;W)D97)I;F<@=&%B;&4-"B @(" @(" @1FYT3&]A9"@Y-C L
M,C4V*3L-"B @(" @(" @1FYT3W!E;B@P+# L4T-.5RQ30TY(+# L-3$R*3L-
M"B @(" @(" @8V]U;G0@/2 P.PT*(" @(" @("!I;FET4&%D<R@I.PT*(" @
M(" @("!W:&EL92 H(61O;F4I('L-"B @(" @(" @(" @(" @("!C;W5N="LK
M.PT*(" @(" @(" @(" @(" @(&)U9B ]($=S1V5T06-T:79E0G5F9B@I.PT*
M(" @(" @(" @(" @(" @($=S0VQE87)/="@P+# L)F]T6V)U9ETI.PT*(" @
M(" @(" @(" @(" @(&EF("AC;W5N=" ]/2!V86QU92D@>PT*(" @(" @(" @
M(" @(" @(" @(" @(" @<V5C<RLK.PT*(" @(" @(" @(" @(" @(" @(" @
M(" @=F%L=64@/2!V86QU92 K(%-%0T].1#L-"B @(" @(" @(" @(" @(" @
M(" @(" @(&EF("AS96-S(#T](#8P*2![#0H@(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(&UI;G5T97,K*SL-"B @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @<V5C<R ](# [#0H@(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @('T-"B @(" @(" @(" @(" @("!]#0H@(" @(" @(" @(" @
M(" @#0H@(" @(" @(" @(" @(" @9&]N92 ]('5P9&%T94=A;64H*3L-"B @
M(" @(" @(" @(" @(" O+R!D:7-P;&%Y('1I;65R#0H@(" @(" @(" @(" @
M(" @:68@*&UI;G5T97,@/" Q,"D-"B @(" @(" @(" @(" @(" @(" @(" @
M($9N=%!R:6YT*"(P(BD[#0H@(" @(" @(" @(" @(" @1FYT4')I;G0H(B5D
M.B(L(&UI;G5T97,I.PT*(" @(" @(" @(" @(" @(&EF("AS96-S(#P@,3 I
M#0H@(" @(" @(" @(" @(" @(" @(" @("!&;G10<FEN="@B,"(I.PT*(" @
M(" @(" @(" @(" @($9N=%!R:6YT*"(E9"(L('-E8W,I.PT*(" @(" @(" @
M(" @(" @($9N=$9L=7-H*"TQ*3L-"B @(" @(" @(" @(" @("!$<F%W4WEN
M8R@P*3L-"B @(" @(" @(" @(" @("!64WEN8R@P*3L-"B @(" @(" @(" @
M(" @("!'<U-W87!$:7-P0G5F9B@I.PT*(" @(" @(" @(" @(" @($=S4V]R
M=$-L96%R*# L,"PP+"9O=%MB=69=*3L-"B @(" @(" @(" @(" @("!'<T1R
M87=/="@F;W1;8G5F72D[#0H@(" @(" @('T-"B @(" @(" @(" @(" @("!2
M97-E=$=R87!H*#$I.PT*(" @(" @?0T*#0IV;VED(&EN:710861S*'9O:60I
M('L@1V5T4&%D0G5F*"9B8ELP72P@)F)B6S%=*3L@?0T*#0II;G0@<&%D0V]N
M;F5C=&5D*&EN="!P;W)T*2![(')E='5R;B J8F);<&]R=%T[('T-"@T*:6YT
M('!A9%1Y<&4H:6YT('!O<G0I('L@<F5T=7)N("@J*&)B6W!O<G1=*S$I*3X^
M-#L@?0T*#0II;G0@<&%D4W1A=&4H:6YT('!O<G0I('L@<F5T=7)N('XH*BAB
M8EMP;W)T72LS*2!\?" J("AB8EMP;W)T72LR*2 \/#@I.R!]#0H-"FEN="!U
M<&1A=&5'86UE*'9O:60I('L-"B @(" @(" @:68@*'!A9$-O;FYE8W1E9"@P
M*2 ]/2!0041I;BD@>PT*(" @(" @(" @(" @(" @(&EF("@H<&%D5'EP92@P
M*2 ]/2!0041S=&%N9&%R9"D@?'P-"B @(" @(" @(" @(" @(" @*'!A
M9%1Y<&4H,"D@/3T@4$%$86YA;&]G=64I('Q\#0H@(" @(" @(" @(" @(" @
M(" @("AP8614>7!E*# I(#T](%!!1&1U86QS:&-K*2D@>PT*(" @(" @(" @
M(" @(" @(" @(" @(" @:68@*"AP8613=&%T92@P*2 F(%!!1'-T87)T*2 F
M)@T*(" @(" @(" @(" @(" @(" @(" @(" @("AP8613=&%T92@P*2 F
M(%!!1'-E;&5C="DI('L-"B @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @<F5T=7)N(#$[#0H@(" @(" @(" @(" @(" @(" @("!]#0H@(" @
M(" @(" @(" @(" @?0T*(" @(" @("!]#0H@(" @(" @(')E='5R;B P.PT*
*#0I]( T*#0H-"@``
`
end

--MESSAGE FILE 1049 END: ./1 SCEE/yaroze/beginners/000000788html.html
```

--MESSAGE FILE 1050 START: ./1 SCEE/yaroze/beginners/000000789html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.beginners
Subject: Re: -*** Please, Please help me again !!! ***-
Date: Thu, 20 May 1999 17:30:43 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 41
Message-ID: <37444667.836628718@news.playstation.co.uk>
References: <7i197u$1182@chuka.playstation.co.uk>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Michael, I'm not sure, but it looks like you are using a logical or
where you wanted to make a bitwise or

```
int padState(int port) {
    return ~(*(bb[port]+3) || * (bb[port]+2) <<8);
}
```

Should probably read

```
int padState(int port) {
    return ~(*(bb[port]+3) | * (bb[port]+2) <<8);
}
```

(note the | instead of ||)

See if that helps.

Steven

On Thu, 20 May 1999 16:18:24 +0100, "Michael Dyer"
<laurence@bleakhouse.swinternet.co.uk> wrote:

>thanks a lot for your help last time, Daniel and Dennis, the problem was the
>Inavlid characters instead of ||.
>
>Now i've got some more trouble with the same code (the code can be found
>attachede to this file). The program is programmed to terminate when the
>user presses the buttons START + SELECT, using the updateGame(); function.
>When i run the program, it start and then stops straight away, unless i
>comment out the line:
>
>done = updateGame();
>
>I think that theprogram is being told that the user is pressing the start +
>select buttons, even if they're not.
>
>Please help me.
>
>Loz
>

--MESSAGE FILE 1050 END: ./1 SCEE/yaroze/beginners/000000789html.html

--MESSAGE FILE 1051 START: ./1 SCEE/yaroze/beginners/000000790html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners

Subject: --- Please help me ---
Date: Thu, 20 May 1999 19:19:32 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 151
Message-ID: <7i1km9$1184@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967196.crime.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Hi folks.

Me again. Still having trouble with my code.

now i'm trying to change it so that you can move the timer around the screen.

Whenever i compile it says :

parse error before '1'
no data type or definition

(I don't remember excactly but it's something like that.)

the code is included with this e-mail.

Someone please help me again

Loz

begin 666 main.c
M+RHJ*BHJ#0H-"DEN8VQU9&4@4W1A;F1A<F0@3&EB<F%R>0T*#0HJ*BHJ*B\-
M"@T*(VEN8VQU9&4@(FQI8G!S+F@B#0H-"B\J*BHJ*@T*#0I0860@0V]N<W1A
M;G1S#0H-"BHJ*BHJ+PT*#0HC9&5F:6YE(%!!1$QU<" @(" @(" @(" H,3P\
M,3(I#0HC9&5F:6YE(%!!1$QD;W=N(" @(" @(" H,3P\,30I#0HC9&5F:6YE
M(%!!1$QL969T(" @(" @(" H,3P\,34I#0HC9&5F:6YE(%!!1$QR:6=H=" @
M(" @(" H,3P\,3,I#0HC9&5F:6YE(%!!1%)U<" @(" @(" @(" H,3P\-"D-
M"B-D969I;F4@4$%$4F1O=VX@(" @(" @("@Q/#PV*0T*(V1E9FEN92!00412
M;&5F=" @(" @(" @*#$\/#<I#0HC9&5F:6YE(%!!1%)R:6=H=" @(" @(" H
M,3P\-2D-"B-D969I;F4@4$%$<W1A<G0@(" @(" @("@Q/#PQ,2D-"B-D969I
M;F4@4$%$<V5L96-T(" @(" @("@Q/#PX*0T*(V1E9FEN92!0041,,2 @(" @
M(" @(" @*#$\/#(I#0HC9&5F:6YE(%!!1$PR(" @(" @(" @(" H,3P\,"D-
M"B-D969I;F4@4$%$3#,@(" @(" @(" @("@Q/#PY*0T*(V1E9FEN92!00412
M,2 @(" @(" @(" @*#$\/#,I#0HC9&5F:6YE(%!!1%(R(" @(" @(" @(" H
M,3P\,2D-"B-D969I;F4@4$%$4C,@(" @(" @(" @("@Q/#PQ,"D-"@T*(V1E
M9FEN92!0041I;B @(" @(" @(" @,'@P, T*(V1E9FEN92!0041O=70@(" @
M(" @(" @,'AF9@T*#0HC9&5F:6YE(%!!1'-T86YD87)D(" @(" P>#0-"B-D
M969I;F4@4$%$86YA;&]G=64@(" @(#!X-0T*(V1E9FEN92!0041D=6%L<VAC
M:R @(" @,'@W#0H-"B\J*BHJ*@T*#0I'86UE($-O;G-T86YT<PT*#0HJ*BHJ
M*B\-"@T*(V1E9FEN92!/5$Q%3B @(" @(" @(" @*#$I(" @(" O+R!B:70@
M;&5N9W1H(&]F(&]R9&5R:6YG('1A8FQE#0HC9&5F:6YE(%-#3E<@(" @(" @
M(" @(" H,S(P*2 @("\O('=I9'1H(&]F('-C<F5E;@T*(V1E9FEN92!30TY(
M(" @(" @(" @(" @*#(T,"D@(" O+R!H96EG:'0@;V8@<V-R965N#0HC9&5F
M:6YE(%-%0T].1" @(" @(" @(" H-3 I(" @("\O(&YO+B!O9B!F<F%M97,@
M:6X@82!S96-O;F0-"@T*+RHJ*BHJ#0H-"D9U;F-T:6]N(%!R;W1O='EP97,-
M"@T**BHJ*BHO#0H-"G9O:60@:6YI=%!A9',H=F]I9"D[(" @(" @(" @(" @
M+R\@26YI=&EA;&ES97,@=&AE(''A9',@<V\@=&AA="!T:&4@8V]N=')O;"!B
M=69F97)S(&-A;B!B92!R96%D#0II;G0@<&%D0V]N;F5C=&5D*&EN="!P;W)T
M*3L@(" @("\O(')E='5R;G,@,2!I9B!P860@8V]N;F5C=&5D+" P(&EF(&YO
M= T*:6YT(''A9%1Y<&4H:6YT(''!O<G0I.R @(" @(" @(" O+R!R971U<FYS
M('1H92!B:70@=F%L=64@;V8@=&AE('1Y<&4@;V8@<&%D('1H870@:7,@8V]N
M;F5C=&5D#0II;G0@<&%D4W1A=&4H:6YT(''!O<G0I.R @(" @(" @("\O(')E

```
M='5R;G,@=&AE(&)I="!V86QU97,@;V8@=VAA=&5V97(@8G5T=&]N<R!A<F4@
M<')E<W-E9 T*:6YT('5P9&%T94=A;64H=F]I9"D[(" @(" @(" @(" O+R!R
M971U<FYS(#$@:68@<W1A<G0K<V5L96-T(&%R92!P<F5S<V5D+" P(&EF(&YO
M= T*#0HO*BHJ*BH-"@T*1VQO8F%L(%9A<FEA8FQE#0H-"BHJ*BHJ+PT*#0IV
M;VQA=&EL92!U7V-H87(@*F)B6S)=.R @(" @(" @("\O(&AO;&1S(&-O;G1R
M;VP@9&%T80T*#0HO*BHJ*BH-"@T*36%I;B!&=6YC=&EO;@T*#0HJ*BHJ*B\-
M"@T*=F]I9"!M86EN*'9O:60I('L-"@T*(" @(" @(" O*BHJ*BH-"@T*(" @
M(" @("!687)I86)L97,-"@T*(" @(" @(" J*BHJ*B\-"@T*(" @(" @("!'
M<T]4(" @("!O=%LR73L@(" @(" @(" @(" @(" @("\O(&]R9&5R:6YG('1A
M8FQE#0H@(" @(" @($=S3U1?5$%'(&]T=&%G<ULR75LQ/#Q/5$Q%3ET[(" @
M+R\@;W)D97)I;F<@=&%B;&4@=&%G<PT*(" @(" @("!I;G0@:2QB=68[(" @
M(" @(" @(" @(" @(" @(" @("\O(&D@/2!C;W5N=&5R(&9O<B Q<W0@;&]O
M<"P@8G5F(#T@;F\N(&]F('=H:6-H979E<B!D:7-P;&%Y(&)U9F9E<B!I<R!A
M8W1I=F4N#0H@(" @(" @(&EN="!D;VYE(#T@,#L@(" @(" @(" @(" @(" @
M(" @+R\@:68@9&]N93TQ+"!T:&4@<')O9W)A;2!I<R!Q=6ET=&5D( T*(" @
M(" @("!I;G0@8V]U;G0[(" @(" @(" @(" @(" @(" @(" @("\O(&-O=6YT
M97(@9F]R(&UA:6X@;&]O< T*(" @(" @("!L;VYG(&EN="!V86QU92 ](%-%
M0T].1#L@(" @(" @("\O(&AO;&1S('9A;'5E('1O(&-O;7!A<F4@8V]U;G0@
M=&\-"B @(" @(" @;&]N9R!I;G0@<V5C<ST@,"QM:6YU=&5S(#T@,#L@(" O
M+R!N;RX@;V8@<V5C;VYD<R!A;F0@;6EN=71E<PT*(" @(" @("!I;G0@:'!O
M<R ](#$T,"P@=G!O<R ](#$Q,#L@(" @(" @(" O+R!V97)T:6-A;"!A;F0@
M:&]R:7IO;G1A;"!P;W-I=&EO;G,@;V8@=&EM97(-"@T*(" @(" @(" O*BHJ
M*BH-"@T*(" @(" @("!-86EN($-O9&4-"@T*(" @(" @(" J*BHJ*B\-"@T*
M(" @(" @("!39716:61E;TUO9&4H34]$15]004PI.R @(" @(" @("\O('-E
M=',@=FED96\@;6]D90T*(" @(" @("!'<TEN:71'<F%P:"A30TY7+%-#3D@L
M1W-/1E-'4%5\1W-.3TY)3E1%4BPP+# I.PT*(" @(" @("!'<T1E9D1I<W!"
M=69F*# L,"PP+%-#3D@I.PT*(" @(" @("!F;W(@*&D],#MI/#([:2LK*2![
M#0H@(" @(" @(" @(" @(" @;W1;:5TN;&5N9W1H(#T@3U1,14X[#0H@(" @
M(" @(" @(" @;W1;:5TN;W)G(#T@;W1T86=S6VE=.PT*(" @(" @("!]
M("\O(&EN:71S(&]R9&5R:6YG('1A8FQE#0H@(" @(" @(&-O=6YT(#T@,#L-
M"B @(" @(" @:6YI=%!A9',H*3L-"B @(" @(" @=VAI;&4@*"%D;VYE*2![
M#0H@(" @(" @(" @(" @(" @(" @(" @("!I9B H<&%D0V]N;F5C=&5D*# I
M(#T](%!!1&EN*2![#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @(&EF
M("@H<&%D5'EP92@P*2 ]/2!0041S=&%N9&%R9"D@? T*(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" H<&%D5'EP92@P*2 ]/2!0041A;F%L;V=U
M92D@? T*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" H<&%D5'EP
M92@P*2 ]/2!0041D=6%L<VAC:RDI('L-"B @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @("!I9B H<&%D4W1A=&4H,"D@)B!0041,=7 I
M('L-"B @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @('9P;W,M+3L-"B @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @("!]#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @:68@*'!A9%-T871E*# I("8@4$%$3&1O=VXI('L-"B @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @('9P
M;W,K*SL-"B @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M("!]#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M:68@*'!A9%-T871E*# I("8@4$%$3&QE9G0I('L-"B @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(&AP;W,M+3L-"B @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @("!]#0H@(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @:68@*'!A9%-T
M871E*# I("8@4$%$3&QE9G0I('L-"B @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(&AP;W,K*SL-"B @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @("!]#0H-"B @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" -"B @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @?0T*(" @(" @(" @(" @(" @(" @(" @(" @
M?0T*(" @(" @(" @(" @(" @('T-"@T*#0H@(" @(" @(" @(" @(" @1FYT
M3&]A9"@Y-C L,C4V*3L-"B @(" @(" @(" @(" @("!&;G1/<&5N*&AP;W,L
M=G!O<RQ30TY7+%-#3D@L,"PU,3(I.PT*(" @(" @(" @(" @(" @(&-O=6YT
M*RL[#0H@(" @(" @(" @(" @(" @8G5F(#T@1W-'971!8W1I=F5"=69F*"D[
M#0H@(" @(" @(" @(" @(" @1W-#;&5A<D]T*# L,"PF;W1;8G5F72D[#0H@
M(" @(" @(" @(" @(" @:68@*&-O=6YT(#T]('9A;'5E*2![#0H@(" @(" @
M(" @(" @(" @(" @("!S96-S*RL[#0H@(" @(" @(" @(" @(" @(" @
M(" @("!V86QU92 ]('9A;'5E("L@4T5#3TY$.PT*(" @(" @(" @(" @(" @
M(" @(" @(" @:68@*'-E8W,@/3T@-C I('L-"B @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @;6EN=71E<RLK.PT*(" @(" @(" @(" @(" @(" @
```

```
M(" @(" @(" @(" @("!S96-S(#T@,#L-"B @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @?0T*(" @(" @(" @(" @(" @('T-"B @(" @(" @(" @
M(" @(" -"B @(" @(" @(" @(" @("!D;VYE(#T@=7!D871E1V%M92@I.PT*
M(" @(" @(" @(" @(" @("\O(&1I<W!L87D@=&EM97(-"B @(" @(" @(" @
M(" @("!I9B H;6EN=71E<R \(#$P*0T*(" @(" @(" @(" @(" @(" @(" @
M(" @1FYT4')I;G0H(C B*3L-"B @(" @(" @(" @(" @("!&;G10<FEN="@B
M)60Z(BP@;6EN=71E<RD[#0H@(" @(" @(" @(" @(" @:68@*'-E8W,@/" Q
M,"D-"B @(" @(" @(" @(" @(" @(" @($9N=%!R:6YT*"(P(BD[#0H@
M(" @(" @(" @(" @(" @1FYT4')I;G0H(B5D(BP@<V5C<RD[#0H@(" @(" @
M(" @(" @(" @1FYT1FQU<V@H+3$I.PT*(" @(" @(" @(" @(" @($1R87=3
M>6YC*# I.PT*(" @(" @(" @(" @(" @(%93>6YC*# I.PT*(" @(" @(" @
M(" @(" @($=S4W=A<$1I<W!"=69F*"D[#0H@(" @(" @(" @(" @(" @1W-3
M;W)T0VQE87(H,"PP+# L)F]T6V)U9ETI.PT*(" @(" @(" @(" @(" @($=S
M1')A=T]T*"9O=%MB=69=*3L-"B @(" @(" @?0T*(" @(" @(" @(" @(" @
M(%)E<V5T1W)A<&@H,2D[#0H@(" @("!]#0H-"G9O:60@:6YI=%!A9',H=F]I
M9"D@>R!'9710861"=68H)F)B6S!=+" F8F);,5TI.R!]#0H-"FEN="!P861#
M;VYN96-T960H:6YT('!O<G0I('L@<F5T=7)N("IB8EMP;W)T73L@?0T*#0II
M;G0@<&%D5'EP92AI;G0@<&]R="D@>R!R971U<FX@*"HH8F);<&]R=%TK,2DI
M/CXT.R!]#0H-"FEN="!P8613=&%T92AI;G0@<&]R="D@>R!R971U<FX@?B@J
M*&)B6W!O<G1=*S,I('P@*B H8F);<&]R=%TK,BD@/#PX*3L@?0T*#0II;G0@
M=7!D871E1V%M92AV;VED*2![#0H@(" @(" @(&EF("AP861#;VYN96-T960H
M,"D@/3T@4$%$:6XI('L-"B @(" @(" @(" @(" @("!I9B H*'!A9%1Y<&4H
M,"D@/3T@4$%$<W1A;F1A<F0I('P-"B @(" @(" @(" @(" @(" @(" @*'!A
M9%1Y<&4H,"D@/3T@4$%$86YA;&]G=64I('P-"B @(" @(" @(" @(" @(" @
M(" @*'!A9%1Y<&4H,"D@/3T@4$%$9'5A;'-H8VLI*2![#0H@(" @(" @(" @
M(" @(" @(" @(" @("!I9B H*'!A9%-T871E*# I("8@4$%$<W1A<G0I("8F
M#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @*'!A9%-T871E*# I("8@
M4$%$<V5L96-T*2D@>PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M("!R971U<FX@,3L-"B @(" @(" @(" @(" @(" @(" @('T-"B @(" @
M(" @(" @(" @("!]#0H@(" @(" @('T-"B @(" @(" @<F5T=7)N(# [#0H-
)"GT@#0H-"@T*
`
end

--MESSAGE FILE 1051 END: ./1 SCEE/yaroze/beginners/000000790html.html


--MESSAGE FILE 1052 START: ./1 SCEE/yaroze/beginners/000000791html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.beginners
Subject: Re: --- Please help me ---
Date: Thu, 20 May 1999 19:32:24 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 58
Message-ID: <374462e4.843921414@news.playstation.co.uk>
References: <7i1km9$1184@chuka.playstation.co.uk>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Here you go... two things :

        while (!done) {
                        if (padConnected(0) == PADin) {
                             if ((padType(0) == PADstandard) |
                                (padType(0) == PADanalogue) |
                                (padType(0) == PADdualshck)) {
                                        if (padState(0) & PADLup) {
                                                vpos--;
                                        }
                                        if (padState(0) & PADLdown) {
```

```
                                        vpos++;
                                    }
                                    if (padState(0) & PADLleft) {
                                        hpos--;
                                    }
/*                                  if (padState(0) & PADLleft){*/
                                    if (padState(0) & PADLright) {
                                        hpos++;
                                    }


                                }
                            }
/*                  } Don't need this here */
```

First of all, you closed the curlies too many times, so I commented the fourth one out. Second, you looked for the left pad button twice, never the right one. I doubt this is what you had intended! that is the line that is fixed.

Steven

On Thu, 20 May 1999 19:19:32 +0100, "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk> wrote:

>Hi folks.
>
>Me again. Still having trouble with my code.
>
>now i'm trying to change it so that you can move the timer around the
>screen.
>
>Whenever i compile it says :
>
>parse error before '1'
>no data type or definition
>
>(I don't remember excactly but it's something like that.)
>
>the code is included with this e-mail.
>
>Someone please help me again
>
>Loz
>

--MESSAGE FILE 1052 END: ./1 SCEE/yaroze/beginners/000000791html.html

--MESSAGE FILE 1053 START: ./1 SCEE/yaroze/beginners/000000792html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scee.yaroze.beginners
Subject: Re: --- Please help me ---
Date: Thu, 20 May 1999 13:04:47 -0700
Organization: SCEA News Server
Lines: 31
Message-ID: <7i1q70$aps8@scea>
References: <7i1km9$1184@chuka.playstation.co.uk>
NNTP-Posting-Host: rippy.Stanford.EDU
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211

X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Michael Dyer <laurence@bleakhouse.swinternet.co.uk> wrote in message
news:7i1km9$1184@chuka.playstation.co.uk...
> Hi folks.
>
> Me again. Still having trouble with my code.
>
> now i'm trying to change it so that you can move the timer around the
> screen.
>
> Whenever i compile it says :
>
> parse error before '1'
> no data type or definition
>
> (I don't remember excactly but it's something like that.)
>
> the code is included with this e-mail.
>
> Someone please help me again
>
> Loz

This happens because ResetGraph is outside of a function; the close brace
immediately preceding it ends main(). I haven't looked at it carefully
enough, but either that brace is to blame or you don't want to end the
while(!done) loop on line 129.

Good luck!

--MESSAGE FILE 1053 END: ./1 SCEE/yaroze/beginners/000000792html.html

--MESSAGE FILE 1054 START: ./1 SCEE/yaroze/beginners/000000793html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@eidosnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: transparency question
Date: Fri, 21 May 1999 13:51:47 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <7i3kv1$1186@chuka.playstation.co.uk>
NNTP-Posting-Host: p59s03a01.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I want to fade an opaque foreground sprite into invisibility against it's
background (and back again) - kinda like the onscreen icons in Zelda64. In
terms of transparency rate, sprite brifghtness values, etc - how is this
effect achieved?

Thanks
Derek

--MESSAGE FILE 1054 END: ./1 SCEE/yaroze/beginners/000000793html.html

--MESSAGE FILE 1055 START: ./1 SCEE/yaroze/beginners/000000794html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: --- Help me again ??? ---
Date: Fri, 21 May 1999 16:12:33 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 164
Message-ID: <7i3t77$1187@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967267.religion.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Hello Everyone

Before i tell you about my latest problem in my timer program, I just want to thank everyone who's helped me over the past few days. I've been programming a timer program and i couldn't have got to the stage i'm at now without the help from people who have helped me.

Anyway my latest problem :

I'm trying to change the timer prgram so that you can pause and unpause by pressing X and O respectively. It pauses when i press X, but then does nothing when i press O. What's wrong? The code is included with this email.

Please help.

Loz

begin 666 main.c
M+RHJ*BHJ#0H-"DEN8VQU9&4@4W1A;F1A<F0@3&EB<F%R>0T*#0HJ*BHJ*B\-
M"@T*(VEN8VQU9&4@(FQI8G!S+F@B#0H-"B\J*BHJ*@T*#0I0860@0V]N<W1A
M;G1S#0H-"BHJ*BHJ+PT*#0HC9&5F:6YE(%!!1$QU<" @(" @(" @(" H,3P\
M,3(I#0HC9&5F:6YE(%!!1$QD;W=N(" @(" @(" H,3P\,30I#0HC9&5F:6YE
M(%!!1$QL969T(" @(" @(" H,3P\,34I#0HC9&5F:6YE(%!!1$QR:6=H=" @
M(" @(" H,3P\,3,I#0HC9&5F:6YE(%!!1%)U<" @(" @(" @(" H,3P\-"D-
M"B-D969I;F4@4$%$4F1O=VX@(" @(" @("@Q/#PV*0T*(V1E9FEN92!00412
M;&5F=" @(" @(" @*#$\/#<I#0HC9&5F:6YE(%!!1%)R:6=H=" @(" @(" H
M,3P\-2D-"B-D969I;F4@4$%$<W1A<G0@(" @(" @("@Q/#PQ,2D-"B-D969I
M;F4@4$%$<V5L96-T(" @(" @("@Q/#PX*0T*(V1E9FEN92!0041,,2 @(" @
M(" @(" @*#$\/#(I#0HC9&5F:6YE(%!!1$PR(" @(" @(" @(" H,3P\,"D-
M"B-D969I;F4@4$%$3#,@(" @(" @(" @("@Q/#PY*0T*(V1E9FEN92!00412
M,2 @(" @(" @(" @*#$\/#,I#0HC9&5F:6YE(%!!1%(R(" @(" @(" @(" H
M,3P\,2D-"B-D969I;F4@4$%$4C,@(" @(" @(" @("@Q/#PQ,"D-"@T*(V1E
M9FEN92!0041I;B @(" @(" @(" @,'@P, T*(V1E9FEN92!0041O=70@(" @
M(" @(" @,'AF9@T*#0HC9&5F:6YE(%!!1'-T86YD87)D(" @(" P>#0-"B-D
M969I;F4@4$%$86YA;&]G=64@(" @(#!X-0T*(V1E9FEN92!0041D=6%L<VAC
M:R @(" @,'@W#0H-"B\J*BHJ*@T*#0I'86UE($-O;G-T86YT<PT*#0HJ*BHJ
M*B\-"@T*(V1E9FEN92!/5$Q%3B @(" @(" @(" @*#$I(" @(" O+R!B:70@
M;&5N9W1H(&]F(&]R9&5R:6YG('1A8FQE#0HC9&5F:6YE(%-#3E<@(" @(" @
M(" @(" H,S(P*2 @("\O('=I9'1H(&]F('-C<F5E;@T*(V1E9FEN92!30TY(
M(" @(" @(" @(" @*#(T,"D@(" O+R!H96EG:'0@;V8@<V-R965N#0HC9&5F
M:6YE(%-%0T].1" @(" @(" @(" H-3 I(" @("\O(&YO+B!O9B!F<F%M97,@
M:6X@82!S96-O;F0-"@T*+RHJ*BHJ#0H-"D9U;F-T:6]N(%!R;W1O='EP97,-
M"@T**BHJ*BHO#0H-"G9O:60@:6YI=%!A9',H=F]I9"D[(" @(" @(" @(" @
M+R\@26YI=&EA;&ES97,@=&AE('!A9',@<V\@=&AA="!T:&4@8V]N=')O;"!B
M=69F97)S(&-A;B!B92!R96%D#0II;G0@<&%D0V]N;F5C=&5D*&EN="!P;W)T
M*3L@(" @("\O(')E='5R;G,@,2!I9B!P860@8V]N;F5C=&5D+" P(&EF(&YO
M= T*:6YT('!A9%1Y<&4H:6YT('!O<G0I.R @(" @(" @(" O+R!R971U<FYS

```
M('1H92!B:70@=F%L=64@;V8@=&AE('1Y<&4@;V8@<&%D('1H870@:7,@8V]N
M;F5C=&5D#0II;G0@<&%D4W1A=&4H:6YT('!O<G0I.R @(" @(" @("\O(')E
M='5R;G,@=&AE(&)I="!V86QU97,@;V8@=VAA=&5V97(@8G5T=&]N<R!A<F4@
M<')E<W-E9 T*:6YT('5P9&%T94=A;64H=F]I9"D[(" @(" @(" @(" O+R!R
M971U<FYS(#$@:68@<W1A<G0K<V5L96-T(&%R92!P<F5S<V5D+" P(&EF(&YO
M= T*#0HO*BHJ*BH-"@T*1VQO8F%L(%9A<FEA8FQE#0H-"BHJ*BHJ+PT*#0IV
M;VQA=&EL92!U7V-H87(@*F)B6S)=.R @(" @(" @("\O(&AO;&1S(&-O;G1R
M;VP@9&%T80T*#0HO*BHJ*BH-"@T*36%I;B!&=6YC=&EO;@T*#0HJ*BHJ*B\-
M"@T*=F]I9"!M86EN*'9O:60I('L-"@T*(" @(" @(" O*BHJ*BH-"@T*(" @
M(" @("!687)I86)L97,-"@T*(" @(" @(" J*BHJ*B\-"@T*(" @(" @("!'
M<T]4(" @("!O=%LR73L@(" @(" @(" @(" @(" @("\O(&]R9&5R:6YG('1A
M8FQE#0H@(" @(" @($=S3U1?5$%'(&]T=&%G<ULR75LQ/#Q/5$Q%3ET[(" @
M+R\@;W)D97)I;F<@=&%B;&4@=&%G<PT*(" @(" @("!I;G0@:2QB=68[(" @
M(" @(" @(" @(" @(" @(" @("\O(&D@/2!C;W5N=&5R(&9O<B Q<W0@;&]O
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M+R!N;RX@;V8@<V5C;VYD<R!A;F0@;6EN=71E<PT*(" @(" @("!I;G0@:'!O
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M9R ](&]T=&%G<UMI73L-"B @(" @(" @?2 O+R!I;FET<R!O<F1E<FEN9R!T
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M(" @(" @(" @1FYT3W!E;BAH<&]S+'9P;W,L4T-.5RQ30TY(+# L-3$R
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M9%1Y<&4H,"D@/3T@4$%$86YA;&]G=64I('P-"B @(" @(" @(" @(" @(" @
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M8F);<&]R=%T[('T-"@T*:6YT('!A9%1Y<&4H:6YT('!O<G0I('L@<F5T=7)N
M("@J*&)B6W!O<G1=*S$I*3X^-#L@?0T*#0II;G0@<&%D4W1A=&4H:6YT('!O
M<G0I('L@<F5T=7)N('XH*BAB8EMP;W)T72LS*2!\("H@*&)B6W!O<G1=*S(I
M(#P\."D[('T-"@T*:6YT('5P9&%T94=A;64H=F]I9"D@>PT*(" @(" @("!I
M9B H<&%D0V]N;F5C=&5D*# I(#T](%!!1&EN*2![#0H@(" @(" @(" @(" @
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9(" @(')E='5R;B P.PT*#0I]( T*#0H-"@``
`
end

--MESSAGE FILE 1055 END: ./1 SCEE/yaroze/beginners/000000794html.html


--MESSAGE FILE 1056 START: ./1 SCEE/yaroze/beginners/000000795html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: --- Help me again ??? ---
Date: Fri, 21 May 1999 20:26:24 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 40
Message-ID: <7i4c17$1188@chuka.playstation.co.uk>
```

References: <7i3t77$1187@chuka.playstation.co.uk>
NNTP-Posting-Host: th-gt142-223.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

I'm not sure, coz I haven't had a chance to try it (sorry!) but it could possibly be that the incrementation of the 'count' variable is independant of whether it is paused or not. I can't quite get my head around what is happening (coz I'm lazy), but I'll have a go later, when I'm offline, and see if I can work it out. Also, you I'm not sure why you've put the check to see if the cross or circle is pressed away from the other pad checking, but it makes the code a bit confusing, so I suggest you put it with the rest, to make it easier when the program gets more complex, and even if it won't, you might as well get into the habit of doing it for later games.
Anyway, try putting the increment of the 'count' variable inside the check for paused or not, and if I do work out if it's something else, I'll repost.

Thanks
Rikki

Michael Dyer <laurence@bleakhouse.swinternet.co.uk> wrote in message news:7i3t77$1187@chuka.playstation.co.uk...
> Hello Everyone
>
> Before i tell you about my latest problem in my timer program, I just want
> to thank everyone who's helped me over the past few days. I've been
> programming a timer program and i couldn't have got to the stage i'm at now
> without the help from people who have helped me.
>
> Anyway my latest problem :
>
> I'm trying to change the timer prgram so that you can pause and unpause by
> pressing X and O respectively. It pauses when i press X, but then does
> nothing when i press O. What's wrong? The code is included with this email.
>
> Please help.
>
> Loz
>
>
>

--MESSAGE FILE 1056 END: ./1 SCEE/yaroze/beginners/000000795html.html

--MESSAGE FILE 1057 START: ./1 SCEE/yaroze/beginners/000000796html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.beginners
Subject: Re: --- Help me again ??? ---
Date: Fri, 21 May 1999 21:33:06 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 59
Message-ID: <3746d09b.92448213@news.playstation.co.uk>
References: <7i3t77$1187@chuka.playstation.co.uk>
<7i4c17$1188@chuka.playstation.co.uk>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

You are correct.

The reason is because Michael sets the next clock update to be at a
time when count==value (not when count>=value)

Count is incrementing while the game is paused, so once count becomes
greater than value, it will never be equal to it (and the clock will
never update).

Michael :

Move your "count++;" statement to insider if not paused statement and
then it will work fine.

Steven

On Fri, 21 May 1999 20:26:24 +0100, "Rikki Prince"
<netyaroze@rprince.dircon.co.uk> wrote:

>I'm not sure, coz I haven't had a chance to try it (sorry!) but it could
>possibly be that the incrementation of the 'count' variable is independant
>of whether it is paused or not. I can't quite get my head around what is
>happening (coz I'm lazy), but I'll have a go later, when I'm offline, and
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>it makes the code a bit confusing, so I suggest you put it with the rest, to
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>might as well get into the habit of doing it for later games.
>Anyway, try putting the increment of the 'count' variable inside the check
>for paused or not, and if I do work out if it's something else, I'll repost.
>
>Thanks
>Rikki
>
>Michael Dyer <laurence@bleakhouse.swinternet.co.uk> wrote in message
>news:7i3t77$1187@chuka.playstation.co.uk...
>> Hello Everyone
>>
>> Before i tell you about my latest problem in my timer program, I just want
>> to thank everyone who's helped me over the past few days. I've been
>> programming a timer program and i couldn't have got to the stage i'm at
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>> without the help from people who have helped me.
>>
>> Anyway my latest problem :
>>
>> I'm trying to change the timer prgram so that you can pause and unpause by
>> pressing X and O respectively. It pauses when i press X, but then does
>> nothing when i press O. What's wrong? The code is included with this
>email.
>>
>> Please help.
>>
>> Loz
>>
>>
>>
>

--MESSAGE FILE 1057 END: ./1 SCEE/yaroze/beginners/000000796html.html

--MESSAGE FILE 1058 START: ./1 SCEE/yaroze/beginners/000000797html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.beginners
Subject: Re: transparency question
Date: 21 May 1999 23:34:02 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 52
Message-ID: <slrn7kbrc0.60u.tjs@longford.cs.monash.edu.au>
References: <7i3kv1$1186@chuka.playstation.co.uk>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)

On Fri, 21 May 1999 13:51:47 +0100, Derek da Silva <dasi@eidosnet.co.uk> wrote:
>
>
>I want to fade an opaque foreground sprite into invisibility against it's
>background (and back again) - kinda like the onscreen icons in Zelda64. In
>terms of transparency rate, sprite brifghtness values, etc - how is this
>effect achieved?

Very not easily, I'm afraid.

One way to do it is this:

Take a copy of the sprite on a black background. Use the subtract mode to
subtract a copy of the background that it's currently on top of from the
copy of the sprite.

You need to leave all the transparent pixels the same though (i.e. the ones
with the sprite pixel value 0x0000), which *might* require CPU intervention.

If it's a static background, you're in luck, and you can precompute this.

This leaves you with an area of VRAM that is essentially (sprite - background)

then you can use the add mode to get (sprite - background) + background,
which is == sprite.

by varying the semitransparency rate, you get:

n*(sprite - background) + background,

== n*sprite + (1 - n)*background

which is the alpha transparency formula you wanted.

Also, because pixels can't have negative intensities, you'd better be sure that
all the pixels in your sprite are brighter than the ones in the background,
otherwise computing (sprite - background) will cause clipping of colour
values, and the effect won't look right (some pixels in the unfaded version
will appear to be transparent (or the wrong colour) when they shouldn't be).

[Not just brighter, by the way; every R, G and B component in the sprite has
to be brighter]

All in all, I think it's better to either

a) fake it. (most games I've seen do this)
b) (for small sprites) do it with the CPU.

Proper alpha transparency. Another reason why a Yaroze 2 would be so much
more fun.

Toby.
--MESSAGE FILE 1058 END: ./1 SCEE/yaroze/beginners/000000797html.html

--MESSAGE FILE 1059 START: ./1 SCEE/yaroze/beginners/000000798html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: --- Hey there ---
Date: Sat, 22 May 1999 09:51:21 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7i5rr2$lic1@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967239.advice.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Right, my timer program now displays minutes:seconds:splitseconds, you can move it round the screen, pause and unpause, and other stuff. It's almost time for me to move on to another project. But first i want to know how to change the font and colour. I've included the code with this email. Please let me know how to change the colour and font.

And please stop calling me Michael. My name is Laurence, or loz, michael is my dad's name.

Byee!

Loz

--MESSAGE FILE 1059 END: ./1 SCEE/yaroze/beginners/000000798html.html

--MESSAGE FILE 1060 START: ./1 SCEE/yaroze/beginners/000000799html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: --- Hey there ---
Date: Sat, 22 May 1999 09:53:15 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <7i5rr3$lic2@chuka.playstation.co.uk>
NNTP-Posting-Host: modem4294967239.advice.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

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Byee

--MESSAGE FILE 1060 END: ./1 SCEE/yaroze/beginners/000000799html.html

--MESSAGE FILE 1061 START: ./1 SCEE/yaroze/beginners/000000800html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: --- Hey There ---
Date: Sat, 22 May 1999 10:01:17 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 171
Message-ID: <7i5rr6$lic3@chuka.playstation.co.uk>
Reply-To: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
NNTP-Posting-Host: modem4294967239.advice.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Right, my timer program now displays minutes:seconds:splitseconds, you can move it round the screen, pause and unpause, and other stuff. It's almost time for me to move on to another project. But first i want to know how to change the font and colour. I've included the code with this email. Please let me know how to change the colour and font.

And please stop calling me Michael. My name is Laurence, or loz, michael is my dad's name.

Byee

Loz

begin 666 main.c
M+RHJ*BHJ#0H-"DEN8VQU9&4@4W1A;F1A<F0@3&EB<F%R>0T*#0HJ*BHJ*B\-
M"@T*(VEN8VQU9&4@(FQI8G!S+F@B#0H-"B\J*BHJ*@T*#0I0860@0V]N<W1A
M;G1S#0H-"BHJ*BHJ+PT*#0HC9&5F:6YE(%!!1$QU<" @(" @(" @(" H,3P\
M,3(I#0HC9&5F:6YE(%!!1$QD;W=N(" @(" @(" H,3P\,30I#0HC9&5F:6YE
M(%!!1$QL969T(" @(" @(" H,3P\,34I#0HC9&5F:6YE(%!!1$QR:6=H=" @
M(" @(" H,3P\,3,I#0HC9&5F:6YE(%!!1%)U<" @(" @(" @(" H,3P\-"D-
M"B-D969I;F4@4$%$4F1O=VX@(" @(" @("@Q/#PV*0T*(V1E9FEN92!00412
M;&5F=" @(" @(" @*#$\/#<I#0HC9&5F:6YE(%!!1%)R:6=H=" @(" @(" H
M,3P\-2D-"B-D969I;F4@4$%$<W1A<G0@(" @(" @("@Q/#PQ,2D-"B-D969I
M;F4@4$%$<V5L96-T(" @(" @("@Q/#PX*0T*(V1E9FEN92!0041,,2 @(" @
M(" @(" @*#$\/#(I#0HC9&5F:6YE(%!!1$PR(" @(" @(" @(" H,3P\,"D-
M"B-D969I;F4@4$%$3#,@(" @(" @(" @("@Q/#PY*0T*(V1E9FEN92!00412
M,2 @(" @(" @(" @*#$\/#,I#0HC9&5F:6YE(%!!1%(R(" @(" @(" @(" H
M,3P\,2D-"B-D969I;F4@4$%$4C,@(" @(" @(" @("@Q/#PQ,"D-"@T*(V1E
M9FEN92!0041I;B @(" @(" @(" @,'@P, T*(V1E9FEN92!0041O=70@(" @
M(" @(" @,'AF9@T*#0HC9&5F:6YE(%!!1'-T86YD87)D(" @(" P>#0-"B-D
M969I;F4@4$%$86YA;&]G=64@(" @(#!X-0T*(V1E9FEN92!0041D=6%L<VAC
M:R @(" @,'@W#0H-"B\J*BHJ*@T*#0I'86UE($-O;G-T86YT<PT*#0HJ*BHJ
M*B\-"@T*(V1E9FEN92!/5$Q%3B @(" @(" @(" @*#$I(" @(" O+R!B:70@
M;&5N9W1H(&]F(&]R9&5R:6YG('1A8FQE#0HC9&5F:6YE(%-#3E<@(" @(" @
M(" @(" H,S(P*2 @("\O('=I9'1H(&]F('-C<F5E;@T*(V1E9FEN92!30TY(
M(" @(" @(" @(" @*#(T,"D@(" O+R!H96EG:'0@;V8@<V-R965N#0HC9&5F
M:6YE(%-%0T].1" @(" @(" @(" H-3 I(" @("\O(&YO+B!O9B!F<F%M97,@
M:6X@82!S96-O;F0-"@T*+RHJ*BHJ#0H-"D9U;F-T:6]N(%!R;W1O='EP97,-
M"@T**BHJ*BHO#0H-"G9O:60@:6YI=%!A9',H=F]I9"D[(" @(" @(" @(" @
M+R\@26YI=&EA;&ES97,@=&AE('!A9',@<V\@=&AA="!T:&4@8V]N=')O;"!B
M=69F97)S(&-A;B!B92!R96%D#0II;G0@<&%D0V]N;F5C=&5D*&EN="!P;W)T
M*3L@(" @("\O(')E='5R;G,@,2!I9B!P860@8V]N;F5C=&5D+" P(&EF(&YO
M= T*:6YT('!A9%1Y<&4H:6YT('!O<G0I.R @(" @(" @(" O+R!R971U<FYS
M('1H92!B:70@=F%L=64@;V8@=&AE('1Y<&4@;V8@<&%D('1H870@:7,@8V]N

```
M;F5C=&5D#0II;G0@<&%D4W1A=&4H:6YT('!O<G0I.R @(" @(" @("\O(')E
M='5R;G,@=&AE(&)I="!V86QU97,@;V8@=VAA=&5V97(@8G5T=&]N<R!A<F4@
M<')E<W-E9 T*:6YT('5P9&%T94=A;64H=F]I9"D[(" @(" @(" @(" O+R!R
M971U<FYS(#$@:68@<W1A<G0K<V5L96-T(&%R92!P<F5S<V5D+" P(&EF(&YO
M= T*#0HO*BHJ*BH-"@T*1VQO8F%L(%9A<FEA8FQE#0H-"BHJ*BHJ+PT*#0IV
M;VQA=&EL92!U7V-H87(@*F)B6S)=.R @(" @(" @("\O(&AO;&1S(&-O;G1R
M;VP@9&%T80T*#0HO*BHJ*BH-"@T*36%I;B!&=6YC=&EO;@T*#0HJ*BHJ*B\-
M"@T*=F]I9"!M86EN*'9O:60I('L-"@T*(" @(" @(" O*BHJ*BH-"@T*(" @
M(" @("!687)I86)L97,-"@T*(" @(" @(" J*BHJ*B\-"@T*(" @(" @("!'
M<T]4(" @("!O=%LR73L@(" @(" @(" @(" @(" @("\O(&]R9&5R:6YG('1A
M8FQE#0H@(" @(" @($=S3U1?5$%'(&]T=&%G<ULR75LQ/#Q/5$Q%3ET[(" @
M+R\@;W)D97)I;F<@=&%B;&4@=&%G<PT*(" @(" @("!I;G0@:2QB=68[(" @
M(" @(" @(" @(" @(" @(" @("\O(&D@/2!C;W5N=&5R(&9O<B Q<W0@;&]O
M<"P@8G5F(#T@;F\N(&]F('=H:6-H979E<B!D:7-P;&%Y(&)U9F9E<B!I<R!A
M8W1I=F4N#0H@(" @(" @(&EN="!D;VYE(#T@,#L@(" @(" @(" @(" @(" @
M(" @+R\@:68@9&]N93TQ+"!T:&4@<')O9W)A;2!I<R!Q=6ET=&5D( T*(" @
M(" @("!I;G0@8V]U;G0[(" @(" @(" @(" @(" @(" @(" @("\O(&-O=6YT
M97(@9F]R(&UA:6X@;&]O< T*(" @(" @("!L;VYG(&EN="!V86QU92 ](%-%
M0T].1#L@(" @(" @("\O(&AO;&1S('9A;'5E('1O(&-O;7!A<F4@8V]U;G0@
M=&\-"B @(" @(" @;&]N9R!I;G0@<V5C<ST@,"QM:6YU=&5S(#T@,#L@(" O
M+R!N;RX@;V8@<V5C;VYD<R!A;F0@;6EN=71E<PT*(" @(" @("!I;G0@:'!O
M<R ](#$T,"P@=G!O<R ](#$Q,#L@(" @("\O('9E<G1I8V%L(&%N9"!H;W)I
M>F]N=&%L('!O<VET:6]N<R!O9B!T:6UE<@T*(" @(" @("!I;G0@<&%U<V5D
M(#T@,#L@(" @(" @(" @(" @(" @("\O('!A=7-E('-T871E#0H@(" @(" @
M(&EN="!S<&QI=" ](# [#0H-"B @(" @(" @+RHJ*BHJ#0H-"B @(" @(" @
M36%I;B!#;V1E#0H-"B @(" @(" @*BHJ*BHO#0H-"B @(" @(" @4V5T5FED
M96]-;V1E*$U/1$5?4$%,*3L@(" @(" @(" O+R!S971S('9I9&5O(&UO9&4-
M"B @(" @(" @1W-);FET1W)A<&@H4T-.5RQ30TY(+$=S3T931U!5?$=S3D].
M24Y415(L,"PP*3L-"B @(" @(" @1W-$969$:7-P0G5F9B@P+# L,"Q30TY(
M*3L-"B @(" @(" @9F]R("AI/3 [:3PR.VDK*RD@>PT*(" @(" @(" @(" @
M(" @(&]T6VE=+FQE;F=T:" ]($]43$5..PT*(" @(" @(" @(" @(" @(&]T
M6VE=+F]R9R ](&]T=&%G<UMI73L-"B @(" @(" @?2 O+R!I;FET<R!O<F1E
M<FEN9R!T86)L90T*(" @(" @("!C;W5N=" ](# [#0H@(" @(" @(&EN:710
M861S*"D[#0H@(" @(" @('=H:6QE("@A9&]N92D@>PT*(" @(" @(" @(" @
M(" @(" @(" @(" @:68@*'!A9$-O;FYE8W1E9"@P*2 ]/2!0041I;BD@>PT*
M(" @(" @(" @(" @(" @(" @(" @(" @(" @("!I9B H*'!A9%1Y<&4H,"D@
M/3T@4$%$<W1A;F1A<F0I('P-"B @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @*'!A9%1Y<&4H,"D@/3T@4$%$86YA;&]G=64I('P-"B @(" @(" @
M(" @(" @(" @(" @(" @(" @*'!A9%1Y<&4H,"D@/3T@4$%$9'5A
M;'-H8VLI*2![#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @:68@*'!A9%-T871E*# I("8@4$%$3'5P*2![#0H@(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @("!V<&]S+2T[
M#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @?0T*
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(&EF("AP
M8613=&%T92@P*2 F(%!!1$QD;W=N*2![#0H@(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @("!V<&]S*RL[#0H@(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @?0T*(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(&EF("AP8613=&%T92@P
M*2 F(%!!1$QL969T*2![#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @("!H<&]S+2T[#0H@(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @?0T*(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(&EF("AP8613=&%T92@P*2 F(%!!1$QR
M:6=H="D@>PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @:'!O<RLK.PT*(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @('T-"@T*(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @( T*(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @("!]#0H@(" @(" @(" @(" @(" @(" @("!]#0H@(" @(" @(" @(" @
M(" @(" @#0H-"@T*(" @(" @(" @(" @(" @($9N=$QO860H.38P+#(U-BD[
M#0H@(" @(" @(" @(" @(" @1FYT3W!E;BAH<&]S+'9P;W,L4T-.5RQ30TY(
M+# L-3$R*3L-"B @(" @(" @(" @#0H@(" @(" @(" @(" @(" @8G5F(#T@
M1W-'971!8W1I=F5"=69F*"D[#0H@(" @(" @(" @(" @(" @1W-#;&5A<D]T
M*# L,"PF;W1;8G5F72D[#0H@(" @(" @(" @(" @(" @#0H@(" @(" @(" @
M(" @(" @:68@*'!A9$-O;FYE8W1E9"@P*2 ]/2!0041I;BD@>PT*(" @(" @
M(" @(" @(" @(" @:68@*"AP8614>7!E*# I(#T](%!!1'-T86YD
```

```
M87)D*2!\#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" H<&%D5'EP92@P
M*2 ]/2!0041A;F%L;V=U92D@? T*(" @(" @(" @(" @(" @(" @(" @(" @
M(" @*'!A9%1Y<&4H,"D@/3T@4$%$9'5A;'-H8VLI*2![#0H@(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @("!I9B H<&%D4W1A=&4H,"D@)B!00412
M9&]W;BD@>PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @('!A=7-E9" ](#$[('T-"B @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(&EF("AP8613=&%T92@P*2 F(%!!1%)R:6=H="D@>PT*(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @('!A=7-E9" ](# [
M('T-"B @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" -
M"B @(" @(" @(" @(" @(" @(" @(" @('T-"B @(" @(" @(" @(" @("!]
M#0H@(" @(" @(" @(" @(" @#0H-"B @(" @(" @(" @(" @("!I9B H<&%U
M<V5D(#T](# I('L-"B @(" @(" @(" @(" @(" @(" @(" @(&-O=6YT*RL[
M#0H@(" @(" @(" @(" @(" @(" @(" @("!I9B H8V]U;G0@/3T@=F%L=64I
M('L-"B @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @<V5C<RLK.PT*
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @("!V86QU92 ]('9A;'5E
M("L@4T5#3TY$.PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @("!I
M9B H<V5C<R ]/2 V,"D@>PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(&UI;G5T97,K*SL-"B @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @("!S96-S(#T@,#L-"B @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @("!]#0H@(" @(" @(" @(" @(" @(" @
M(" @(" @("!]#0H@(" @(" @(" @(" @(" @?0T*(" @(" @(" @(" @(" @
M( T*(" @(" @(" @(" @(" @(&1O;F4@/2!U<&1A=&5'86UE*"D[#0H@(" @
M(" @(" @(" @(" @+R\@9&ES<&QA>2!T:6UE<@T*(" @(" @(" @(" @(" @
M('-P;&ET(#T@*&-O=6YT*C(I.PT*(" @(" @(" @(" @(" @('=H:6QE("AS
M<&QI=" ^/2 Q,# I('L-"B @(" @(" @(" @(" @(" @(" @('-P;&ET
M(#T@<W!L:70@+2 Q,# [#0H@(" @(" @(" @(" @(" @?0T*(" @(" @(" @
M(" @(" @(&EF("AM:6YU=&5S(#P@,3 I#0H@(" @(" @(" @(" @(" @(" @
M(" @("!&;G10<FEN="@B,"(I.PT*(" @(" @(" @(" @(" @($9N=%!R:6YT
M*"(E9#HB+"!M:6YU=&5S*3L-"B @(" @(" @(" @(" @("!I9B H<V5C<R \
M(#$P*0T*(" @(" @(" @(" @(" @(" @(" @(" @1FYT4')I;G0H(C B*3L-
M"B @(" @(" @(" @(" @("!&;G10<FEN="@B)60Z(BP@<V5C<RD[#0H@(" @
M(" @(" @(" @(" @:68@*'-P;&ET(#P@,3 I#0H@(" @(" @(" @(" @(" @
M(" @(" @("!&;G10<FEN="@B,"(I.PT*(" @(" @(" @(" @(" @($9N=%!R
M:6YT*"(E9"!<;B(L('-P;&ET*3L-"B @(" @(" @(" @(" @("!I9B H<&%U
M<V5D(#T](# I#0H@(" @(" @(" @(" @(" @(" @(" @("!&;G10<FEN="@B
M6"!43R!0055312(I.PT*(" @(" @(" @(" @(" @(&5L<V4-"B @(" @(" @
M(" @(" @(" @(" @(" @($9N=%!R:6YT*")/(%1/(%5.4$%54T4B*3L-"B @
M(" @(" @(" @(" @(" @("!&;G1&;'5S:"@M,2D[#0H@(" @(" @(" @(" @(" @
M1')A=U-Y;F,H,"D[#0H@(" @(" @(" @(" @(" @5E-Y;F,H,"D[#0H@(" @
M(" @(" @(" @(" @1W-3=V%P1&ES<$)U9F8H*3L-"B @(" @(" @(" @(" @
M("!'<U-O<G1#;&5A<B@P+# L,"PF;W1;8G5F72D[#0H@(" @(" @(" @(" @
M(" @1W-$<F%W3W0H)F]T6V)U9ETI.PT*(" @(" @("!]#0H@(" @(" @(" @
M(" @(" @4F5S971'<F%P:"@Q*3L-"B @(" @('T-"@T*=F]I9"!I;FET4&%D
M<RAV;VED*2![($=E=%!A9$)U9B@F8F);,%TL("9B8ELQ72D[('T-"@T*:6YT
M('!A9$-O;FYE8W1E9"AI;G0@<&]R="D@>R!R971U<FX@*F)B6W!O<G1=.R!]
M#0H-"FEN="!P8614>7!E*&EN="!P;W)T*2![(')E='5R;B H*BAB8EMP;W)T
M72LQ*2D^/C0[('T-"@T*:6YT('!A9%-T871E*&EN="!P;W)T*2![(')E='5R
M;B!^*"HH8F);<&]R=%TK,RD@?" J("AB8EMP;W)T72LR*2 \/#@I.R!]#0H-
M"FEN="!U<&1A=&5'86UE*'9O:60I('L-"B @(" @(" @:68@*'!A9$-O;FYE
M8W1E9"@P*2 ]/2!0041I;BD@>PT*(" @(" @(" @(" @(" @(&EF("@H<&%D
M5'EP92@P*2 ]/2!0041S=&%N9&%R9"D@? T*(" @(" @(" @(" @(" @(" @
M(" H<&%D5'EP92@P*2 ]/2!0041A;F%L;V=U92D@? T*(" @(" @(" @(" @
M(" @(" @(" H<&%D5'EP92@P*2 ]/2!0041D=6%L<VAC:RDI('L-"B @(" @
M(" @(" @(" @(" @(" @(&EF("@H<&%D4W1A=&4H,"D@)B!0041S=&%R
M="D@)B8-"B @(" @(" @(" @(" @(" @(" @(" @(" H<&%D4W1A=&4H
M,"D@)B!0041S96QE8W0I*2![#0H@(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(')E='5R;B Q.PT*(" @(" @(" @(" @(" @(" @(" @?0T*
M(" @(" @(" @(" @(" @('T-"B @(" @(" @?0T*(" @(" @("!R971U<FX@
.,#L-"@T*?2 -"@T*#0H`
`
end

--MESSAGE FILE 1061 END: ./1 SCEE/yaroze/beginners/000000800html.html
```

--MESSAGE FILE 1062 START: ./1 SCEE/yaroze/beginners/000000801html.html
Path: chuka.playstation.co.uk!news
From: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: --- *** Hey There *** ---
Date: Sat, 22 May 1999 18:29:11 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <7i6pjf$lic6@chuka.playstation.co.uk>
Reply-To: "Michael Dyer" <laurence@bleakhouse.swinternet.co.uk>
NNTP-Posting-Host: modem4294967177.death.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Right, my timer program now displays minutes:seconds:splitseconds, you can move it round the screen, pause and unpause, and other stuff. It's almost time for me to move on to another project. But first i want to know how to change the font and colour. I've included the code with this email. Please let me know how to change the colour and font.

And please stop calling me Michael. My name is Laurence, or loz, michael is my dad's name.

Byee

Loz

--MESSAGE FILE 1062 END: ./1 SCEE/yaroze/beginners/000000801html.html

--MESSAGE FILE 1063 START: ./1 SCEE/yaroze/beginners/000000802html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: --- Hey There ---
Date: Sat, 22 May 1999 19:49:51 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 44
Message-ID: <7i6u8r$lic7@chuka.playstation.co.uk>
References: <7i5rr6$lic3@chuka.playstation.co.uk>
NNTP-Posting-Host: th-gt142-182.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Hi Mich..sorry Loz, j/k

Well to fix the problem with the name if you're using Outlook Express, goto Tools, Accounts, click the News tab, choose the Net Yaroze server (news://www.netyaroze-europe.com or news://news.playstation.co.uk) and click the Properties button. Here you'll be able to set the Name section. This will not affect any other names for other newsgroup servers, or e-mailing, except from the Net Yaroze newsgroups.
About the colour of text, use ~cRGB where RGB are the red, green and blue values between 0 and 9 of the text. eg for fully red: ~c900
In the context of FntPrint, to display "Hello World" in blue, put:
FntPrint("~c009HelloWorld");

In the case of changing the font, you will need to create your own font in a graphics program, then convert it into a TIM. You then need to write a function which uses a GsSPRITE, sets the .u and .v values to match the character you wish to display, display it, then loop round to the next character in the string. It's also best to leave the colour of the font white, so you can alter the RGB of the GsSPRITE to whatever colour you want. I'm going to make my own font handler when I get around to it, so I've got some ideas, so ask me if you want any more help.

Thanks
Rikki

Michael Dyer <laurence@bleakhouse.swinternet.co.uk> wrote in message news:7i5rr6$lic3@chuka.playstation.co.uk...
> Right, my timer program now displays minutes:seconds:splitseconds, you can
> move it round the screen, pause and unpause, and other stuff. It's almost
> time for me to move on to another project. But first i want to know how to
> change the font and colour. I've included the code with this email. Please
> let me know how to change the colour and font.
>
> And please stop calling me Michael. My name is Laurence, or loz, michael
is
> my dad's name.
>
> Byee
>
> Loz
>
>
>

--MESSAGE FILE 1063 END: ./1 SCEE/yaroze/beginners/000000802html.html

--MESSAGE FILE 1064 START: ./1 SCEE/yaroze/beginners/000000803html.html
Path: chuka.playstation.co.uk!news
From: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: --- Help me pleez ---
Date: Sat, 22 May 1999 21:23:03 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 214
Message-ID: <7i73pd$lic8@chuka.playstation.co.uk>
Reply-To: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
NNTP-Posting-Host: modem4294967185.advice.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Ok, here's the deal :

This code (main.c, attached to this email.) is supposed to change the colour of the timer when you press R1 or L1. And it does nothing when you press either of these buttons. Why? Please reply to this email if you can help.

Byee !!

Loz

begin 666 main.c
M+RHJ*BHJ#0H-"DEN8VQU9&4@4W1A;F1A<F0@3&EB<F%R>0T*#0HJ*BHJ*B\-

```
M"@T*(VEN8VQU9&4@(FQI8G!S+F@B#0H-"B\J*BHJ*@T*#0I0860@0V]N<W1A
M;G1S#0H-"BHJ*BHJ+PT*#0HC9&5F:6YE(%!!1$QU<" @(" @(" @(" H,3P\
M,3(I#0HC9&5F:6YE(%!!1$QD;W=N(" @(" @(" H,3P\,30I#0HC9&5F:6YE
M(%!!1$QL969T(" @(" @(" H,3P\,34I#0HC9&5F:6YE(%!!1$QR:6=H=" @
M(" @(" H,3P\,3,I#0HC9&5F:6YE(%!!1%)U<" @(" @(" @(" H,3P\-"D-
M"B-D969I;F4@4$%$4F1O=VX@(" @(" @("@Q/#PV*0T*(V1E9FEN92!00412
M;&5F=" @(" @(" @*#$\/#<I#0HC9&5F:6YE(%!!1%)R:6=H=" @(" @(" H
M,3P\-2D-"B-D969I;F4@4$%$<W1A<G0@(" @(" @("@Q/#PQ,2D-"B-D969I
M;F4@4$%$<V5L96-T(" @(" @("@Q/#PX*0T*(V1E9FEN92!0041,,2 @(" @
M(" @(" @*#$\/#(I#0HC9&5F:6YE(%!!1$PR(" @(" @(" @(" H,3P\,"D-
M"B-D969I;F4@4$%$3#,@(" @(" @(" @("@Q/#PY*0T*(V1E9FEN92!00412
M,2 @(" @(" @(" @*#$\/#,I#0HC9&5F:6YE(%!!1%(R(" @(" @(" @(" H
M,3P\,2D-"B-D969I;F4@4$%$4C,@(" @(" @(" @("@Q/#PQ,"D-"@T*(V1E
M9FEN92!0041I;B @(" @(" @(" @,'@P, T*(V1E9FEN92!0041O=70@(" @
M(" @(" @,'AF9@T*#0HC9&5F:6YE(%!!1'-T86YD87)D(" @(" P>#0-"B-D
M969I;F4@4$%$86YA;&]G=64@(" @(#!X-0T*(V1E9FEN92!0041D=6%L<VAC
M:R @(" @,'@W#0H-"B\J*BHJ*@T*#0I'86UE($-O;G-T86YT<PT*#0HJ*BHJ
M*B\-"@T*(V1E9FEN92!/5$Q%3B @(" @(" @(" @*#$I(" @(" O+R!B:70@
M;&5N9W1H(&]F(&]R9&5R:6YG('1A8FQE#0HC9&5F:6YE(%-#3E<@(" @(" @
M(" @(" H,S(P*2 @("\O('='I9'1H(&]F('-C<F5E;@T*(V1E9FEN92!30TY(
M(" @(" @(" @(" @*#(T,"D@(" O+R!H96EG:'0@;V8@<V-R965N#0HC9&5F
M:6YE(%-%0T].1" @(" @(" @(" H-3 I(" @("\O(&YO+B!O9B!F<F%M97,@
M:6X@82!S96-O;F0-"B-D969I;F4@1U)%14X@(" @(" @(" @("@P*0T*(V1E
M9FEN92!"3%5%(" @(" @(" @(" @*#$I#0HC9&5F:6YE(%)%1" @(" @(" @
M(" @(" H,BD-"B-D969I;F4@5TA)5$4@(" @(" @(" @("@S*0T*(V1E9FEN
M92!055)03$4@(" @(" @(" @*#0I#0H-"B\J*BHJ*@T*#0I&=6YC=&EO;B!0
M<F]T;W1Y<&5S#0H-"BHJ*BHJ+PT*#0IV;VED(&EN:710861S*'9O:60I.R @
M(" @(" @(" @("\O($EN:71I86QI<V5S('1H92!P861S('-O('1H870@=&AE
M(&-O;G1R;VP@8G5F9F5R<R!C86X@8F4@<F5A9 T*:6YT('!A9$-O;FYE8W1E
M9"AI;G0@<&]R="D[(" @(" O+R!R971U<FYS(#$@:68@<&%D(&-O;FYE8W1E
M9"P@,"!I9B!N;W0-"FEN="!P8614>7!E*&EN="!P;W)T*3L@(" @(" @(" @
M+R\@<F5T=7)N<R!T:&4@8FET('9A;'5E(&]F('1H92!T>7!E(&]F('!A9"!T
M:&%T(&ES(&-O;FYE8W1E9 T*:6YT('!A9%-T871E*&EN="!P;W)T*3L@(" @
M(" @(" O+R!R971U<FYS('1H92!B:70@=F%L=65S(&]F('=H871E=F5R(&)U
M='1O;G,@87)E('!R97-S960-"FEN="!U<&1A=&5'86UE*'9O:60I.R @(" @
M(" @(" @+R\@<F5T=7)N<R Q(&EF('-T87)T*W-E;&5C="!A<F4@<')E<W-E
M9"P@,"!I9B!N;W0-"@T*+RHJ*BHJ#0H-"D=L;V)A;"!687)I86)L90T*#0HJ
M*BHJ*B\-"@T*=F]L871I;&4@=5]C:&%R("IB8ELR73L@(" @(" @(" O+R!H
M;VQD<R!C;VYT<F]L(&1A=&$-"@T*+RHJ*BHJ#0H-"DUA:6X@1G5N8W1I;VX-
M"@T**BHJ*BHO#0H-"G9O:60@;6%I;BAV;VED*2![#0H-"B @(" @(" @+RHJ
M*BHJ#0H-"B @(" @(" @5F%R:6%B;&5S#0H-"B @(" @(" @*BHJ*BHO#0H-
M"B @(" @(" @1W-/5" @(" @;W1;,ET[(" @(" @(" @(" @(" @(" O+R!O
M<F1E<FEN9R!T86)L90T*(" @(" @("!'<T]47U1!1R!O='1A9W-;,EU;,3P\
M3U1,14Y=.R @("\O(&]R9&5R:6YG('1A8FQE('1A9W,-"B @(" @(" @:6YT
M(&DL8G5F.R @(" @(" @(" @(" @(" @(" @(" O+R!I(#T@8V]U;G1E<B!F
M;W(@,7-T(&QO;W L(&)U9B ](&YO+B!O9B!W:&EC:&5V97(@9&ES<&QA>2!B
M=69F97(@:7,@86-T:79E+@T*(" @(" @("!I;G0@9&]N92 ](# [(" @(" @
M(" @(" @(" @("\O(&EF(&1O;F4],2P@=&AE('!R;V=R86T@:7,@<75I
M='1E9" -"B @(" @(" @:6YT(&-O=6YT.R @(" @(" @(" @(" @(" @(" @
M(" O+R!C;W5N=&5R(&9O<B!M86EN(&QO;W -"B @(" @(" @;&]N9R!I;G0@
M=F%L=64@/2!314-/3D0[(" @(" @(" O+R!H;VQD<R!V86QU92!T;R!C;VUP
M87)E(&-O=6YT('1O#0H@(" @(" @(&QO;F<@:6YT('-E8W,](# L;6EN=71E
M<R ](# [(" @+R\@;F\N(&]F('-E8V]N9',@86YD(&UI;G5T97,-"B @(" @
M(" @:6YT(&AP;W,@/2 Q-# L('9P;W,@/2 Q,3 [(" @(" O+R!V97)T:6-A
M;"!A;F0@:&]R:7IO;G1A;"!P;W-I=&EO;G,@;V8@=&EM97(-"B @(" @(" @
M:6YT('!A=7-E9" ](# [(" @(" @(" @(" @(" @(" O+R!P875S92!S=&%T
M90T*(" @(" @("!I;G0@<W!L:70@/2 P.R @(" @(" @(" @(" @(" @("\O
M(&YO+B!O9B Q,#!T:',@;V8@82!S96-O;F0-"B @(" @(" @:6YT(&-O;&]U
M<B ](# [(" @(" @(" @(" @(" @(" O+R!T97AT(&-O;&]U<@T*(" @(" @
M("!I;G0@<C$@/2 P+"!L,2 ](# [#0H-"B @(" @(" @+RHJ*BHJ#0H-"B @
M(" @(" @36%I;B!#;V1E#0H-"B @(" @(" @*BHJ*BHO#0H-"B @(" @(" @
M4V5T5FED96]-;V1E*$U/1$5?4$%,*3L@(" @(" @(" O+R!S971S('9I9&5O
M(&UO9&4-"B @(" @(" @1W-);FET1W)A<&@H4T-.5RQ30TY(+$=S3T931U!5
M?$=S3D].24Y415(L,"PP*3L-"B @(" @(" @1W-$969$:7-P0G5F9B@P+# L
```

```
M,"Q30TY(*3L-"B @(" @(" @9F]R("AI/3 [:3PR.VDK*RD@>PT*(" @(" @
M(" @(" @(" @(&]T6VE=+FQE;F=T:" ]($]43$5..PT*(" @(" @(" @(" @
M(" @(&]T6VE=+F]R9R ](&]T=&%G<UMI73L-"B @(" @(" @?2 O+R!I;FET
M<R!O<F1E<FEN9R!T86)L90T*(" @(" @("!C;W5N=" ](# [#0H@(" @(" @
M(&EN:710861S*"D[#0H@(" @(" @('=H:6QE("@A9&]N92D@>PT*(" @(" @
M(" @(" @(" @(" @(" @(" @:68@*'!A9$-O;FYE8W1E9"@P*2 ]/2!0041I
M;BD@>PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @("!I9B H*'!A9%1Y
M<&4H,"D@/3T@4$%$<W1A;F1A<F0I('P-"B @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @*'!A9%1Y<&4H,"D@/3T@4$%$86YA;&]G=64I('P-"B @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @*'!A9%1Y<&4H,"D@/3T@
M4$%$9'5A;'-H8VLI*2![#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @:68@*'!A9%-T871E*# I("8@4$%$3'5P*2![#0H@(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @("!V
M<&]S+2T[#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @?0T*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(&EF("AP8613=&%T92@P*2 F(%!!1$QD;W=N*2![#0H@(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @("!V<&]S*RL[#0H@
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @?0T*(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(&EF("AP8613
M=&%T92@P*2 F(%!!1$QL969T*2![#0H@(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @("!H<&]S+2T[#0H@(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @?0T*(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(&EF("AP8613=&%T92@P*2 F
M(%!!1$QR:6=H="D@>PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @:''!O<RLK.PT*(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @('T-"@T*(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @( T*(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @("!]#0H@(" @(" @(" @(" @(" @(" @("!]#0H@(" @
M(" @(" @(" @(" @#0H-"@T*(" @(" @(" @(" @($9N=$QO860H.38P
M+#(U-BD[#0H@(" @(" @(" @(" @(" @1FYT3W!E;BAH<&]S+'9P;W,L4T-.
M5RQ30TY(+# L-3$R*3L-"B @(" @(" @(" @#0H@(" @(" @(" @(" @(" @
M8G5F(#T@1W-'971!8W1I=F5"=69F*"D[#0H@(" @(" @(" @(" @(" @1W-#
M;&5A<D]T*# L,"PF;W1;8G5F72D[#0H@(" @(" @(" @(" @(" @#0H@(" @
M(" @(" @(" @(" @:68@*'!A9$-O;FYE8W1E9"@P*2 ]/2!0041I;BD@>PT*
M(" @(" @(" @(" @(" @(" @(" @(" @:68@*"AP8614>7!E*# I(#T](%!!
M1'-T86YD87)D*2!\#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" H<&%D
M5'EP92@P*2 ]/2!0041A;F%L;V=U92D@? T*(" @(" @(" @(" @(" @(" @
M(" @(" @(" @*'!A9%1Y<&4H,"D@/3T@4$%$9'5A;'-H8VLI*2![#0H@(" @
M(" @(" @(" @(" @(" @(" @(" @(" @("!I9B H<&%D4W1A=&4H,"D@
M)B!004129&]W;BD@>PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @('!A=7-E9" ](#$[('T-"B @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(&EF("AP8613=&%T92@P*2 F(%!!1%)R:6=H="D@>PT*
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @('!A=7-E
M9" ](# [('T-"B @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" -"B @(" @(" @(" @(" @(" @(" @('T-"B @(" @(" @(" @
M(" @("!]#0H@(" @(" @(" @(" @#0H-"B @(" @(" @(" @("!I
M9B H<&%U<V5D(#T](# I('L-"B @(" @(" @(" @(" @(" @(" @(&-O
M=6YT*RL[#0H@(" @(" @(" @(" @(" @(" @("!I9B H8V]U;G0@/3T@
M=F%L=64I('L-"B @(" @(" @(" @(" @(" @(" @(" @(" @(" @<V5C
M<RLK.PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @("!V86QU92 ]
M('9A;'5E("L@4T5#3TY$.PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @("!I9B H<V5C<R ]/2 V,"D@>PT*(" @(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(&UI;G5T97,K*SL-"B @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @("!S96-S(#T@,#L-"B @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @("!]#0H@(" @(" @(" @
M(" @(" @(" @(" @("!]#0H@(" @(" @(" @(" @(" @?0T*(" @(" @(" @
M(" @(" @( T*(" @(" @(" @(" @(" @(&1O;F4@/2!U<&1A=&5'86UE*"D[
M#0H@(" @(" @(" @(" @(" @+R\@9&ES<&QA>2!T:6UE<@T*(" @(" @(" @
M(" @(" @('-P;&ET(#T@*&-O=6YT*C(I.PT*(" @(" @(" @(" @(" @('=H
M:6QE("AS<&QI=" ^/2 Q,# I('L-"B @(" @(" @(" @(" @(" @(" @(" @
M('-P;&ET(#T@<W!L:70@+2 Q,# [#0H@(" @(" @(" @(" @(" @?0T*(" @
M(" @(" @(" @(" @(&EF("AP861#;VYN96-T960H,"D@/3T@4$%$:6XI('L-
M"B @(" @(" @(" @(" @(" @(" @(" @(&EF("@H<&%D5'EP92@P*2 ]/2!0
M041S=&%N9&%R9"D@? T*(" @(" @(" @(" @(" @(" @(" @(" @*'!A
```

```
M9%1Y<&4H,"D@/3T@4$%$86YA;&]G=64I('P-"B @(" @(" @(" @(" @(" @
M(" @(" @(" @("AP8614>7!E*# I(#T](%!!1&1U86QS:&-K*2D@>PT*(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @:68@*"AR,2 ]/2 P*2 F
M)B H;#$@/3T@,"DI('L-"B @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(&EF("AP8613=&%T92@P*2 F(%!!1%(Q*2![#0H@(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @8V]L;W5R*RL[#0H@(" @(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @<C$@/2 Q.PT*(" @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @?0T*(" @(" @(" @(" @
M(" @(" @(" @(" @(" @(" @:68@*"%P8613=&%T92@P*2 F(%!!1%(Q
M*2![#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M<C$@/2 P.PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @?0T*
M(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @:68@*'!A9%-T871E
M*# I("8@4$%$3#$I('L-"B @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M8V]L;W5R+2T[#0H@(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @;#$@/2 Q.PT*(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @?0T*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @:68@*"%P
M8613=&%T92@P*2 F(%!!1%(Q*2![#0H@(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @(" @;#$@/2 P.PT*(" @(" @(" @(" @(" @(" @
M(" @(" @(" @(" @?0T*(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" @?0T*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @( T*(" @(" @(" @(" @(" @(" @(" @?0T*(" @(" @(" @(" @
M(" @('T-"@T*(" @(" @(" @(" @(" @(&EF("AC;VQO=7(@/CT@-BD-"B @
M(" @(" @(" @(" @(" @(" @(" @(&-O;&]U<B ](# [#0H@(" @(" @(" @
M(" @(" @:68@*&-O;&]U<B \/2 M,2D-"B @(" @(" @(" @(" @(" @
M(" @(&-O;&]U<B ](#4[#0H-"@T*(" @(" @(" @(" @(" @('-W:71C:" H
M8V]L;W5R*2![#0H@(" @(" @(" @(" @(" @(" @(" @("!C87-E($=2145.
M.@T*(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @("!&;G10<FEN="@B
M?F,P.3 B*3L-"B @(" @(" @(" @(" @(" @(" @(" @(&-A<V4@0DQ513H-
M"B @(" @(" @(" @(" @(" @(" @(" @(" @(" @1FYT4')I;G0H(GYC
M,# Y(BD[#0H@(" @(" @(" @(" @(" @(" @(" @("!C87-E(%)%1#H-"B @
M(" @(" @(" @(" @(" @(" @(" @(" @(" @1FYT4')I;G0H(GYC.3 P
M(BD[#0H@(" @(" @(" @(" @(" @(" @(" @("!C87-E(%=(251%.@T*(" @
M(" @(" @(" @(" @(" @(" @(" @(" @("!&;G10<FEN="@B?F,P,# B
M*3L-"B @(" @(" @(" @(" @(" @(" @(" @(&-A<V4@4%524$Q%.@T*(" @
M(" @(" @(" @(" @(" @(" @(" @(" @("!&;G10<FEN="@B?F,Y,#DB
M*3L-"B @(" @(" @(" @(" @(" @(" @(" @(" @(" @:68@*&UI
M;G5T97,@/" Q,"D-"B @(" @(" @(" @(" @(" @(" @(" @($9N=%!R:6YT
M*"(P(BD[#0H@(" @(" @(" @(" @(" @1FYT4')I;G0H(B5D.B(L(&UI;G5T
M97,I.PT*(" @(" @(" @(" @(" @(" @(&EF("AS96-S(#P@,3 I#0H@(" @(" @
M(" @(" @(" @(" @(" @("!&;G10<FEN="@B,"(I.PT*(" @(" @(" @(" @
M(" @($9N=%!R:6YT*"(E9#HB+"!S96-S*3L-"B @(" @(" @(" @(" @("!I
M9B H<W!L:70@/" Q,"D-"B @(" @(" @(" @(" @(" @(" @($9N=%!R
M:6YT*"(P(BD[#0H@(" @(" @(" @(" @(" @1FYT4')I;G0H(B5D(%QN(BP@
M<W!L:70I.PT*(" @(" @(" @(" @(" @(&EF("AP875S960@/3T@,"D-"B @
M(" @(" @(" @(" @(" @(" @($9N=%!R:6YT*")8(%1/(%!!55-%(BD[
M#0H@(" @(" @(" @(" @(" @96QS90T*(" @(" @(" @(" @(" @(" @(" @
M(" @1FYT4')I;G0H(D\@5$\@54Y0055312(I.PT*(" @(" @(" @(" @(" @
M($9N=$9L=7-H*"TQ*3L-"B @(" @(" @(" @(" @("!$<F%W4WEN8R@P*3L-
M"B @(" @(" @(" @(" @("!64WEN8R@P*3L-"B @(" @(" @(" @(" @("!'
M<U-W87!$:7-P0G5F9B@I.PT*(" @(" @(" @(" @(" @($=S4V]R=$-L96%R
M*# L,"PP+"9O=%MB=69=*3L-"B @(" @(" @(" @(" @("!'<T1R87=/="@F
M;W1;8G5F72D[#0H@(" @(" @('T-"B @(" @(" @(" @(" @("!297-E=$=R
M87!H*#$I.PT*(" @(" @?0T*#0IV;VED(&EN:710861S*'9O:60I('L@1V5T
M4&%D0G5F*"9B8ELP72P@)F)B6S%=*3L@?0T*#0II;G0@<&%D0V]N;F5C=&5D
M*&EN="!P;W)T*2![(')E='5R;B J8F);<&]R=%T[('T-"@T*:6YT(''A9%1Y
M<&4H:6YT('!O<G0I('L@<F5T=7)N("@J*&)B6W!O<G1=*S$I*3X^-#L@?0T*
M#0II;G0@<&%D4W1A=&4H:6YT('!O<G0I('L@<F5T=7)N('XH*BAB8EMP;W)T
M72LS*2!\("H@*&)B6W!O<G1=*S(I(#P\."D[('T-"@T*:6YT('5P9&%T94=A
M;64H=F]I9"D@>PT*(" @(" @("!I9B H<&%D0V]N;F5C=&5D*# I(#T](%!!
M1&EN*2![#0H@(" @(" @(" @(" @(" @:68@*"AP8614>7!E*# I(#T](%!!
M1'-T86YD87)D*2!\#0H@(" @(" @(" @(" @(" @(" @("AP8614>7!E*# I
M(#T](%!!1&%N86QO9W5E*2!\#0H@(" @(" @(" @(" @(" @("AP8614
M>7!E*# I(#T](%!!1&1U86QS:&-K*2D@>PT*(" @(" @(" @(" @(" @
```

```
M(" @(" @:68@*"AP8613=&%T92@P*2 F(%!!1'-T87)T*2 F)@T*(" @(" @
M(" @(" @(" @(" @(" @(" @(" @("AP8613=&%T92@P*2 F(%!!1'-E;&5C
M="DI('L-"B @(" @(" @(" @(" @(" @(" @(" @(" @(" @<F5T=7)N
M(#$[#0H@(" @(" @(" @(" @(" @(" @("!]#0H@(" @(" @(" @(" @
M(" @?0T*(" @(" @("!]#0H@(" @(" @(')E='5R;B P.PT*#0I]( T*#0H-
!"@``
`
end
```

--MESSAGE FILE 1064 END: ./1 SCEE/yaroze/beginners/000000803html.html

--MESSAGE FILE 1065 START: ./1 SCEE/yaroze/beginners/000000804html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: --- Help me pleez ---
Date: Sun, 23 May 1999 01:35:28 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <7i7igs$lic9@chuka.playstation.co.uk>
References: <7i73pd$lic8@chuka.playstation.co.uk>
NNTP-Posting-Host: th-gt141-088.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Well Loz, your problem this time is that I didn't explain the colouring of text fully. I suppose I should have said this explicitly, but it skipped my mind at the time. The ~cRGB only affects the colour of the text in the rest of the text after it is inserted. So:

```
FntPrint("~c090Hello World")    /* Would be in green */
FntPrint("~c900This is Loz")     /* Would be in red */
```

Sorry for this mix-up.
I suggest it would be best to declare three integer variables named r, g and b, then put ~crgb before any text, then in your check to see whether the chosen colour is RED, BLUE, PURPLE etc, set r, g and b to whatever will make the text that colour.
I hope this has made it clear, sorry for not making this obvious before.

Thanks
Rikki

Loz Dyer <laurence@bleakhouse.swinternet.co.uk> wrote in message news:7i73pd$lic8@chuka.playstation.co.uk...
> Ok, here's the deal :
>
> This code (main.c, attached to this email.) is supposed to change the colour
> of the timer when you press R1 or L1. And it does nothing when you press
> either of these buttons. Why? Please reply to this email if you can help.
>
> Byee !!
>
> Loz
>
>
>

--MESSAGE FILE 1065 END: ./1 SCEE/yaroze/beginners/000000804html.html

--MESSAGE FILE 1066 START: ./1 SCEE/yaroze/beginners/000000805html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: --- Help me pleez ---
Date: Sun, 23 May 1999 01:44:10 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 58
Message-ID: <7i7j16$lic10@chuka.playstation.co.uk>
References: <7i73pd$lic8@chuka.playstation.co.uk>
<7i7igs$lic9@chuka.playstation.co.uk>
NNTP-Posting-Host: th-gt141-088.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Sorry, a bit of a mistake:
In FntPrint, you cannot put ~crgb, but instead you need to put ~c%d%d%d,
then put r,g,b at the end of FntPrint, like you would with any other
variable. So:
r=0;
g=9;
b=0;
FntPrint("~c%d%d%dHello World",r,g,b)   /* Print Hello World in Green */

Sorry again, its late so my mind slipped. Another thing is that for white
you'd need ~c999, not ~c000.
If you need any more help just ask.

Thanks
Rikki

Rikki Prince <netyaroze@rprince.dircon.co.uk> wrote in message
news:7i7igs$lic9@chuka.playstation.co.uk...
> Well Loz, your problem this time is that I didn't explain the colouring of
> text fully. I suppose I should have said this explicitly, but it skipped
my
> mind at the time. The ~cRGB only affects the colour of the text in the
rest
> of the text after it is inserted. So:
> FntPrint("~c090Hello World")   /* Would be in green */
> FntPrint("~c900This is Loz")   /* Would be in red */
> Sorry for this mix-up.
> I suggest it would be best to declare three integer variables named r, g
and
> b, then put ~crgb before any text, then in your check to see whether the
> chosen colour is RED, BLUE, PURPLE etc, set r, g and b to whatever will
make
> the text that colour.
> I hope this has made it clear, sorry for not making this obvious before.
>
> Thanks
> Rikki
>
> Loz Dyer <laurence@bleakhouse.swinternet.co.uk> wrote in message
> news:7i73pd$lic8@chuka.playstation.co.uk...
> > Ok, here's the deal :
> >
> > This code (main.c, attached to this email.) is supposed to change the
> colour
> > of the timer when you press R1 or L1. And it does nothing when you press
> > either of these buttons. Why? Please reply to this email if you can
help.

> >
> > Byee !!
> >
> > Loz
> >
> >
> >
>
>

--MESSAGE FILE 1066 END: ./1 SCEE/yaroze/beginners/000000805html.html

--MESSAGE FILE 1067 START: ./1 SCEE/yaroze/beginners/000000806html.html
Path: chuka.playstation.co.uk!news
From: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: --- Help me again pleez ---
Date: Sun, 23 May 1999 08:42:36 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <7i8bjb$lic11@chuka.playstation.co.uk>
Reply-To: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
NNTP-Posting-Host: modem4294967268.death.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Right, the colour part of my timer program is working... But not very well.
When you press R1 or L1 it flickers for ages and never goes white or red -
it is usually purple, but sometimes green or blue. ????

Pleez help.

Loz

--MESSAGE FILE 1067 END: ./1 SCEE/yaroze/beginners/000000806html.html

--MESSAGE FILE 1068 START: ./1 SCEE/yaroze/beginners/000000807html.html
Path: chuka.playstation.co.uk!news
From: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: --- yaroze 2 ---
Date: Sun, 23 May 1999 08:44:46 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <7i8bnb$lic12@chuka.playstation.co.uk>
Reply-To: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
NNTP-Posting-Host: modem4294967268.death.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Will there be a net yaroze 2 to go with the ngps hardware ????

--MESSAGE FILE 1068 END: ./1 SCEE/yaroze/beginners/000000807html.html

--MESSAGE FILE 1069 START: ./1 SCEE/yaroze/beginners/000000808html.html
Path: chuka.playstation.co.uk!news
From: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: --- How ? ---
Date: Sun, 23 May 1999 09:17:59 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <7i8dll$lic13@chuka.playstation.co.uk>
Reply-To: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
NNTP-Posting-Host: modem4294967267.mythology.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

how...

Do I include my own .h files with some code? When i type #include "filename.h" (replacing filename with my own filename), I get an error (can't remember what it says), do i needed to add an extra command when linking or something ??

Pleez help.

Loz

--MESSAGE FILE 1069 END: ./1 SCEE/yaroze/beginners/000000808html.html

--MESSAGE FILE 1070 START: ./1 SCEE/yaroze/beginners/000000809html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@eidosnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: ---Help me pleez--- ETC ETC
Date: Sun, 23 May 1999 14:25:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 81
Message-ID: <7i8vjj$lic14@chuka.playstation.co.uk>
References: <7i8dll$lic13@chuka.playstation.co.uk>
NNTP-Posting-Host: pBAs13a01.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi Loz

Before you post anything else here, have a look at a version of your progam I've altered - I've mainly removed duplicated stuff (you don't really need to check the pad type and status so much) and tried to make things clearer by grouping related items together (eg joypad button checks).

Some stuff is rewritten in a slightly clearer way but in doing so I've not made it any more complicated than your original work.

I've used Rikki's way of altering the text colour - which now works - it's all pretty clear in the attached source.

It's worth trying to limit the number of seperate threads you start up - it makes it easier for people to reply to your question. If you're gonna include a file attachment - zip it up. If you don't have WinZip - email me and I'll send you the code directly.

To include a header file you also have to specify you want to include it in your makefile - the yellow user guide has some info.

Good luck in your future projects

Cheers
Derek

```
begin 666 main.zip
M4$L#!!0````(`.-NMR91DDG&%P@``$0<```&````;6%I;BYCO5EM;]LX$OY>
MH/^!E\,V4J(VDIMTS^>D@!V[6N,<.Y"5= _=H) M.B96D7P2G5POV_WM-T.]
MD92<9 ^+8XI:YLP\,QS.#$?TT0&.UZ]>OQK'RV@;4C+G01P&:4@F;)$&Z3>D
M":8C?/HK*]CV(K;89._6>SA[5*%<!B$Y3^(,0'BFB89TQ6)*+OO#R79#JF$X
MIZ=.QU09PN0A5AB.-8:(KKC"<*(QI.QVS66&]RJ#I]N@:?!T$SYH=-V"'S6Z
M;H!F(+@H55?@: PTHDL9X&_:"AU2#Z3K/NQH=%NCO]?H76T!.K[N0!U?L]_3
M\1TT0&%A<<U!['_;MD)-MERFKE::=%9&:DX_5HA!'$3)[986Q!.%&&Z#*%LO
M?RV(/ZHQ[ 9W]+D@GOF3T50RWG!,\7ET1!:,DXC&MWQ-DA5)TI"F++XE/%A$
MM :8GT\_2_+$>-^QS1S@@86Y;+9,*8T5F9\4F<YQ*;.F(MK:A$;GL^E0$CH1
M,B@4)^]08I7"@C,"FQ&0C"Z3.)17ZGHC=:5R& TF5R/%(CD&O)&D%HER@'[^
M:>S+HH8275?>Y42B&L>FND6?MO&2LR0FEVG"$_YM0[5]ND]8""MB' I29N W
MLR?;`JL?`Y4%$<M@[7Q-R08X29; <\#%!'B"ITE$%MO5BJ89608Q65"2T@`<
MQ&*.$A F,60I#0TQD:2\T ,*4LJW:9P1A[ 5\B)@SFP1&^?BA%= /JQ!Q]"!
MT"B,KOL@@L"&G<,)7#P^HP)A.LMJ114\5'7>BK\+/D/,!\"C]S0%%W ."4&"
M%/R4TBPKH;>;$%@P8YI.UET@*MYA4=8D)-D;2AY&R2*(R'60LCQWU V.`LXB
M2K9?E^L@)0>+Q9?.C;*N=1*%6;6+8&>@XE\$$/)E)+6$SQW0\U611YRLH"N$
M<J8T,9,G:[1RQLUFOGA(N&)K.<!FO5S(HE_]O@NB/+C-0/P+5%11A0100Y0@
M6RV/>\4LB.2F5C% GI$S<-8VYK#?JR0E3@9U+$DV%B8`T(IJ\;!FR[4(BI!E
MFRCX5N0'QET`KKRG[U2U80(9?4;L-LVH=B4XSAPKS\(TN85ZA&C_VC(.,4Q4
M.&'B+KP<4EX%;J)8!NS\D8R3)Q'BU/A1`NY#(I3!#$C6'8NW''*A4%?7S+Q.
MPHICB).<235SO4E0S#FV+7)?/#MV51O ?YPM(;H18)VD[#\0IO 5.!F&HT@_
MSNYHJL)N@BUD#(*UAH\@8Z)QBE_G?M_SX<"[FH^&*@[L'-OEQ7J5CFWSM3!%
M/AE4) ]0NA9Q\X\!?O00XGPVF5UY\#'UO=F$7/>]<7\P&<V?SB21D^=)2)_.
MI#GEURRDR05P&A>SX>CK97^B5K6,\HS<(Q.Y$W@ES<VP\KMIL%D;> I;>*Q:
MD&"?YN[EU6]N-IU-QU-_Y%FV99L]67!(5T,(^@$$O&$C6<C*/!AR!CNS>^RT
MTV.'AZ)T5&9AXK.;=T5W<)9W$;TF0Y+>`K5(=78C<7P7*0/V9SM+13GD;2K.
M0;14=F/]!%D--</X"Z:B9K/\#,EJ**<>]!)G9WDK9RJ<CZI!A6!^#('0F^(U
MP,3U7,RN1\0?_>P3?168.6_?]EZ"A>VZ25H1#@]?A( -?0O"^N4VB);?;$4`
M&^0I>1=VXGGYFL!#(H4;N'(Q> E<81[@74V?0;1UQ-;Q$J70&#^BROX$4BK?
MY;PTZ/@>N@@8M;919?O^YU@U$5;M%H)D+ZS1VU_='NW[2W1W--VZZD&A6F^N
M&ZKU\9+M>$ZY*.>]AC=:9^MB[XWF(Q^V>$+\&>D20W3WIL+<:KP\J6RMG!^?
M8CY)@M#H?K"MSLD'LWED*;RS#8T-3#D+<]^J2[QMG3@=4UU%_25O<MS,I;PO
MVAA1Y=7Z?Q[1()UQ4?O?0*D&F1NSX99F=N=SY1/XZ_/,^P>97?G$'U_(69CO
M69Z#D(1BK^IT'<JHHLG1*EMYJ@O:0:>GVL%61L%PAB>[^:CM"38]C5)9-PKJ
M?-V&[=Q#7 QBHKX/MJD?"47;U-0H1'8#YX]B::*?/R*3\<78)_O>OD7V7?BO
M#^^[^X-]Z#D@@^88DH.1_QGSV!:T+FD?S4W3Z>!"CWPD>%.2IPI:*29/B5U-
M=G>TIAJ26R&Y-9);(;DO0I*'`!A4J(,:=5"A#IY%U;T@!5'A\K;PQD/*@[9)
M1'23C+%0-M.GQ,EMT0<D[R5T--S8^WWY0XA_]IY%/&@NH;%LR[.V+6N"_!#^
MO8:QRKAKSUM]IHKA/\_H_\%DM* -2E@G$O3_;1[Y)58,1"/,7EM@Z"5M=Y(U
M]?R,N2M*WR\Q_CUM.8VREC:X'$WT&:(7I;4-_VE/=+M=S/4]4QR P_'\<M+_
M)QE/A^/K\?"J/R&>.R@JT',NM6UP:*[;:UN8IM8MU&KC:3E0`?_VQ.I<LZV[
MT[2(2K'WG#EHNH =_)%P^A1ML[7QUFGW\C -'N;?XJ5AMP%>[R:YV?PAV%1O
M:#M8DI2+<[QX@WOJ'(<W/K %#GR9*3>YN-60[K_J'<DYM/X,ISP*;Z7YFZ>3
MQ\WK5]^K^R;UNA*.?FA%X#NLQ7BS6'RQ;RR"GPY80834[CM($,ZOWL2]&$[=
MJ#+J=6/-;AP8I<"A8YH?/QZK<MH]8BWXNRSYWB2_D0-23T#7B;]?2%CZQ:'<
M'3S]EOG8W"<4,,I55<SE[P-@3'M9:(J4OQK\`9'RMP2SU;)RE!:JW;BX$87G
M-[L%<;0(BDO4IU66H]@@I_7\S$?+6U6CX1*CP+)%&GPOFH'_`E!+`0(4`!0`
M```(`.-NMR91DDG&%P@``$0<```&``````````$`( "V@0````!M86EN+F-0
52P4&``````$``0`T````.P@`````
`
end

--MESSAGE FILE 1070 END: ./1 SCEE/yaroze/beginners/000000809html.html
```

--MESSAGE FILE 1071 START: ./1 SCEE/yaroze/beginners/000000810html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.beginners
Subject: Re: ---Help me pleez--- ETC ETC
Date: Sun, 23 May 1999 14:12:04 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <374a0c06.238731828@news.playstation.co.uk>
References: <7i8dll$lic13@chuka.playstation.co.uk>
<7i8vjj$lic14@chuka.playstation.co.uk>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Derek (rather, more for Loz than Derek),

I would make a couple of further enhancements on this.

For one thing, you can just say R=(++R) %10 and eliminate an if
statement (when increasing the R, B and G).

Further, instead of calling padState(0), I would assign it to a
variable and compare that variable over and over.

Calling functions cost a sliver of time, and it could be eliminated.

Steven

On Sun, 23 May 1999 14:25:06 +0100, "Derek da Silva"
<dasi@eidosnet.co.uk> wrote:

--MESSAGE FILE 1071 END: ./1 SCEE/yaroze/beginners/000000810html.html

--MESSAGE FILE 1072 START: ./1 SCEE/yaroze/beginners/000000811html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@eidosnet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: ---Help me pleez--- ETC ETC
Date: Sun, 23 May 1999 18:02:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <7i9ccn$lic16@chuka.playstation.co.uk>
References: <7i8dll$lic13@chuka.playstation.co.uk>
<7i8vjj$lic14@chuka.playstation.co.uk>
<374a0c06.238731828@news.playstation.co.uk>
NNTP-Posting-Host: p79s01a01.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi Steven

Steven Osman wrote in message
>For one thing, you can just say R=(++R) %10 and eliminate an if
>statement (when increasing the R, B and G).
>Steven

Yup. It wasn't my intention to rewrite the whole thing. Loz was already using an if statement to control a colour variable in his original, so I stuck with the way he was already doing it to get his colour problem sorted - no point in intoducing unfamiliar stuff (forgive me if I'm making inaccurate assumptions here, Loz ;-)).

No doubt Loz is already making your suggested optimizations :-)

Cheers
Derek

--MESSAGE FILE 1072 END: ./1 SCEE/yaroze/beginners/000000811html.html

--MESSAGE FILE 1073 START: ./1 SCEE/yaroze/beginners/000000812html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.beginners
Subject: Re: --- How ? ---
Date: 24 May 1999 06:21:17 GMT
Organization: SCEE
Lines: 29
Message-ID: <7iar4t$sfd1@chuka.playstation.co.uk>
References: <7i8dll$lic13@chuka.playstation.co.uk>
NNTP-Posting-Host: Dial-6-182.funtv.com
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.9 (Released Version) (x86 32bit)

Hi Loz,

I strongly suggest you read a good C programming book before
jumping into some game code. After a good month or two of that
try out some of the tutorials located on the members website.
Learn C first then how to code games. Also try not to post source
code on the newsgroup...just drop it to your ftp directory so people
can look at it there. That would be the easiest way.

George

In article <7i8dll$lic13@chuka.playstation.co.uk>,
laurence@bleakhouse.swinternet.co.uk says...
>
>how...
>
>Do I include my own .h files with some code? When i type #include
>"filename.h" (replacing filename with my own filename), I get an error
>(can't remember what it says), do i needed to add an extra command when
>linking or something ??
>
>Pleez help.
>
>Loz
>
>

--MESSAGE FILE 1073 END: ./1 SCEE/yaroze/beginners/000000812html.html

--MESSAGE FILE 1074 START: ./1 SCEE/yaroze/beginners/000000813html.html
Path: chuka.playstation.co.uk!news

From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: transparency question
Date: Mon, 24 May 1999 09:28:20 +0100
Organization: Sony Computer Entertainment Europe
Lines: 20
Message-ID: <37490DA4.FA7A4042@scee.sony.co.uk>
References: <7i3kv1$1186@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.51 [en] (Win95; I)
X-Accept-Language: en

Derek da Silva wrote:
>
> I want to fade an opaque foreground sprite into invisibility against it's
> background (and back again) - kinda like the onscreen icons in Zelda64. In
> terms of transparency rate, sprite brifghtness values, etc - how is this
> effect achieved?

The way I've seen it done is to have a grey mask in addition to your sprite. The mask is the same
dimensions as your sprite, but all the non-transparent pixels are grey. Then you draw two sprites
with semi-trans - Say you have a 'fade value' "f" between 0 (invisible) and 128 (visible), then you
draw the mask with semitrans 100%-100% at brightness value f, then the sprite at the same position
with brightness value f, but the semitrans mode is 100%+100%.

James

--
== James_Russell@scee.sony.co.uk   ph: +44 (171) 447-1626 - fax: 390 4324
== Tools and Middleware Licensing Manager - Sony Computer Entertainment Europe

How do you make Windows faster? Throw it harder.
--MESSAGE FILE 1074 END: ./1 SCEE/yaroze/beginners/000000813html.html

--MESSAGE FILE 1075 START: ./1 SCEE/yaroze/beginners/000000814html.html
Path: chuka.playstation.co.uk!news
From: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: One more question.... Eeeeek.....
Date: Mon, 24 May 1999 15:19:44 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <7ibn8k$sfd7@chuka.playstation.co.uk>
Reply-To: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
NNTP-Posting-Host: modem4294967185.environment.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Sorry i'm so pathetic and have to keep coming here. Thank you, Derek, for
helping me with my timer program.

The timer program now changes colour, pause/unpauses, stops when you hit a
side, and so forth. My mentour, Jon Cousins has seen it and he wants me to
make a program where the timer bounces around the screen on it's own, like a

snooker ball. I'm not sure where to start, can someone point me in the right direction??

I've attached the timer program. Type "auto.txt" in siocons to run it. The source is main.c

Byee!

Loz

--MESSAGE FILE 1075 END: ./1 SCEE/yaroze/beginners/000000814html.html

--MESSAGE FILE 1076 START: ./1 SCEE/yaroze/beginners/000000815html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.beginners
Subject: Re: One more question.... Eeeeek.....
Date: Mon, 24 May 1999 15:11:26 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 47
Message-ID: <37496af4.328569978@news.playstation.co.uk>
References: <7ibn8k$sfd7@chuka.playstation.co.uk>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Loz,

When you think about it, it is rather simple.

Why does a snooker ball behave the way it does? It does so because it has a certain "speed". Lets say, every second it edges two centimeters to the right, and one centimeter in to the table. What happens when it hits the right wall? It now "bounces" back and moves 2 centimeters per second to the left, and still moving one centimeter per second into the table. (until it hits the far end, in which case, it starts moving "out" of the table, back to you).

Basically, that is what you will need to do with your timer. Pick a "speed" at which you want your timer to travel. Perhaps one point down and one point to the right each time you draw the screen. All you have to do is increment the X and Y coordinates once each loop. Finally, when it hits the edge of the screen, you need to move in the opposite direction to that.

I say you give it a shot and try to write it instead of someone else writing it for you! After all, how will you solve a complex problem in a fighting game when you are a professional developer, if you can't try and solve a smaller problem today!

Steven

On Mon, 24 May 1999 15:19:44 +0100, "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk> wrote:

>Sorry i'm so pathetic and have to keep coming here. Thank you, Derek, for >helping me with my timer program.
>
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>side, and so forth. My mentour, Jon Cousins has seen it and he wants me to
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>direction??
>
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>source is main.c
>
>Byee!
>
>Loz
>
>

--MESSAGE FILE 1076 END: ./1 SCEE/yaroze/beginners/000000815html.html

--MESSAGE FILE 1077 START: ./1 SCEE/yaroze/beginners/000000816html.html
Path: chuka.playstation.co.uk!news
From: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Sorry Everyone.
Date: Mon, 24 May 1999 16:36:04 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <7ibrno$sfd10@chuka.playstation.co.uk>
Reply-To: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
NNTP-Posting-Host: modem4294967251.advice.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

i've had an email from "pal" saying i've been abusing the newsgroup. I'm
very sorry, i just want to make lots of progress quicik, but i realise it's
better to puzzle it out myself.

Loz

--MESSAGE FILE 1077 END: ./1 SCEE/yaroze/beginners/000000816html.html

--MESSAGE FILE 1078 START: ./1 SCEE/yaroze/beginners/000000817html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scee.yaroze.beginners
Subject: Re: Sorry Everyone.
Date: Mon, 24 May 1999 10:05:46 -0700
Organization: SCEA News Server
Lines: 21
Message-ID: <7ic184$2j1@scea>
References: <7ibrno$sfd10@chuka.playstation.co.uk>
NNTP-Posting-Host: rippy.Stanford.EDU
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Loz Dyer <laurence@bleakhouse.swinternet.co.uk> wrote in message
news:7ibrno$sfd10@chuka.playstation.co.uk...
> i've had an email from "pal" saying i've been abusing the newsgroup. I'm
> very sorry, i just want to make lots of progress quicik, but i realise
it's

> better to puzzle it out myself.
>
> Loz

I wouldn't call it abuse. If you're going to be posting a lot, you might want to contain it within a thread or two, in order to take up less space visually in peoples' newsreaders (and so "pal" can ignore/killfile it), but it's not like the Yaroze news servers are running at anything near maximum capacity.

Of course, it's rude of me to volunteer other peoples' newsgroups. So I'll volunteer the howling desert that is scea.yaroze.beginners instead.

mike

--MESSAGE FILE 1078 END: ./1 SCEE/yaroze/beginners/000000817html.html

--MESSAGE FILE 1079 START: ./1 SCEE/yaroze/beginners/000000818html.html
Path: chuka.playstation.co.uk!news
From: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: My Sprite Viewer Doesn't Work
Date: Tue, 25 May 1999 17:57:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 426
Message-ID: <7iekt2$sfd26@chuka.playstation.co.uk>
Reply-To: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
NNTP-Posting-Host: modem4294967210.fashion.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

The .zip file attached is a sprite viewer i've been working on.

the code is in main.c and the sprite is in ball.tim. The siocons batch file is in auto.txt

When i run it the sprite doesn't appear.

Does anyone know why???

Loz

begin 666 sprite.zip
M4$L#! H``````)R-628AWX.K"@````H````+````4TE/0T].4RY(25-A=71O
M+G1X= T*4$L#!!0````(`#B-628A>#-0(@(``.0+```(````0D%,3"Y424WM
MUJ^OFU 4!_ #-VFR!+$$PRV"*A2"<C-1Q3] X5] T(O!H9I0+JH*AT+QKZ"J
M*I8@FJJB4'55J*Y[3??>MOZ MZ79EAT"ZOL)-^%R[OD(`!].M\"?'E!SP'$`
M"4B@@P4>1 ,82 -]8 V\022 (FZ8 F>$(D@2J(N6J(G1ABPA'5L80]'"BB2
MHBN6XBE1":54ZJ55>F6T@I6TTE?6REM%:UA+:WUMK;UU5$$E57IE55X5;6$K
M;?6MM?6VT0YVTD[?63MO%R5<@I-Q,DUFR6+)+?%RO)PN9\M%RJ4X':?3=)8N
M,B[#V3B;9K-LD7,YSL?Y-)_EBX(K<#$NIL6L6+B\.W0-UW:I&U.>#JE!;4II
M'/#!,# ".Z!!'/+A,#1".Z1A/.?GP[DQM^=T'C.>#9G!;$99/$(C>41&SL@?
M,16ILDI41_55IB%-UHCF:+[&""(R(<0A/F$3-)$G9.),_ DSD2F;Q'1,WV0U
MJN6:U$[MUZQ!C=R0QFG\ANW17MZ3O;/W]^R #O*!')R#?V M:N66M$[KM^R(
MCO*1')VC?V2G[_5;K\]?-\2I,!BP^6OJTZ4>1S?GM'*I#NI-^E7UR]\WU_,O
MIB^X3FZLZ!OYR=S/OYA?%8_!#Z0+^(YT`V]);]$5O)+>HCNXD#]2] %G\E]T
MJV>)?V4G/N6O?4KW>4=/?$???<IIL.E_1CUXS;7\77(#W%Q9WQF@PYS1;RXY
MU_W9YPM02P,$% ````@`BHU9)E6H".(9.P``;%4```0```!-04E.[;QW6)-)
M%_!]IR<D0$@@= @=%0$!.RH(]H: 71<I05#:`A965[&L99===5=77?O:%<7>

```
M"RHH(&*A*2"]AI#>ZS=W0KSC/ON\SW==[[_OO5<V\YMRYLR9,V=F$F(""@OI
MGT (6@G>QD $%!E%1D-4`%1#$1]+S0=@>%&I^5J,3@W]XPG;3<WWSV5MR-63
MH2X?C\@P/DSP\D^*SXT'[WP\7(>:'X4":>]_R(/KY1@JAA&I^? K'\[W_;8>
MA ;U$G)RX&0QJ ._/*'_?/+!:ZO]4.>?W1ZYF[L==ZEV#'?X[*APEC/GN!8X
M_FH_D3'3+LQYDU.<RQ7G[^R_,&;27,Q'DA<1$XC-A#;22:JM_5[/W_T+0LS'
M;!Q9XA?JD6S'L-B S\2M,K.U=?3^$$ ,9/N$VA=1WF ^J[K%2F&XF"QNX+<-
MG.FI:I_='<VY()V"64):3/BLFRA%\5.X3H(O<B5ZJ'FG39F+QOOMT%"?`B;#
M?BWME/E-D@]A#RX*9XM-06MU";KUNC,Z=]16#(= IOQET67A0YE+B,?0,$,)
M]RG[K3E..H^X(8KAQ!'\X"/!<4&N`1>'LKSN,L<[Q3E\<=KH?F[HDI'DB9JP
M&9-\QUCX^3I=)LU2[.7X=%FWX5H^M1WK*>!D\W<*$P7WN<S^[)ZH]CU?Z U_
MUH^HJZWMJ+O=\*1M1&\LMT9,5A0IW10UHF#.M:[&ULZFHPT1#18-6QOLFHH:
M)S5>:DIHQK;>;3O:[M:^L'5LRP_-IUN.=>;WUXAW0B[D3JN9-FNMZRWSB;M0
ML6J<(E;NJC!7=^MVHR*APQJ,8KEP\<"IWI!.?&MH8U5MWWM=951%>[GNS:WW
MW343ZV/JO*L)[U/?1KTY_V;@W8M:?%-%6T;7VYYQ?1_ZHMA4SF0>2G1'RE8\
M4&4IXV2[1.X\*@?;'\P)Y(>)<B0%TFA%L*I!U0W^>ZP>J1FM;E..58=K[Z)?
M$KK,SUCO=<AQQ7CF>.=YK7,+<CYH%TQG6^ H9?A*]"7H#XB&=D,1-6/D'X11
MG M=%UJPC6[U5VIU=>S/?S;N:!IH'-&XHG%!H\67N<T=K0<Z/["_%YW3>!,=
MK?>Y)ON.\+\>P/=+\ZEU&6/39QY&2,3<UPDUUIJ%VN4Z=VBMKDCW2K-$M4-&
M%F5SHKL<FW2U=M7//IWM")!:F N\+HR_.O/0O,DS+TQX._P7IT#+SX2#A%+*
M%8:]VSA?&[\%?F^\]SLY6T7@N:J_Q<,'"CM__S2RLN/EN!>+2Q=]6/_%I<]6
M0M#P@>^\D5N+UHDHDJ>R>HT%ADG^0)_OB'7.8*9ZW/!0>7[TY+FO=579H/#[
M-.-EDR3^$K3D-_E,S7X4%>N#JX2V:F_HCJ-L\70BB1Q%[J'X4ORM!NPVNBF&
M[ NVGM 0ECRQ(X3J!WG>=LBD^5NHR'32&^+?. )V.-H57:T=+C\PD-<I:IQ;
M?:;2MAQ5Z?YA?NVHII]:[;L'V '<V3P53\2/$K@)14)GZ6W%9.T[5"^VB$0B
M'R458GY3KY.^$4WB*GM_[[CQA5:_\7WZFY"RZ:_#7_U8YOK.Y\L.WF9,%B/(
M^W+(BTG,R.!P^:CL(=N<MS#&TRF,6&<_'W0`9T1:0*FWT,Z<\$;LT#VC^43]
M@7=KRQN?GWJ(OO_7W?@[]0_>/:DH?ED25M9?/N'M=V^O5/16*6H/-O[68<&^
M/+!&-%VR@/>D]U#'N=9)K7=;1[19MZ/:5[9_;%4U)WY):''OV-WUHF=Q'Z-W
M0T=JXYR:O=7S:Z6?5C5;=6T=>"KY1:/"]5!.671:;J--MK%F-%O1*=&XA9HQ
M,H&@H>]VU_!N4N\V3A5O!S>G+Z-M<?VABKSB??>?7AMU\?>+[R]?*7IU!W.O
M[=[\!\WW'MPZ>HU_>=Y%<N&CFR_NB1Y&/N.\3*\\6U_<%M-[D./(&\)KX_CV
M9W?1FK&-_LVO6@]V-G9U=Q-ZHCJ6M^?W?&#/[WS?>*7F\-L5Y3&OPTL^E]:_
M?5#7UTX56^(NT#,=CSM/L+]LL1QZ(#S1>Z\MMZFOX5+G/9&O[C7N.J96M8Q_
MO;OCRV\U_#<QQ6UW*#?JKCE=(IVT//+G\6>7_)]-J*OORA:D*82:K9@0,HV<
M2HFS?&?!M]Q 'TI?;Q5#WT#)PDF@:]H_9*\']G<Y?JIZUU%&+8TK_>E-3'5=
MG6_-F8^K/_C7IK2M&-@F$,N\45T6#+L>K]DCE@=F!-B$3!P_8P8J.CAJUO3
M".;X"<&7`VS\S+Q+AEX*]@FY-4XU>6MDY*S&Z))%"^/[$OJ6CI_O-_WBY+%A
M=A.N3%X_]=7T);,:IGI%?)A4//*4SVE&--$)98>28K>3MEFNL\FT;7<J=3-S
M3W:^;_.)MI;VEC;?_KP3RZ'8SM)NHM,CSQ/#;HW CM*._FFDU_ 7OKV>:6[M
MSN.=-KB><I_GN=PSW*O-*\'[A;LU$^T<Y;#>,=1QOZT;;1*UG/;<GN*YVB?1
M_6>W/K=A[FC/)H\E;EY>[3X*GR=#K@W/#^CW9_J-\G,>-L/;V4UB.X'BC(_4
MN4HC1$.X=_H$;,D`17X%;V6=ZHKW.N&!\CAEN]0L2*?EA77@6IZTG.BUD!\A
M9MO>]0T:VS_E?>S+E9=67ET^83%CWN&IHG!!6&1$[_3A<Y;-G1+E&\V9)0T?
M-[9V1$Y VH@E(Z(#M@[?/VR?5Y!KC[V7U5ZS0_@?<?,([F1+ZDGZ&!LI[09E
M/D%+_$ ^21Y%6H MUZZ43Q?,[Z-USF^E-[S]P"TK>[;KWJ$;OUW57 DL"KA'
M+^VJ/S!P'3?:=?[H^+D'XG:GW$A-3B#&7IOD[UUN<5$MY)L/< :X`K[47G9*
M8-_;UL1Y?[ 4]:3XSNEK*>>;CU_X(W</<?O 5I?M-K\-/^E]JZ4TN^YL"Z\E
MJ\'JX\37U8]_OWWUZJ5+U$L_7"9?O7Z==R_HN??;$4T;^VD2H4*M>",>VN_2
M1OR458VOG?P9TY+4U=Q_6+A!MD95#)5A/V#S4"SU>6DU[QP[H/?G[OSN!O9Z
MX2%5-SZ;9NNTQW/-,)%_A?^H8;X>*&MSW<G.JM=>-UZ<??BWZ^6:N\-+/E<M
MKY[U/ND5]&#\%<SIMF.'CK/./KYQHS2U<0U_-P9K,]]KWVB/F8Q%:4LGQ*9,
M30Q9Z,ZGJTAU^%9,,R8"^QSR5XX3)K*;NA;TY+-'<A_P[015@A_YO_=O:=_>
M>.T3\<OU;@_!(944*S%?8+W>[J)=(1U+#M19B [V1K1,JO>O:?UP\/VN]Y95
M)\K%)<W%&Y_YO @MOU*SH'.?5&DVUFWFV,(H.6OA.OIFXW]C-BK2X[_KFK<A
M(G;L_J _`T.#6D)^#GGAG^U.HWOB+-6!"BNEM=I5B16/&QC.5G&FR^C$-8X5
MP_\<MVS\V%'3`O8,*?&(<_%GE)MK,%::(Y*'_".\/-%T=3UA+(W@P'99Z.'B
M4S;DGJ_40^-TT"['YIG=:I?][AT^/PY?&IPQ5CQAZ\34"5M#Z>/[QF!#+OA)
M/7]FXEU(S'W>N_SOAUP:61YPWKV4.E0W47)'W"J7:(E8'.XME*Z\PHULWUGO
M^S[S?6K-FT^G&IP:1]<U?72K7/K\W!U*D?)Z]</*5_UO"]^5OY_VMJ="5Q91
M-K8BXZ-/H[R+*:K12LG;').&C1^]?I+7A)?![X?==N^PGV*9C8X0C>]V:ZJI
M#GXSI61[\<B7ARNJJN=\">N3<';T;V#O['W5I6I?UCRM+K6&5OVXNJWNZ2?G
MZK>5V%=3GJ4\RRO)?K7I#?WCXIJ#=9;U#ZN'U?W8@.OZ615LWS*N8MFYG#$;
MO7(YK%M+_&>M&G_3;[57H7?6\.MC^>-;QHP,_.1ZR;Q)<TQHS1[)YG5%=[#:
M-S4OK(YYY?[$Z<%/+U?47NBVD :HY\BN]?>U-S9LJKM3<Z3Z4FUA'?/CI+)G
```

```
MCQDW<BX%7K*\?O=!Q[,U+W*?GWP(7?]RT>%"SZ7'M_\L=JAZ]&EYT^'&96TV
M;)DRC?#,W,?6Q^F=RPK/7YA^5B<(QR"4*EWS47-0OERV4,+G=?5F=IRKBZW:
M\79TU;%JJ#FJI:BQ_)-7S9SW916+2U8_KW@>^'I&^=1R;,665\&/H1N^?V_^
M_<UNS,[*G98%K-^Q?T8=_O5(S6'FB:H+UV\O>V%7^?B]WT?YA\=UEHUSF\]W
M2_B?9/N5&OE"R26>!?OW_A#N"4YVKZ#MA\_)-1O>99;;O%[W^H^*+6^G5MYY
M=?]9T3W_(L^BG+L7GWUY>;Y\U,?4AKT]U\2'L [V5+\Y8S+&CPV9YQ2.FM;S
M[..>DF4/M]^AWYI^@W:I]*]G!:X[WFV;^,OL8U'7=KSZJVVSZK%5C=M.[[.>
M[QTA_&5VY\?(YR>?X"L_M)(T#78V`4-"-G@2J7+I_O:MG\W>ORPY^L#_XL/?
M"W<5[ESVJ*/92?>9<6TX.O+L\@36XL73H_.F7AIG[9?#V((J5CW33#/;9KO=
M=X'?OF#OR9]GWXTY&E>U@#J?.T4PLMVORGN]?8LYFAQIIQJV<-2JR2WSERT_
MF;Y[/93W)N]4>M&"S9-V#SWL.)[R'>J&;#+O(3^5AV5?Y:EDVW6-1#^K$B<7
MK]O#G@[K]]8R/9Q&.FB=OG=%N?[F,MIE*=/9K=%SVM!S?N[#'_F=&XH=9N_[
MV&VF_1LKEMD+W0)9B\A5>%VT3G4#%V0>1;-R2O'R'OIQS.F)3A/,)OPU2NA_
M+F"X?_80U9!KPPX,@_R^"P@-L!MV=-BK86Q?])#Q7F'.,VS_IEF9GR29FSF:
M"<R&4QHMFJV\;5<X/7:^[J1P*&:LMN#A[-7.@IR>N^TKVR;UN NJU>9DR!D?
MF#"Y9T%Z"BZ[./M%^H'$'Q=QY^Z?<7JJ2^3O81/'Y@7M';J/.<-&1WZ#;8+N
MZ<)1F]%YF#_1#:KI@@?=#BWC&\A-*1T-W,.J9IS:+)[29A:-4VFRY*_%?_+)
M'*N^@9ZS;%]1/?JP[1R_C4%/@]^&/ R<YW:.I!3']Z[M[.EQX#1SL+W??[GP
M_N=27O&GD@]5K8T.[#?B*N4BE5PZ2;B&H^R(_R1]<^;IYNM[STE/W3['O/U+
MF7OS"N$#J!]'Q7W65DIG\P^QEW:N_3*]9E&YP[/\>^S;/]^K?(HI_ZG&LG5+
MOT+*0ZLLFQV[W4][GG5=33^+=N!?;LFK?E&I?!/[;E'MW"_SNF3];:)C2H'V
M>RA>6R5WXO_:N>)30Z7GR^F/&N^<N;7S-O&^_]/XU[B/*<V'^G$R,V@/CDPX
MA+76;906]T]O^:[&\DW*RUM/I8]G/WM<*JS:\;F^8U?_*D&!I%9V6CY?_K=,
M)7K')?1,:[Y0WP3.F(M[)RE+J&^&[(O@+W/+'/M#VJ8_UF)3G&*?C!OO-* -
M[$RO.O9T[JUI5VZ<IYSON;#S6L"]42\5'UI:]K,7\E"<4^T':GLK:DH[7GN_
M>]C@R+ZAFFH^R_%G;Z)_Q(B(`,H0M4NVE34Z4;2RKZG]9G/Q%WES1EMHSQW^
M-(VW12K3=T1L.';>@X4_+9P_OR02/Z98]\0G%'I6- 9Z6N3&/X4AY6-#L6$[
M0N)^ABA4J-3'&GIQ"+X_!T(O+C &TT$@;3>8#@%IA\'T*) &]7S<F&&0$U2Z
M]\LIB +G4Z&7>^'W%U0,A((B`FG02OVG`DP3V>XFLCU-9'O_BVS?;V2_V$N$
M,)YX*$(ODP32-H/I[R L45\G'Q5:3&06&G5VLPN#\H$N<'X9T?TL&.,N!O1R
MEQL3E/F"5V 8A#H.4=S&K-37R0!R*D$]"(4.-<AR_T96V+_(0D%8S_^C+/2W
MLO[9'OT_V@=!:$^82TS2KT#:85!6!4B;RH7?JXC,4_#[._#.'"Q[#\K<!],?
M03I_4%8-T?V4,5UKDJX#:6H^!LA,/ "/?_+@V#_I^\" ?K_-;X#'2C6T;3))
M-P_JU KFQ:VW& -\<"_P03"7K9@PZ(G/X98G/DG,9T4KF4^++J"P%-@W%S.+
MBY:#5R%@V+Y4Z%11& KKR8=PGE@([_EN.VPG8+.O\PA!&W9!%#Y$\(P"[:*8
M+_1^B(8B?#'02FLXW3;H(\8RV+_R[;!@7A/T/F('O?1QHR8`O\5X0E!$X?^J
M%P;>HY@EACJ^^5 Q$P?J)$%8?5O#.D!!"9ZPWSP"?8.\(CAO\:!<#/ F^#T$
M9=!K^3_:``8V,-3MQ42,`?E^\WZ"**!]42QX18$U$CO8QHVY$H(<@8[4".@P
M6,^PSK'_0W\WIL%V?^P!]0/_=WTJB!?%Q!W 5\.@$=O@-A 4<PKN"X+^$AK>
MI^\TK-7_OWW#,J"?X+G\W_W_O,<PKO;!>?0[">E]`_8IX#][@?_H?2J%^<0'
M+M?IB,#_2*'YQ"&_PHR&2%9Z^:U,%.R/?+R;YR9H4B$UGQAZG4C4UR%#D+X.
MG%=,)'K![3N)0[Q UE4L1/0:1B2AU#JFWI],^UCYSSYZF2AC61929N/&9Z)@
M_S:6[1LL&PGY&MJ%G<+ ^5&#^1YA))1I/0.C0D\1?0N-8R!"[H44R*.0"GD6
M6D->(,9X%SI!/H5A4&!A)#2B<#H45#@;"BZ,@D(*8Z&1A8NA487+H=&%*="X
MPC1H?*$;$[8'#L@\5U </AAK$=D%0'8!D%T`9!<`V05 =@&070!D%P#9!4!V
M`9!=`&07`-D%0'8!D%T`9!=4D5%Z>><AK/Z]8I!-[%\`,SQOT#^>7K!?68/]
M"@/J^M6[A9#D3+ '7"_"@3E7S0>^D!\&_!U"@SI[0;Y^[NT@P]S##];:WSK#
M^C%=2+M"C[0Y87O&P<VUTU,PI-^O?;AB&-_GH]MG^[]I#\F;L#SM*U6B8IW,
M6GI!U"A4"JR$%L+[@I>\CP-QW+W\F:*ETC3Y<ODZZ4WA;"ZA?Z"//M I.JI>
MBV^UU#'03J=<=KF6,#>[HSV*/,3N`6YDUY=.H0ZN=@X,BO6OM-NT)[1QU@]M
M,YWLW1B>MMYDGQ^]?W!_[#3#9HLY'1>INB>8R.9T6K<,--A_SJ][4Q=:/Q7\
M?V<=ICZ]84%3Q.?,&G35N;)GI5=?+2EWKWI9%]5RH6<[OT,^H'N"FT',)H[%
MET-YJG;I$&$\[R<>) Y0'M.2H-F0""I$-4(%V@?J[>JKJA[E!F6I0B<?)N=(
M[XEM16_X[[A_#DCZV]F]?=^Q*SF%0D=%O+).-D&JDGA)-"(B?W9?5>?&]O".
M=UWHGD<]);U.G*,#==Q.'I5[OC^"O8-=R49QWK-?=;WN*.@JZ"WE+!$6BA\+
MJ[GN?1-[K_=6].1WBSK972%]$[GCA&N4BW07,:'D$58Y] ;:&4N-Y5::I]T6
MVQ4V<;0B\GS<`E2'ME)[`+4=LP%5JKNM'J-\),^63Y&?E<P7WQ6'"E]RCW-U
M_#/B2IF92J-+1_=BAF(TN"UFA90(8B;*2A.E]M:N0&=@>['>Q!AS=^L0N_F,
MQ[0A5@*K:+H%[;/%;\3-V#0T';>>F$KZG?@+/@:_C5! ^M-L#Z7,HL]B@B7'
M@DLAD'-)7=A$2*J;C-J$R<.G$)>24LAGS>]:*JU";/N=2MS7^:;[EXVX'V0]
MXJ!OLM,HB[^TW_$#NHN;WWYJJEGV,?O#[(]!-67U#YJ4K=N[K-@9`ZR!%]P2
M_GQ1J40C5Z@?H.U)$RBMYMNI6VFC;!.<AKNBW'(\IGC>]UKKG>LN=MQF'6XF
MU[U7#)/X"Y[RAO,?"V\HN9AT@I79'+(K<1SFK48E;NH_U!'4]+EV_\>(:O]:
M]J?HEJ:NF>S1`V?Z)6PAIZ7O9:=-R[;&CY]IC4>:2EK*.]S[>KDG5.GX&90!
```

```
MJS]LYSIN99JYI3MNLR?;;K'>SJ ZF#O?<%GE+O=Z[CW,I]P]T"G=NI^\`3U:
MNT)5+PGC-7$H7!K_JO"(\*CHDF2N(E_]D^ZQIE0>(RD3! @W"WH&'O<U=&=U
M\7JV\6+X,3Q'P5#!?:&7=*'40GQ#:":8)Y@BPT 32-LMNQE$UU(/"]^=0^YY
M3')HLKYIGD>9;H&CC#/OIWZP.6OWVG' 3>Y=Y%7@/M7YB-U5NY/V>YPP3@<9
M0;1>JR<VWSM><Y;9+V%<8/#L> Y$Q_?V3$:^=;NUR/H'VQ?V$8[/G,X[_>V8
MZ%S$/.]6Y0(YD&Q/V,;;B^R_V,VW^]6QPN6VVR:OI3[N/GSO%B^&^X#S$*=.
M9V=7+Y?7#N6V:QA;[0(<_G \Y'S!^:*3U+G8U=\MR.V6DX[!HO.L\AB=#D-<
MI[JG,]U=G[IR7+(=NQCKJ,_)0\E*\N\45W,A90&EGG2<D(U?C5N"X^%/$-SQ
MXPD=Q+/D;@L7*R6-9G.3X6I_U#[.=IG-<>M=]#Q:A-5E2VN+910924QHPQ<2
M)I!.D+)(OY&BS7PH618UEO94M:4?E60EMXJSND_]P[+1_"WE;_)JLP=F3F25
MV4RS;%(KL9X829I!^DSX$R_$MF-68HK0VU#;H'A=KI:F3=>X:39HOM.\5DN5
M_?(\V2EIIA0G72#QD2Z4;9>_`FNJ47I6XB9V$7+XHP0E@BW"R^(%TD[Y2%6.
MFJ&I59]4C5,1U T:1^@.NA^73"HRZR6Y$":@2]48F9"?UO]3]ZLV]1=>P^%/
M&^HR:@_66%;7O[=Y=[*J^EU6]95/S<U6W6L&9$*)=(2"KDB6_2)=)O62+U-O
M1ON;+:+G.*YF7G([[[K-P9K>;]:-"=<>49R4- A&<$G]A+[O>P)[_NX1]X[L
M3QG0<J_P2GD[>:*!5>S\KO)FCT\9U9@/O[W7?=Q>7]K$;:?T+NK_R*T4Y(M?
M2WX4;Q:LX"[NI_0MZ\%T'^_^M:^-4\J_(!**MTE;97P91I8O.2WJ%[1Q7_97
M]<WNV\9VXH:*UBE8NN-8!2G/_*1E&?4*=0G5FGK1\HC%64H7^8IY@\5=BQ#S
M&V8'"-Y8''H>J@I20PFHL= 8[02U@VJ/\JUBNMQ:-EIJ+I/)"I3%6@[*#'>,
M\ LQE1A!FD-Y97F3OMFNWOZ:/<'6V1I-OV/UBBJRO&5>1'J$\\5JT"(LB2 C
M_D;R(?;C*K![L4/Q!X@+S7E6GC:;;;WL;1S..8YT+71W]MSJL8CIZ82VQ]L=
MLQUF.Y1QU*;(6DO#TL2T<?16JPJ+2913Y)=F%XB_X*9C1F-DN&*BI]DXTBKB
M-)+6/-DZS>Z#K89AQ0AD1-JI'*>X9+F6,2W=F5Y%GIO</%T379\Q+[M-<(]F
MKG2YXT"R/V +V<^S'VTG983:=-$)](^T#JM:*U\ZUF8>X[--L[47;;35:6J6
MQ3KS(/)OYH$6HRU&FX\F#R/=P7^/V04=U9%1*'0U!HLG$KU)C41'PF]8)OJ&
M9IB:I<I5=BO/JF-TN:B+*'?T'JA?<T 9(-LCWB?\6<04#Y.\ERP6QPC/\SH'
M3O=%=C=WQ+7]V-'55=>KZJOG7.-5"G!BH:A$]$!($>SD-7&IW$S.V@%WP1*I
MIRI--ULW7K<18D GH#3HKG*-V%GT3. @F"+HZ<_J^J7]=&M).ZOSQZZBCI'=
MW_6QV#O[,P9\N#6B/*58,UQW0[M2VZ?["ST+[XJ;BQM+/$,X@$O579&T#/S*
MN<[9WR\?&-OGV6;^97Q35].FALNUJ(\+Z]6MT$"6VAYW&6.%_@+]25QFTV-G
M0[>WW$HMMZ8Y<SQRW4:Y;'&.=SOJ>RQ0$(0?\2#@;[\"W[_<B8[OK'18/]4X
M>8XL6"%31BN2P7FB6DJ4/9*E*,Q5/:I@=;'"6OJ]2"C(X-T=.,6A#NP4_"I;
MK%ZM?B=-%Y1SV[EHGAOW&MN^)ZTGH?\[_C+)5CE5N4TS%R5&/4!]@-9J(4VP
M&J.F:"H@3^Q$[%GT+G0JMA&W"?\6VX"*T?HI+TJ&"WUYS0-YG$><15PGWF8^
M6_A*_%!B)Z5(E\E[Y)GR99)$<3!8KV]E%9)\D:WHHY@C+93_+I-(TB4W9$6*
MC[(5PGD#*]CWV%SVHKZH[JKNJ[WM?>,Y=#Y/M%D2+9HKM)6PI#<D!,D989:
M*YZK"-(MP+AC)J,:4!CL!G2TCJN:H.B6W9,4"XF\39R#_?LX#P>2^-V\IH'Q
M?+HX3%HE;9,TBJ:).@6WA&+)`]FO<J;DB#A9-DXNE\7*RU2U6A%J`OHW79F\
M55C!W<.=*IPD:A:A15SN479#5V1'25M)2VO3V8;QG^6U&S]=:_1K6MZ2U];7
MMJKK2>]O'?M;+K3Z?EG00NK8VN+W96W+D_:IW;MZ%5U'>IS9<SA_<<G<@H$R
M[@^\$IZMH%QH+D-K=F.:2'YF?A0FQ8N",2^WW$856J'!OA/*\+7[RW&UU[3A
MN_V=AQ<,_7%8F?^A@+ A>.8#1HEELME$_'>Z1'FTS%&]`%6.NHXZ@"G 3L8E
MH5XI?I8N$-1SCK,)/<0NBYY%;-S ?/X*891\)TI$O$SFF,TDC,0=)=:3N\GS
MR2ED5_,4J[TV!VWO,6XREMBMM[.T4=+XM&;:">O+UK>MS*V^T-QI!ZVRK!Y;
M$>B+;0[1/U"R<'MUNU6'%6>$QWH[V^J:+C9\J;/^N.C]OH]O:^SKIM?UU)[X
MQ/XRI&-BUX'VA+8[G>?[ZT1%RM':9ZA;^)MF!RQ>TWYF=-NCG$>Z+G9I</[@
M<LZEV_FRXPC;7^AM5C];ZLP.XN^B'NI2M#J5F^R4<+J0+7*6CI#O5.Y6^T"_
M8B?B0[%GL#CB.8J<&D[?1;>P'F]STOJD51P%2]B#"4 WHY)19F@'+!W_'O<#
M>JW63A4!3A/5PE7<-^RJ/B)[4_](#H;3S''@W16L$"T4OY$N5U(U!>H8U5#5
M<56^9K3NG2Y3=T"KULS7E*KF*'CRE8HFN8=\O:2=?X$3UO>@:UI[1.NLEMFM
ME]J6MAUK_=):T6K5=K_E85-20_;GOS^_:QC5Y/ZE_@NZ>7G+]-;^UC%MJ]M/
M=L1W]G0D=11W6'1Z=CIUBCJ+NQ>Q[W.:!R9P/PRL'&!RJ.R!GC^Z]G7N[$SH
ME'4LZ<CKF-=YL^M@]V2P7WGV=O44]U1WN;5'M1YNZVEO[DCI6MICW?>$;<<9
MU3^K;W+OBVYJ5VSGHW9U6U''^*XY70>[=G4/[2WKL^CWZ$_L5[)'L0/9B]F7
MV'^S&?TG.=4#1[A$GCN?(O01C1;'B\=)]DIOR]@RN6RZPE;5KJ[6K-<^TH;I
M;D(]J(V8LYB=:&LT`7,-,P0S##T.-0QU!G4`;88]@:U"AZ+QJ +=9NTX;9UJ
MI>*Y["=IMZ12ND*V6/:3;)V<KLQ4[]<.UZW3S=0-Z"A0D^XO:#MJ+[H.VXL/
M)>VB_$#MI:^W.6R]E#Z"/H_N14?33U(WF%\QSP1KH-%J+3V:/L*FV7:1_46'
MZ0XK;==;W[,JL.+2MM(XEGO WK#28B\UE,:BJ:PHM-/T(PRF_1B';OM>APXG
MGDNB:YBKN:N9RSNG]TZ/G%-<2YGVS*6NAUWHSA\<2^PB;;93A6;AN!FH3&V
M=J$N&*W#YU-RK=P8#^T#'7+LLFS&T4*I?U ]:'-L!/:772O<1WD?\&T=\MKG
MG<<U-S/7T\YISA.=1SCM<LQPJ+#MI)^BGJ,0B=]C/=$JJ!P:CW*">C4XU0GY
M#:FU])1\ATJF#<9N,5M(O6E]PW:N_7'['/O3]B_LT^SW.B@<+SMI77T\*CS.
MN!]R.>+08[./5F5.)MW#Q&H=5,-5[FJ=\IURN]Q&UB1_+]\C$TA62)](VL7S
```

```
M)-72V?(IBDCU&MU'C!G1TFR6F3/)G]1"*,-2< ]QVW HW&2"DE1@WD=1DH^;
M)1 3B%K"</Q(' 9[$V6#"L%L0Z?K&G44S#QR)^V.;:G-?AK.<JZYQ!)M== \
MB7@:TXAADOWI?C:C;';3QEI66T7:I%N[4>W-74@5)!8EUO*RI9 4@!N!P6B=
ME1/D#-DYR0UYL&81AD&)I'^Q/6*?:W?&YKEM,,/"<CN)CW/"../F$'81Q.1'
M5BR:CEY(?VV)!6?0\5:'Z5G4:^0!\B2+/ZDWK;2T3OIEFP^V$MOUMHZ,1?1W
M5LVTOZUC&$*[?8Z770+<YKDV.&M<%[E'>&(]WKL,.#@ZKW*]X&1EGV;33IM.
M7TZ?2?U,+B*F$;R(;XA28H%9(]G&2F:SB.%B<Y_VF^53\]_)J80MV,V8-DBG
M[=#]@5EO-IVJHAUC_&+/=9"[-'F<]-"YC'28PFABE-F)K/^F>!%WX6BX&,)9
M?!=:ICVI^4T;CUJ/N8M.T55I7FHIT*A_?ISP_Y[_ZX?Y#T9]0SKP_)\8_KM!
M4^XD?LO_?+Z5#D%I=@]L?V%<9[QA[&"\8 38.3A.<I8Y[W6Q=)GB/,PYU^F:
M_6)&++V/JK"(HE!('H1\0A))998'UMASL]GD?C*6DF-F0UR C\6=QP[##(-F
M:1ZK3VO\M>-UPZ%MZ$/8V;@GN ^X87@A/HS(([F3OY#749Z9$RP5%G?-EU%:
MR6C*&DH%N(M9F;TFQ9/N$><05N)S\/5X&F$[(8280W0EUA+H^+G87>@25"W*
M$66F.Z*)`G>Q8,UAU56EK^J^:J?Z@7J*:H8R3W%<?DSZG>BL`"68QJ_E57,?
M#T0/W!R(Y=9QR3Q+'HW/$!:(6\6?1(M%[N+/XN\E,LDYR7')1JE,^DD2*KXK
M\A&EB,*%UP0-@J=",W&?Q$_6+ V5#94S%?6*S_)N69C\OBP-W%"*Q1+!:CZ=
MOXR;,C!_8.$`AW.0X\/9T!_1W]"_CH/G:-G-[)?L@/YU_?1^BWX\9\C 8FX@
M;R,OD(?GQ?"B>&-XF;Q*?H>P1[1._$"4+TH3?2>Z)PH1281\8;CHA&B.$,6/
MYNX>^+7_<^^C[CE=+[OHO7G]GEPN[Y9@OK!"B!<NY3_GIG,/<W_D]@ZH!@[R
M;O _"\:)ETGVB8>(%@A7"C[SGG*]!Q[V?V +^G2]>3WN/3D]\WL_]$YAK^2,
MYWT2VDE:I%5RHI*B\E2G:>RU$W0'4#NPUXA=E"C+/RQW6TRGI)@ED7XA5.'F
M8$O1'5 49(W*AI3@/!RJ.J*RUH9 :U$YZ(7HEQ@Q5H![C!^+WXACXR[AW0@N
MQ,FDDZ2UI&)B'=X-EX%]C_T1NP(;B'V+.8Q9C5;KMFCJ5(&J'Y2+5>Z:'=I:
M[0FMMS9/`VD"---UB:B/Z .H"5"%[@?H-M0&L5&34*.A(:@?,<GX(&(WJ9P8
M0<C%L_ O\4N)B\WJB8] 7S\1NPDG"%L)]H3Y^&MX/\(#W!5TL.Z"<I'"03E5
M>5>5IYV >H168]HQ->@L5*LV4EVF=%6N4/ZJ)J#.XRW,UI(\B?.)Y_"[<4=Q
M0MP,_ C<$LP-M#FJ3M>GH^L"M5V:>DV')D+[N\9=J935RK;+_E:$*_E*<^59
M1:R*I<*HVU0*98NB4>&O^DLQ7%$I7RQ?*_.0R$0U_&)!@8@MJA27B!^)$T39
MPDSA/F&K<)SP@B!)L$)P3>@OZA.2Q7Q)O_BH]*.4(RX2WY'XR1<KYB@[%%MD
M)V7-<I:\0-(B+.$/$9B)Q:*1HO6\R($?.=R^&O9Z<*+[S!G%+><KA$O%]T0*
M0:7@H/"V<(U(+MXN^B2P%0;SA_!Y`J[P#]%;D4;@)G@I7"(Z*UHJ8@A+!?O$
M%I(?Q.O!76FVY)!TC&RYN$,4*'DGV22Y!S3'`*UQDAC9#KE YB/-DER7_"GN
M%K^7#$@?21B2C9(\V5OY>7F7[)G\@.*X8I4R1WE%,5&^11HKB9?.E\]1D.7E
M\ERE0)6I]E*/59]0C],<U&S1[M&%0$>AL2@/=!G*#DK3_J5YK#'7QJA+E*^5
M7-5\S3N-AR9/=5FQ`YP]]\C"I;7 ERV$OPK31);B+9)VJ87<6UFO.JK^2;U6
MC55-478KMBG^4(Q6V,H%TD))D*1)LD5Z0=HNC9;>$L\7YXAWB\8(J_D4_L^\
M"MX"'IH[ESN+E\VW%T0(7@G&BUZ(9X*S18/TD90KJY?;*1GJ1(U8LU_[02?0
M[8)HJ <0!?4,=1[]%-V).@)]T**TS[4_ZL[I2) K:@^J!/CE%"@)ZM5)(!_H
ML39/ZZZ+T%W28:#+V@@P#IE:HKZ@J='$JA^J,*J]BBT*CF*((DLNE7G*,H$5
M:9)M$D<I7>HM#9=.E,Z4PC[@+YDN;9;NE+V06RO*%;6JL^HAZG1UD9JM+E1G
MJ]M5MU1!ZB0U//[=RKMR6\4SQ67%$F6=:I$:G.75M2J>4J?X4?Y<NEJ"EWP/
MYA>2$4#,^DUV5G9,UB;+`U9-E.?)]R@\E+'*BZH#*HVR1?E!L5/!42EU`N@T
M]%37HIL`(G87;A3^-:X3:X6[`TZMP6;72/FD:M)0LT"RFNQ*>4OI(>\PZR=M
M(UTG3B#^3CB'=\3_A4O!S<-_Q/^"=\>Y8S]CYF,VH2NA$9!<.U9[73-,4ZG^
MJ'ZIB=7N!Q;T0L_"11+V$]+Q?=BYV!48!H:+>8VYB$Y!S\#D8:_B4O&G\;_B
MXW%7,6JT+>8JYA98C:M0&@B%^@[U&>6)OH,N1V,QGI@$# ;[!/,*78JZ"TW7
M96JB@6TJU=Z::HV/=H[VB;9,>T>;J+NN,]>]U4*ZLUJ2ME-#T?ZJP6I_TH9I
M`[7OM)&Z"[K;NB&Z5;J;NF4Z9]U(W2C=69T;% ,)(!VT`V*""#<.:'<1R\%H
MT"Z8(@P)NP:;BYV-78"]ADG%%&+"P>Y&RB*C_VV?A;]X61D(04/!NSH0R:>!
MES@(@CC@/308@G+)$.0;`NF_(#HVR?"NG@Q!GF"C]HLPM('W[,%]OUC]S_T?
MO%P@5WVY\6QP&&WH_[^U26'^9QOX0?I!Y?^SC1UX.?^CC?$L,2L?_JX)?JCY
M4ZF&-*S#=*KAB[_#:) ?:$C'POD@S1BL/X6OTWF9I(TRIT/0U]/F+":2AO/#
MC/FG(&@F9/@=Q#;0=CY(4W &.4M .G8PG0C2H8/I5)#.&DQG@W3!8/H'D,[%
M&]+;3-+&ON!^"XS]KH0@^$OZZWC#>.'T&,@P7L9@OG%<QK2Q+2SGM%$.$TG#
M^9=-\HUI./^62;XQ#><_-LDWIN'\4I-\8QK.KS+)-Z;A_'J3?&,:SF\UR3>F
MIP^^&[]8Q$'_^?S'EX[_[4F/3\WP3X12,U)SI\6GL_0,K4I,#(I+S$S/2DUC
M)?E#<7&K,M9^Y;A$*"<O/6YM3K9_#I23&Y^=NS9+GXK+9JV"<M:D9L6MRC*\
MI\*_:DE,RT[-'>2<P8)D8X44*#$^+2U.W^NZU"16)M EAI6[$$[.R4QB`;%)
MK.01>OD@$61,!!L3(<;$2&-BE#$QVI@8XZ__;4U:9L:JU>E94-;:W,24^&QH
M6@[H:7;JJI1<?4\`@2ZLF,1L%BL#B@&%WX/RZ%0PPJ3XC*1,("L[,2L/6$.O
M[:SXC-6I4S-RYV7I:R_(G0;47IB9!KI9!24D@GYROL\&XV;EPGTF9N:D?&T2
MD9:9PP)R6-\G)0=!T2Q09UIV?%8*!$3$1L6O8B'3`91:'Y\5"0PW>6UR,I3$
M2F/ELO3=1:6"44QF921!6=FI&;G)4%RR_J=&LS/CDV)9.:!G0WX0-&4#"Q@5
MGJCHB(Q<T&]2ZKJ<Y&#HZ^CC<[-3-T!QJUBY<:SL[(Q,@V6F9JZ*BL^.3S>U
```

```
MDZ%F3,Z,G"F9.5 Z*ST]<QT+8F5E@W'KJX6G)Z2R0">PAK-8>?,R8.?)A8<9
MGPOJ&*TZ%_Z557I\;LI@AXFLU#0H(BF:%9\$):=E9F9#<2S]+[& 3CE00@XK
M/CLQ!8+]:E9V9GI0=/SZ\*2D(.C[G$Q@8GW'D=GQZV$3S4M.!N:$DC.S@7C(
M:()I.<"TLW-@<8E0>%966IYA*#$+X4' LSHM9_:,:=-C%\7,"8^-GK$8J WT
MB,_-24T"EHU+TP]!KWTT*RLM/N_K`,&DP&.(@P<#@2%FKF=E0U&968.F2@?>
MG9D(I26Q-F2!/F; \ZJ?:I9^L@SVR,W,TJ=RYZS-U4\Y&-7LU S8^;-S,]>F
M01G %,E@[4%1:_4#G9*Q3C_/,])A9XG+R<N)@STF#JS&Q#4YJ3^P@"VC#%J"
M<<]9.&AY8TKOJ]&L=:SLA-B\++C'&9%?APVZ`DZ5DPP/."XN/BDI";@*L([1
M,&DY+-8:@\VCLC-7LQ)S4S,SH(0?6-F9>O6 J\+J&<8:' E%Q43.FQJSQ*!
M;&KBFL%EG0W[PY2,7%9V!(@/J6#IQ0S*TBL=P\I.C4\+S\W--DY-W)QYD5,,
M,[DH,WO-Y/@<ED&HH>I"O0O"G4Y-W3!YU8A1^@4`[)G-RH!7$N@1^-#@JI^7
MG;H*=LWDU U)R3FI^B $ILFX0*-@MS'HF 0:S(G/@I5.2\U8%0G/FEY$-"MY
M82IK?9")]8*@]?H>P9 CYL;"'J_W'19L2CAX`(<T6&.QR9R!4 @O8F,D,<S^
MO 38L"%0>B9P/WC"8KZ9L&20#X<4L*HSLUD&+_@F:LX!R]*0G1N?`9Q-OY9@
M3P<&0+H&T1EX>?RJK\O28$-8@<F9&Z:FIJ6!H*)O&J>/\Z LDI7\-1B!(>7H
MIP=>6^NA'! 4LT&@!...SP@"9@=K&91GP*'0Q$5!_,U<;R@`RPXT2C&LZ=C4
M=#ATC@B$IJ:MS4F)B$],@3WSZX($\O1S9+)Z8:/!R\ P(1%IJ5F#D2LMWA"O
M0!S.A#N!)W(-F(H,UBIX+F!#?*-4"BL^*P'V)WUSP[3JPS(2,.%5H%<:3&)T
MYF D7 I;';;'G/@<(#\I(2TN)R4U.7?0V5GI69F#42TF+R,1WCG6IL&"]/8V
M[ )3-J3F_G,!P X_;^I40[6H^+6PH\-;DZ'3V1 <WB/ KC0H>RH<&0S3-DT?
M-F"',7@+')X,#F\(BV#D^C=X`YLV.+P<_:29F'7V0GV<A+?(N+C<[+49B6"-
MZ(-HY(R8J"ES%WY=)_J9@B+20'@>=$*]QG#DT7M%.!C/.I;>6>#X!V^\!B/D
MZ&.*WM/UZPR>CHBD&'V8UP\'N!#<7W3X(K@__1"^+GK]O(&-21_HOJ[603?,
MT4\S/,L&XQ@V/],5%,DRZ ?W;@P5L,L:-TR]/CE9&5 \[-$+X9F+`*Z7`$(K
M:#5O06Q<5'C$K"G@#8*CS73@.]]V,)7%2AJLK3<-&&($.#L-^BP<O_7>8 A6
M$6"S2TK-B,]E#>Y28!W,R$B&]V"XYKS<04UC#,%LH:$IB+WQ2<"NB"O"3C,8
M( ?70E D7 ^)"5_G"_'[55F#TO5Z@HW,L"DAO@:R@&]$@5:##.+7C,C%T)RU
M:8:,0" @=MY<O<M.FQMMNCU#$;-G1 4-;D'PQA8+'"UG4,Y7`="J7-:<&7-8
MR<#-@).DPFMG87R"OFXRV$KU9%@J>N?Z>MP:='!CQ)P:GV.T$8B[J?HJX6EI
M@UNTR3XQN*7 K@ST3DX%,4R_M<+1+"O#.)/ZDYP^MH#\-.-Y<)HA1&9FF1P0
MPQ,3P:$L6W]"!)MU5A8+7C:K]"[X=786&P:?!8;Q]0P%+Y/)L)O 74:DQ&>L
M8NG/='K_^R9.P^%)[^S3X)E=FPO%P['_FV.//OBEY&5EPN$J9VW"X*:=FK'&
MN)7$)<.'\:\:+3'=9N%!)>IMG)P-+U3]OF]8HW,C9RR$HN;%S(B=`<P%5,M*
MR%X#5QL,EK-SO@[HFS66!8Y#^H>:;[Q/&N^/Q/^\A4#Z'\%#R%WFGY^1P[_?
M-[8/@PPR_NW2#^?!,E F+],'EA,VF(;O@V:#KW\^L!SXI_^HP?0_Y<!W2N-]
M$KX_6@_6_^>#!BT)D.$^!K_^0Q\@QWC_A.^;#M"_CPMN"^L)M\="_R['>%^%
M[Z=.T'^70X8,[8UV,GU@.<;[+7R?=8'^NQSX<Q*XO=%.I@\LQW@?AN^_3.B_
MRS&'#.T)T+_+,=Z?X?NR._3?Y5A AO9$Z-_E&._;\/T:_O<5_IL<2\C0G@3]
MNQSC_;P5O.!_\N&_R8'_"!YN;YPWTP>6TSJ8[@,O^)^$^&]RX,]LX/;&>?OG
M8_11N"[L&_"\PG,"VQ.V!3P.L\'V1@G3%V#SPP7ZSYGT=?:-1AC6V],+_95=
M`5>.1W@X7#X?]97#`%\/-;9'0],`'P/C"^<;RN<"]DM$VB\#++Z.M%\%.!>-
M]+\&L'4PPEEP_U8(KP5,,=%_$\Q4A+<"#DU&^H/_^#ZV%_.5X1^]7-^$E/\-
MVRW7R!!T16\AP^=*</EM\'^F/5+_)>#>`*2_"L"[KR+C^038;HJQ7*=K@0SS
M;2SO!BP?CK3GP?K2$9;#[?T1UL#]CT"8`*8P286,APK8KMYDO@`3`Y'Z0P%?
M-YG/,8"+'1">`;AW-*+_?,"5HQ#]EZ ,]C#.9QS,WDC[-,"A9Y#VZP#O8"/Z
M;4;!G[<B^FP'K Y&ZN\#[,M&RH_"^DF0]J<`KWR&\ 587[&1=;JKJ$'[#NIW
M&^X_!)'W`-8O%O'/YRC#=[;&\E)8GTO(>#X"OCT.:?\)\&P;I)P#^*+)_(O@
M]C2$58 _C43J8\#B9)KH0P3L6XN4,P`?'H64.P,.G(C_RL,!GS7QW[& 5_8C
M' XX=!YBSSF 6\\CO!BN[XO(3P#,-UE?JP&'?$#TR04<2T#:;P2\&S)97W!_
MEL;Z.MVO:,._6V,L_P-P20S2_CC@4Q8(7P!\&X/T=Q-P2@0B_R'@,A/[O@3L
MN0NI7P4X=[N1<= GP%%P_Z+!^8'U?8G81P3W1T'ZU\#V,=&'``(G-1%A>\"4
M28C]/0%?5R/R@@#GMB \'K"?2?VI@%-,])\-.,L5T7\YX ,F]D\`K-Z-E*<#
MSG=!>!U@XG!$_F; G&F(O@6 SX8C\OX`[&O2_T7 (>9(_?N 8Y<@\DIA_88B
M_54#+K%$ZK<#;I49&?@.QC#?SP?7FPSP)Y/^M/#X)R&,!YO2>Y/X:06X5X38
MSQ$PGX3TYP[8;S52/Q"N;^*_HP'+3>PS`W#D,(07`<XUF8]$P+M-]$L%W!J/
ME&<!+C.1OQ9P&@GA'P%GC4=X!V#LU_D@0 5P^5?_T^F.8 U_`V*L?QPP,P;1
M[QS@Q1,1OH6%OR=!Y-^'^T] [%$!6&U2_@[P,7.$JP%_^KH>,% S%OE>!"[O
M!QRZ`^E/`GC3U_U2IU-BOXV?\ %"/=)83H8(@*^;K"\'P(]-]G]OP+YX)!Z$
MX$SW"S0T'F<X=QOE3P;<ZHSH$P78+@P9SR(<O/\CY7& 2RA(>2+@0)/Y2 &\
M\C/B3QF -YC,=PZLST0CXZ&-<'V3\>P&'$9 ZA<`SI^(\ ' -18('P&,S30Y
M/\#VP)JL-]@>)OOW+<"S3?SQ*>#E)O[^"O"G&I/]!_"F:(0;`/?:(MP)>)])
M/!'!XS&))PJXW,2>\&&0*$#L0P(\^^M^0X*H@/>9V,,#\/41B'Q_P+M-SA]C
M`*=TFNP_@ LF(.4S`)=U(NUC87GY"*\$?*H#:;\&<.PHD_,#++\8*=\*^#8'
MX9\!UXQ%ZA\$/,9DOB\!IIC$RQN J;.1^H\!9[U#]"D'[(="RC_"]GF.]/<%
```

```
M,!.'U.\#'&:R7\@`\QDF^STX>(_Y>IX&9V\"\OTK7&X)N-?D?&8+>*6)/SL#
M;GV+R!L&.,KD_! ,.%:'Z!<&^+K)>6$FX.4FY]_%L+QM""<"3IJ#Z)\..-3D
M?/,CX!(3?]D*US>Y'^P$3-4BY7L!GS4Y#QX&/#L4J7\2'O\-I'XAW)_)>KX.
MC\=$_X>P/;[N1UBH#'"8B7_6`E8O1OIK!EPX!N$>P/?Y2'\\P+=?(*R$YR<)
M&;\YN #=%R/L"#BV'JG/!-PZ"]'7%[#89'R!@.6-2/V1@)LJ$8X`'#8!&5\T
M?.$R.5\M`[S2Q)^^!SS;Q)X;`1\N0W@G7+X5X;V >TWVU]. -PU!^!I@7Q-Y
M]P"7$!$N`9Q2@>A;`;@,0O2I@<?7;&)OP%23]=4-M[=#RH6 (TWLIP/\:8&Q
MG @1P84TWV0^;> +JC6R?[B1OCU/^@*^__6\C(9"2-_NKV,!'WB/]!\)EYOL
M[[,`R\N1\H6 RQ8CY<L!6YN,)PFN;Q)/LDCPWX4@Y>L`[S,Y3^8#WFURGB^
M]?V(\)^ -[Q&]/\;<(')?GL!UG\%(N\.8/$"A(L!])-S@. F2;^4@_;RQSI
MKQ=FDW@]`/CV3:2^"G"@R?F.; ;N,R;^:0WXOLGX70!?GX2P%^#\&TC[$8")
M)OO=*,#+3?:#"8 ]HY'Z,P`O-I$_%[!X)%*>`+C8]'X"Z]>'^%,VX-UM)O$*
M+C?QSU\!UYC$M\. [:XA?!'FK^O7#"H"?,K$'U\`KLQ%Y%4`WO0%Z?\=X)4F
M\;X-;B]#RGL`AYG$3SX\OE!D_K5FW_HW%O[[HPY$GB7@2I/SN@O@PR;V\@0\
M&X7P4,"/%4A_P8!S$Y#Y' <XU&1^(P#+3<XWLP![FIQ'H@#O,_E\X#O IP;]
M[?\#4$L#!!0````(`/:-628/MX/H20,``+\*```&````;6%I;BYCK59;;]HP
M%'Y'XC]XK822@FA(V=2.4HD"R]"X";+VH:JJ$!QB-3<E3B':^.^S<R$.&*9V
M\POX?-^QSW=\?)QSY.A6N(3@S$(++ZB;9^52N72^A 9R()BHP_X8`" TQ-PX
M[XX?`35>R5+1_#TVRTUJS@%U,!I.N@20-M>2=-.4I 17@OET-E#[(/!\A&&+
MVMY<M 3(05C1;"C0F0A^E4L@'4HP&'64/D#VJI5;9_VN"GRHXQ;+5"!6D3UP
M#%<0PA?+=587HI#$4FV*M0I90V0<J']]`]IT[;JWV4>B#(GVD76&K/<1,T-,
M!AFZVG)@:RLH5"BI%A/0!EIL,,@`@A CMKN$=W=78D7:2(U"+@I;98'K;. %
M1B9 CXXQ,B'Z^A@C$Z2;' 9/&"DMS.K:YG^#-<*Z"7*57'&Z%D! I%]_/<2R
MD91/7</81XL00Q(D\4@')] ]O_S\+II_9V./*"0>M+JF5*Q4DY(SW"0_D7AB
MD84/M5<.GLF\>;?,Q@=DRA^0V?@?,DE#T$(+OUND_'Z1'Y H_XO$[3Z!J?1D
M/WI%/TNM;!HETP,:TS1.JDJQD&9HQWR+9P<DG6D/.QNW(:2@3["&?+TCK_;F
MBW1^X&C3G;*P+^6=@QWE=O-2/G0,=,V"U+DIW7QI%:Q19CT,T\5:4B,$V^[>
M#UM##N ]'A,5,,/%3_)SJXB_J!TEQ[&V"@CGJ7%[&[^$+'O:Z?[H,^NMO'#Z
MBCND+*@'C9=E(P<#=J#:(C1.X$O7@6VIIKNA@]M474Z=0_R EM =D9X)A-&D
MUW^9=H9B0<B OJ"^YID"?:QK]&FN$7G?YLKTYV\E&$_&@[':GY&"EXJ./6CT
M4.#=AX81=S8I]F4YANN3IDUB0K=R"U6KW+9-4HN>ZQ9T5IC6<YP\SF5*:*Y/
MRRO--F*SMF43E'P3,.C:1!;)P">:*_[C0;-7K?(:$7$A>\8$T":US.\NY(QH
M@Z"?$AT=HS<8YX77%LBW#,2/KO]Z3SJY("3%<2$R14'6>N9[=BVH^1,<Y[M"
M4G*<.7=]/(]+7Z@D5V#G4#S(;/1\;3V/'%W@H@_'(;+76O-VI7 \G#CXM%1.
M!T]C(2IY).:<9S" :>DVQ.16[R^56\JE/U!+`P04````" "&C5DFO";OP@\%
M``!T# ``!@```$U!24XN3XV67VA;=13'3W)ONZ2MZ[6V)=0Q;THT$48)I90\
M].&NJ?V#%8.-<P_%)$W2-M@FH;EU$_80<; ]"'U0, \^1"@H6(@/0P;:+;:;
M[J$/>Q@B(EC''@KZ$&$/(EWC.;_?29K<UG4_^/5[/N=WSOG]\KOG)IVS*4 C
MZL")&@#5=LK6;J^H<&20C^8!P.[158 !,WG9M,3?1RVW2 [CU"DN$3-C<%@/
M&F)JPZ"XN5RN5N>X\]#(X_SVR:]/S(.%ZH_5?P_*U4WO"-PN!>!6R5TI*LZ\
M.J(:5X<PK$.#N]YNV/J,\ORP]64OVX-HN]@>0KN/[6&T,<[KU@TX`W?7J ;Y
M-=@F&[8T!6P0]'=!5"/6&VKW-]3V--1^Y9C:OJ;:6VL.4#RM$!0UG6CWL/TN
M@ /$L(W@;ANU,[M=!N0U1?@=T+^.G_%:+VQ?<^NXYL/I-RBLPQV(BI@TUNG
M.+#91V2M_J9:QC&U;*!ZGEK+;JW5G&\_(7\0[!YBM<%N1;N/:[6AW5B7]#3H
M1=).5)W7-%SK9[L+[3S7ZH;^8LWN:;![T090L&;\4SK8*']VE]A#P7V;_7WD
MUV3NF0;[+)])Q^?BWBLKV(-KV(/X+'<5`S:]A=\WO0G]=BFJWRJ)SX^]>5$O
MEV9Q$M/]:E L&3;54X$6CPJM'GE/>&?UYPCB[BIPRA/"O)"^)?K0#D&?`M%N
MLO_@'JFM47_E72H^USG1(R[8]KJU.>Q;!>L'-TZ*,U!#^AT9X\M#66_!F 2H
M(E>^!S:8\U#??(=[HX\^#USDN@IV$^F039YKUI*#C'<@8_>48 #]Y^@S8GXI
MC#.$[TB8<]QZ%.!%/*,6%/= 9PZ?<'ZW+N].Q/M/C@=0L8>O8J\:G,.Y>K/2
MGV?=NUXC\"S[R\_UL/ZNR]Z@GL+^6</^$3VUJ&]Z:=$%=,=0F$7%K\C"3=;?
M@.X87(]0\:NUN"?UJWUF6B1VH;9BO"ZYZ&._QR;S_>P?8O\D\S1S@O.7V&^R
M/\OY5]B?9_]UYH^9USE_@_TWV/\-YW_/_C+[[S'O,#]@_H5YE_D1\Q[S7\P5
MYL?,^\SX$@EV2"UV,'<SNYAU9@_S.68_\Q!S@'F,>9)YFCG$/,L<95YD7F(V
MF2\S7V'.,Z_;1:,4;MCIMP(*.ZAMJ+NH[:C4'.(YL!98[RBBB0M[J,^A8BO"
M:51#E?7'5#XO:B?ZPRK]-F&?H3Z/FD#M0BV@OH!:1L4OH,(]5=:_C]J#[,RV
MV^&80<ZR0S:YSWGHQSWANI/^#P'X'/4?U =.41-VV@[C>G%VMTN;UJHXJ.2^
MU/HP<)Z%E\0ZQT#!+MZ9_\U9U(_FV'CM]?SABSFN29OJ36KB7H0][I=VF/Q^
M>58:KU6JU9<;[%K-25:%M845EF.I]$ <4NF4.1%;3@J&A7A\,!+/+&=32\G$
M`$0B"^G5.D?BF'921+W>1&XB:893RU/I^0Q,9V*)J>780A)RV964B:NX%B(6
MVT8B0F:2YH54(IEY(Y.@_"DJM1+++J(]EIP?2^6RHZOS\[+R^;B9>C_)C(GO
M9%;>&XWE*"^XE(RMO&F2/[-BSL@-QU9BEV8^2,?A@OB+:Y=BV8:2%"H2:3.,
MQ?RWDKDD'T".VIT.L]:>5?.0+5F_YZ>-BGS^G1;6&<<UJ:\R?_BW7!^VL(&3
M?M#//Y8\85D/P6'OT'C;LCYKX92%5RW\D84_L? 7%O[:PC<M_(.%?[+PSQ9^
```

```
M:.$_&_@_4$L#!!0````(`%F?N"9Q&FY[,@```#8````(````875T;RYT>'3+
MR4].S%%(R<E/3%%(2LS)T2O)S%4PJ+ P,+ T,3 PX.7*`2L`R^<F9N;Q<J7G
M\W(!`%!+`0(4``H``````)R-628AWX.K"@````H````+`````````$`( "V
M@0````!324]#3TY3+DA)4U!+`0(4`!0````(`#B-628A>#-0(@(``.0+```(
M`````````( "V@3,```!"04Q,+E1)35!+`0(4`!0````(`(J-6295J CB
M&3L``&Q5```$`````````( "V@7L"``!-04E.4$L!`A0`% ````@`]HU9
M)@^W@^A)`P``OPH```8`````````0`@`+:!MCT``&UA:6XN8U!+`0(4`!0`
M```(`(:-62:\)N_"#P4``'0,```&`````````( "V@2-!``!-04E.+D]0
M2P$"% `4````" !9G[@F<1IN>S(````V````" ````````!`" `MH%61@``
>875T;RYT>'102P4&`````8`!@`_`0``KD8`````
`
end
```

--MESSAGE FILE 1079 END: ./1 SCEE/yaroze/beginners/000000818html.html

--MESSAGE FILE 1080 START: ./1 SCEE/yaroze/beginners/000000819html.html
Path: chuka.playstation.co.uk!news
From: "Donal O'Duibhir" <oduibhir@indigo.ie>
Newsgroups: scee.yaroze.beginners
Subject: Ireland
Date: Fri, 28 May 1999 15:27:23 +0100
Organization: Indigo (ISP)
Lines: 15
Message-ID: <7im9d7$6pd6@chuka.playstation.co.uk>
NNTP-Posting-Host: pc-83.lan.indigo.ie
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

I must be one of the last people to get a Yaroze, I've been planning to get one for months and only just got in in time....I'm a second year student in Computer Science UCD and am desperate to hook up with people in Ireland who are currently programming for the Yaroze......anybody know of anybody?

Hook me up please!

Donal O' Duibhir
--
"Your brain is a cre-a-tive com-pu-ter", Professor Hawk, Dexter's Laboratory

Mailto: oduibhir@indigo.ie, dod@netsoc.ucd.ie
Web: www.netsoc.ucd.ie/~dod

--MESSAGE FILE 1080 END: ./1 SCEE/yaroze/beginners/000000819html.html

--MESSAGE FILE 1081 START: ./1 SCEE/yaroze/beginners/000000820html.html
Path: chuka.playstation.co.uk!news
From: "pal" <palpalpalpal@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: Sorry Everyone.
Date: 3 Jun 1999 08:56:22 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <01bead9e$ad4e9940$ee9524c3@pal-s-omnibook>
References: <7ibrno$sfd10@chuka.playstation.co.uk>
NNTP-Posting-Host: Marseille-4-238.club-internet.fr
X-Newsreader: Microsoft Internet News 4.70.1155

Hi Loz.
I'm sorry that you understood my email that way ; i really didn't meant

that you were "abusing". Feel free to post as much as you want, the newsgroups are here for people to help each other (moreover, this is the beginners group, so even basic questions are welcome). I just pointed out some details you might not have been aware of, such as the importance of a precise subject line, and not exagerately drawing attention. Please don't get me wrong, and continue posting as you need.

pal

--MESSAGE FILE 1081 END: ./1 SCEE/yaroze/beginners/000000820html.html

--MESSAGE FILE 1082 START: ./1 SCEE/yaroze/beginners/000000821html.html
Path: chuka.playstation.co.uk!news
From: "pal" <palpalpalpal@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: My Sprite Viewer Doesn't Work
Date: 3 Jun 1999 17:55:15 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <01beade9$f30c3000$ad9524c3@pal-s-omnibook>
References: <7iekt2$sfd26@chuka.playstation.co.uk>
NNTP-Posting-Host: Marseille-4-173.club-internet.fr
X-Newsreader: Microsoft Internet News 4.70.1155

I haven't been able to fix your code, but I noticed one error (surely a typo, but the compiler won't barf at it) :
in main.c at line 68, for initGame to be called you must add parenthesis :
initGame() ;
The form without parenthesis just evaluates "initGame", which is the pointer to the function - i.e. it does nothing.

I also noticed that at the first frame, your code works ; after that it messes the sprite up. To see this, add a line like :
{long m ; for (m = 0 ; m < 1000000L ; m++) ;}
at the end of the loop to make the program pause between frames.
Change also the background color in GsSortClear to (100, 100, 100) (don't know why, but when it's black something disappears - you''ll see what I mean when you try).

Also, the screen height in PAL mode is 256, not 240. Changing this causes the first frame to not work anymore, however... weird.

I suspect something is littering your sprite's memory - I tried to reinit the sprite every frame, and it works. But this is not what should be done !

hope this helps,
pal

--MESSAGE FILE 1082 END: ./1 SCEE/yaroze/beginners/000000821html.html

--MESSAGE FILE 1083 START: ./1 SCEE/yaroze/beginners/000000822html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: My Sprite Viewer Doesn't Work
Date: Thu, 3 Jun 1999 19:25:19 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <7j6hbd$m4q16@chuka.playstation.co.uk>
References: <7iekt2$sfd26@chuka.playstation.co.uk>
<01beade9$f30c3000$ad9524c3@pal-s-omnibook>
NNTP-Posting-Host: th-gt141-026.pool.dircon.co.uk

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

pal <palpalpalpal@hotmail.com> wrote in message
news:01beade9$f30c3000$ad9524c3@pal-s-omnibook...
> I haven't been able to fix your code, but I noticed one error (surely a
> typo, but the compiler won't barf at it) :
> in main.c at line 68, for initGame to be called you must add parenthesis :
> initGame() ;
> The form without parenthesis just evaluates "initGame", which is the
> pointer to the function - i.e. it does nothing.
>
Well wouldn't this mean that his sprite doesn't get initialised, so cannot
be used?

Also, I dunno how much of a problem, if any, but he #includes libps.h in
speech marks (meaning located in local folder), when I think he needs to use
greater and lower than signs: #include <libps.h>

Another thing, which I'm not sure about but rings a bell could be to do with
defining a lot of his variables (I'm looking at gpuPktArea and the OT
handling ones) inside the main. I dunno, but maybe these should be global
variables so the outside lib functions have access to them.

Hope that helps
Rikki

--MESSAGE FILE 1083 END: ./1 SCEE/yaroze/beginners/000000822html.html

--MESSAGE FILE 1084 START: ./1 SCEE/yaroze/beginners/000000823html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: My Sprite Viewer Doesn't Work
Date: Thu, 03 Jun 1999 21:24:52 -0400
Organization: Identical Software
Lines: 11
Message-ID: <37572AE4.76B55C85@identicalsoftware.com>
References: <7iekt2$sfd26@chuka.playstation.co.uk>
<01beade9$f30c3000$ad9524c3@pal-s-omnibook>
<7j6hbd$m4q16@chuka.playstation.co.uk>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.35 i486)

Rikki Prince wrote:
> Also, I dunno how much of a problem, if any, but he #includes libps.h in
> speech marks (meaning located in local folder), when I think he needs to use
> greater and lower than signs: #include <libps.h>

Using double quotes simply means to check the current directory then the
include path. <> signs only check the include path. Unless he created
his own libps.h in the current directory it shouldn't matter.

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 1084 END: ./1 SCEE/yaroze/beginners/000000823html.html

--MESSAGE FILE 1085 START: ./1 SCEE/yaroze/beginners/000000824html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.beginners
Subject: Re: My Sprite Viewer Doesn't Work
Date: Fri, 04 Jun 1999 22:57:34 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <375859c1.80988034@news.playstation.co.uk>
References: <7iekt2$sfd26@chuka.playstation.co.uk>
<01beade9$f30c3000$ad9524c3@pal-s-omnibook>
<7j6hbd$m4q16@chuka.playstation.co.uk> <37572AE4.76B55C85@identicalsoftware.com>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

That's funny, I thought quote marks meant look only in the source
path, and <> meaning look in the include path.

Steven

On Thu, 03 Jun 1999 21:24:52 -0400, Dennis Payne
<dulsi@identicalsoftware.com> wrote:

>Rikki Prince wrote:
>> Also, I dunno how much of a problem, if any, but he #includes libps.h in
>> speech marks (meaning located in local folder), when I think he needs to use
>> greater and lower than signs: #include <libps.h>
>
>Using double quotes simply means to check the current directory then the
>include path. <> signs only check the include path. Unless he created
>his own libps.h in the current directory it shouldn't matter.
>
>Dennis Payne
>dulsi@identicalsoftware.com

--MESSAGE FILE 1085 END: ./1 SCEE/yaroze/beginners/000000824html.html

--MESSAGE FILE 1086 START: ./1 SCEE/yaroze/beginners/000000825html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: My Sprite Viewer Doesn't Work
Date: Sat, 5 Jun 1999 00:22:14 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <7j9n3t$9665@chuka.playstation.co.uk>
References: <7iekt2$sfd26@chuka.playstation.co.uk>
<01beade9$f30c3000$ad9524c3@pal-s-omnibook>
<7j6hbd$m4q16@chuka.playstation.co.uk> <37572AE4.76B55C85@identicalsoftware.com>
<375859c1.80988034@news.playstation.co.uk>
NNTP-Posting-Host: th-gt143-049.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Right my mistake, damn C books! Don't tell you anything!!

Sorry, I doubted that was at all the reason, anyway, hence the other idle
suggestions
Rikki

Steven Osman <sosman@terratron.com> wrote in message
news:375859c1.80988034@news.playstation.co.uk...
> That's funny, I thought quote marks meant look only in the source
> path, and <> meaning look in the include path.
>
> Steven
>
> On Thu, 03 Jun 1999 21:24:52 -0400, Dennis Payne
> <dulsi@identicalsoftware.com> wrote:
>
> >Rikki Prince wrote:
> >> Also, I dunno how much of a problem, if any, but he #includes libps.h
in
> >> speech marks (meaning located in local folder), when I think he needs
to use
> >> greater and lower than signs: #include <libps.h>
> >
> >Using double quotes simply means to check the current directory then the
> >include path. <> signs only check the include path. Unless he created
> >his own libps.h in the current directory it shouldn't matter.
> >
> >Dennis Payne
> >dulsi@identicalsoftware.com
>

--MESSAGE FILE 1086 END: ./1 SCEE/yaroze/beginners/000000825html.html

--MESSAGE FILE 1087 START: ./1 SCEE/yaroze/beginners/000000826html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: My Sprite Viewer Doesn't Work
Date: Fri, 04 Jun 1999 17:09:24 -0700
Organization: SCEA News Server
Lines: 23
Message-ID: <37586AB4.E30A5E1@vmlabs.com>
References: <7iekt2$sfd26@chuka.playstation.co.uk>
<01beade9$f30c3000$ad9524c3@pal-s-omnibook>
<7j6hbd$m4q16@chuka.playstation.co.uk> <37572AE4.76B55C85@identicalsoftware.com>
<375859c1.80988034@news.playstation.co.uk> <7j9n3t$9665@chuka.playstation.co.uk>
NNTP-Posting-Host: vmlabs27.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

Okay, something is wrong here.

For me, this message appears with the subject "Re: Best game" with
the author Alan Yuen. However, it was clearly written by Rikki as a
response to "Re: My Sprite Viewer Doesn't Work".

Plus, if I go to the scee.yaroze.freetalk.english group, find the thread
"Best game" on 5/3/98 and read Alan's message I get Rikki's instead.

Does this happen to anyone else, or is it just my newsreader? I'm
using Netscape 4.5.

This has happened before for me in the scee.yaroze.programming.sound
group too. It's very weird.

Scott

> Right my mistake, damn C books! Don't tell you anything!!
>
> Sorry, I doubted that was at all the reason, anyway, hence the other idle
> suggestions
> Rikki
--MESSAGE FILE 1087 END: ./1 SCEE/yaroze/beginners/000000826html.html

--MESSAGE FILE 1088 START: ./1 SCEE/yaroze/beginners/000000827html.html
Path: chuka.playstation.co.uk!news
From: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: -Sprite Viewer still faulty-
Date: Sat, 5 Jun 1999 18:29:00 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 826
Message-ID: <7jbmt7$96611@chuka.playstation.co.uk>
Reply-To: "Loz Dyer" <laurence@bleakhouse.swinternet.co.uk>
NNTP-Posting-Host: modem4294967282.firearms.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

Hello All,

This sprite program should make a sprite bounce around the screen. And it
does. But it leaves a copy of the sprite behind in the top left corner. Does
anyone know how to fix this?

The siocons batch file is in AUTO2.TXT, the sprite is JONC.TIM, and the
source code is MAIN2.C.

Please help.

Loz

begin 666 sprite2.zip
M4$L#!!0````(`)*292;H4,O$MP8``+ 1```'````34%)3C(N3YV77VA35QS'
M?_?>M(U:VTRCRXJXFRYH!B)!RA98!]%VMC*WE77H'H0F3=(:;)N07&<'?<A8
M01G=ZD/9^N!#'AS+@Y#!?/!!MU(GZT,?'/BPEX$P887YT T?Q>[W.^=[T_1:
MJ]NA-[_S^?T[YY[SN^?>#AL^DI;8291D&2>?T6+L,),MK*.-3705OIX0W:=-
MVF$G.^EX_%=97O9K_IHO6_R*F923TG9WG &_)YG!?MI-C2D7->1RF\0>'BZ5
MR./G;66^?OCJU[<6UFX=[*:?:G'ZL19>K5A$OFXVM29;IB/;RKYN'TUW"0?H
MSD'7YK M2(O?2)X8+7ZW%_TCW ^AW\7]#O3?X#[['0S;"=I'=V8EA^@#=%OZ
MM!BP^/9Z8KLH&1"V&W)W-N2.-.0^L$GNZ(;<B[-^LB+-U*-R;N/^'O0S1%@U
M@^_'ON;..1Q*4)GG(GH_=5[E>[RXEVY?#-MLB_(52XA;:SB>5#Z\M_Y6]B/#
M[-:Y.C?D2FR2RR!?9,M<IC?7QGCS.?$=B-G._<9XD6UD5T2VL[1A"["M$_U=
MW"^3&9%^D#HK;G]/0W\O]XDLSIF>DPD<PSV&U!@6C[M1WR'Z@([=U]#?CSG9
MO/YN74US7857%BRNQUFN1]Z_^U:";AU<XAKMXAJ-<8VJ>^8ZM6FA%N'+XGE%
M:5'I96T#5*DE#%]DE9HB/FJ.Z#7B];+=/22U;JO4$@EQ/*^1JD&3>J(6)8/2
M_Q/UX=JDMLHA'^_IL*H/@VM)YA[V=[+UM6O/\@NAOL-VDA9"<J[(??(]ACXG
M-]ZGXK6?0<,1J9L%'I]U-?'QD:W6J9FEC7$LKBR1=PT]SX@GGIG71ONN6#UQ
MUA^2>^;XVCY]Z7FQ+^V6?>(EIW0D'.@1=:M^3C>_IT;?L*W75,6H>C1YGL>F
ME8(2:BUY;V9-7B]>7_!"3706ZRSHC/H>FGR_3\<;SXDW&^+=\6N\GSNQGVX.
MU]^MF>CZ>CZ5QYW'MYX\C?Y&0QYSB_SM\$?>.1W;PVN8)+W'\BRHN3]E:V:;

```
M._]VY&_,L[;VW_*8S\BSU7P:QW#S6/]C/MX\A+/Z16JM_NQ$$^+*SSJ>;5M-
MH"Y?-%^&SXH,GQ&9^AGQ8C5/>#[^JK]#]+DCYQ:?4;,QG%MQ/K?$V)<:S]HG
M)G*./>BDBDZ6WSTT6"CFG*Q],I_*-++RZLU/9*FAR8-N\DLJI&54%IQG-"^3
MYA-E_A#L7;#'8.?W`36QO OYB&2/*?2893-_%@BPK :UK(3 ,9;\R3 ?ASX!
M?;>AX_NA/PE]$IP!3R%^&OH9Z"\A?@[Z>>@KX*O@FXC_&?IEZ)<0?P_ZWZ"_
M#WX`7@$_!*^"'X$?@V6QA/U:5EK!07 (;(,CX$/@&+@+' ?W@OO!)\$#X#/@
M)/@L> SL@"?!4^ R>-K4^SVC9?22J??[>U.^<6A^B>5VEO=9[I!]-]5#,1^T
M]/K%6>Z4?=6R.L:RC;F@9742]C+L<XB[8NEY5+2L7@57P3?AMV+)>4?S/I^J
MW8I?RVJ Y4NLC_ET_BXMJ[TL=['^I _KI&5U!GP9O R^"PXV89^TK(Z!"^ R
M>!I\"3P#O@*N@*^#;X"7P,O@N^![X ?@%?!CL/P(![2L!,$A\#[P(7 ,W ON
M!W\,/@-.@C-@!SP)GFK&/C7K]:UH6:W"[QK\KO//;E[OFRR#\IRQW,-RF>5>
ME@\1OXIX'S^,+\MYTZ+U42VKL1;Y/N)SHD6/FV#Y"O.VP@Z3-FFBK.S4AZ:_
M;5W/RT9GV^3_+*(IEG(>76]3.6FI?=VO@Z] 0/?%ML:-Q<)C+>LMP==^>E79
MX4-7]3/RS)CX)C$&;.^6U7.EVO& [DN^_H"J6]4_'M/]&UR;_3&U7JJ]L[JV
M=J"A[^;LA[0@FR!I/)6;.'(X33E^$\B+0REH-)T^,I3.CQ=R8]G,81H:&ITX
M7^>A-#W7H9Z.WS,3S@CUE?JRSD>Y\1,3(WF2M]")\=1HEDKJ-41B&Q!6@P\-
M*3&8=4[E,MG\>_D,>Y3D5=573!7.<K\W.]*;*Q6.G1\9H;S#?TYJM*3'.)IV
M<I]DE66T<'[@G'.TF$VQB;.=SA?/'4N5)%G/6#95_, 1?;[HZ)<A]193%P8_
MG4C3*?7+M@NI0GT<[:H"90;LR_$?9DM9S$HW=[W?A/3^2ZV;+M?Z'FS55G5M
MM'O8!AY'?;X._NQO;8]Y^&T/]Y%\PQ,=?:3Y?8_]-*W7F;0S'GO:PP4/3WGX
M"Y)OV?7QOB3]G>'RG,=?/M3D)EU[S6._Y>%?/'S/P[][^ \/_^/A)QYN,=;Y
M7U!+`P04````" #EBF4FW1%$WX-&```$;P``" ```$I/3D,N5$E-I;Q]6!-W
MNOB->[B>QIJVL0V2U 0R'*?'B4[*I"22$089=+8==-30!DAJ<FUBX?R()96T
M1@B:?2IV]YQ:;7UK%93K>DZUV]W:U@K:BL@?SUFUN]LW!5\1_GE^J[9=^R;@
M"R_/?7\G0;3M.;OGQWT%0DC"]S/W^_V=C"XM+>T7<!NN32-?R],VIKF]('Y5
MZFY+<'-PBRI520G6@> C!^"W`U6;X>>!JK8J\CL\VH;WJ]IJ#M3@7WMJMP0'
M:]NJ3M><KG5[Z[P]5:>K!FMZ:MS^'OA>Y\=GXVOK_)M3[P7O<""X-?5?B6S&
M_SF^)K)2D*7CPGER/;GN7+<.Y#9'W42YS9$B2=T/=M>@((6Z?GPL20$<FX.#
M=?C\P=JHO[TJ/^:-GZYYI_C3!5<7?//$:>"(!MN!9+!6?6U[S4#M%N#HKME"
M_F-;ZO_\XQP_UL6=%"F2B3^)($N=OQL?@?5OJ5*_+_4O]>(JVZHRHX;H-XMD
MUSO%3:9[F)==]S ZMR'&>4_7(O7IVO8:9,)7@<"KN^%[W=^I#\Z#MQ]SU-TI
M/^:XXYYJ%3WX?_UWL,(ZNFO>6;#4BT?\ZJ(FBT7WIN6=0IT<=@1UE'9?L3=>
M!QK9$L37GJXU1-'*@![?$8CJ\/O=)'^'/G*3''<RW$V!:SYP^S>0]JJMP:@?
M[@$'VGY;TK+P]6U5#X"M9D9>+@P:[F$Y=WMPJU\GWT.+NK3TD-[M"1=N*)8=
MC$/#;2CD/%O]F9',Z"#14$]M=^WF.S2.$KWK&$\D08VD6"921$'NYE"/_6V[
M;4L^UH-^6[74L]33`_?5([P47MU3D^M^0/EDP1[+-T_T!-T>A@WIT]+3?EVL
M.6;ZHXG2EN@US'K3'M-D]OB,$OTQR^69WSQAB!BB6X(K_6TU/4!TX Z2J%^5
MNUEN6Y@J=U $HX1B(L<!U$!5V_AO[57MX,,0AVHP_G">^Y4Z+Y+UU!P(DC@4
MO/K$RX4:%HZVPK#'+,"@2?NUJ#EF:-+!/4V3/D<[";Z'="'=<EV.!O6T3O^
MG!_MKEKI1Q^YF^0VC;K*B3Q$+QZ4NSDVW^T;*DE2%VU!]6A?FBT:FBSAPGT+
MWBF^^L12;QO1"6HE,U+C6F>B='M,(3U*FD;4-NFH="H]I-UC"'/'#,MUQTRE
M[![#'CU#7S+M-1PSI*47Z^H\<X!DH":I_1_%E91>[K2TVYJ)WJ;PIUY11^YO
M)?>)!\+],S5#-:>KIKKWN;XMEIFT7Y=H16W:KRG-IPL^6>#V; $[1TO+=6MH
M"H[_)<L&QR4+/"-=U(FZ$CCV>TW'P)I".A%H9%9FCYE0'TWZ/2B&)L,QB]OC
M]G#N:' K1..MQ.,P(OZT9FZS+"4<$ZU.96D#'T;!H[*5: />T3]8PRDR!Y9M
MV&,X#BLZ9G@%UID&1WDFNZ]0!I]EV$\7,&Q03VG@2(,TP3U*`[3 (6ISM.MA
MI<<L(5AS2(>/[S7@O9"N20=Z85![,J=3#!'UO[;7H.]O#J96L_5G2>[VG7&-
M^+>H]XA&M@8W>[N#`U4#P1J.838X_FJBP+9%+:4I98^;)J4OAV,M<V&'AJ'@
MV$\"&[ID@57!"IOT>+2;P*XH34BWQW#)<LRTWH"4QTSX#BA(V@1:.6YBF.6&
M2S.6&QBNSCM4.U2+Q[F]JALBX&V*J/^G6%(<=VIM:U!=?9LJH).!FBW^E9[N
MX /RI\4/2*?]8-.6)OVD]/6$!OUU+V@(C^^D]!#ZK5;5A$I2`G00;W67+)=G
M+->C58$E&52=X"OQ7=)^C8]=FG%Y1I-AO>G8C+#KFR=4.XU"%;,U>#M>;KTC
MWZ=8[N9(:1#7WXZO);]A#,KU?+.(<V_U?[;@8)"3]QCV@M7D:&#=<$QS-)<M
MQTW/Z)9KG]&MAY6'=!KZN D9<<UX0^M!`EPO^(AAN4Y]9(^!8<(<ZJD$GZEC
M&-2?!6*:15OCR(SD1[<&R3JJVM7UW!'_4R1WZF&"/OPI43/>%O]@;7OPE>)2
MQ_.>;Q=8V3"':YN4+FJ/F^!H:JR,E5D.!"5://HE6O5HYVA4/>"S8.U$=R$M
M`U\J0XD6_Z;Z_&3F&'#C.^(1^J-!)#K<8XEZO?'V"=ZJ^LJ=ZTW%I+LI4!M;
M@6$K4&!^ZZD:"DZ5OUU@5U9PETWW4B_I0[#>R71:^E[#/A?&G$\+CYDH6$-(
ME_9K\'L-1BOT`M6&T'Z(+X ?'#-9R1%7A5A4^J3T/:92KI3;Y\+70VP&KP]J
MUJ'V-.L,2SVN&.;7\6/\(XK;/IZRIG%FH@<D: O608ZQTE;JN/Y;UW>N^6G/
MI+^E70]K>->%*PES:%]AQQX#4J@K1HY)A I_VV- +8B:'* `_Z<UP(\1=Z\!
M?2PM/8?P-H$&WW4QC C/#6G7P0WRIK;)D*8IUF\-8M4RT;KNYDB1X*HG^L7)
M8'>P)]CN/^3?R%TQ+$\_H;]B>$O_DNY=^*TD_15VO6Z][EG.2C=!Q,1UA%FP
M)\T>/?YWR&>:E : 2)OT#K#])CW#8M8`#['<P]1 A(-5ZHJU?P2K4_G1[]+2
```

```
M\?DBO*($W@4SZ#&33AFJ!98:K+^P;NFI:;_#7U1K0V^^D^- \("_)WBFZA7'
MO?1;^F<T]U*SJ'O-)PQ73&_IU^L^<QTWE&BN6#34'O!I2G/)<MP0TN; D86,
M38XG:B0'+9S0E.B.6R">0CRZ/..8">\=L_P5*N"_SK!H+=IBW3V,&H/3TC<X
MPESR&! .\BBP,-RG"\#.02]0+0")2C&1`S5#[A&2MB1'-_P^6#55F:^]8MG(
M;>3NI:Z83AA.&-9K]^J6:R:;+YM*-'O!NM%>0MHP5T(R0 G</P9>&M*F,@-&
M,HS+&(]4CQ?!SV6H&M\TU$"4PKBTQZ1A<C0DEJ7O,6QPA'1HDYC_2?;438)H
M\4GQ4O<G"S!RH:>T)>N6%$?*\U,:266+=J2H:?<?MWQL><%](_@L=P*L:J_^
MLFF]#@C2EVM1]NI1!^B[&[@01*3C!GA4!Y4@L7FB$9(ML3XD6M'*C(;::X _
MT%AC7;*$'4W@&9=F7+*0E1.-8!T#_,2N(-> -5)0!Z1I[F$TS-4%KFB/>LQ_
MQ#'!N\<I@!H\_177%=.#XH/B>ZXK,ZZ84"-73)=-I4R3=CT<^;TZ6#?D"ZRP
M+EL@#D'%A^N%O*!%`ESW<IV5*64QS^&CRW67+1H:\\P*[IAIGVLOL("_&S#.
MJGHCE5A2ER$]Y$.HN%0241O4631AAS>6&<;HTUYUIV7=&:52%!"O_<][)E,+
MZ?>Y1<Q+NA.P_LG4"<->_0KVV\)+X!O'#9=-&'V!"&+^'CWZ._@^J?:@[H*<
ME@,LN/++EO4DHP,S_'TRS=![#2LX*W/,@']C:.1?3C(DI5%]G?B*;GG2US$3
M@;^G8W3 >G.+UQ7%7@'E3@^YDT"5;=YW'5<,G[/OL[.IE[0G#"_IW]*?@/6_
MZ[!+I5#GGC"4,L<-(HFG%%0G>V$M8'>62\"@@;5.IHZ;+IFP'@?;TR ',%"3
MJ5+&"AQ[]!L=^#MJZB7]<?0HG:H1_$EN8%$Y6NBW=.L-QRW'+>AW$ &@3DM+
M?]F5'QFL':Q-D:@TMYDF<DR5)E/OL1OIC[4+TM[2S0=?F$S!_]:%V<]<*]A)
M:?^<_@JWD$4*D1SWO?H2#7@,=$E-0,,PERV3Z5)V,@W'&NPK1*P-C_\QJ,(F
MT^A-ERVD@M'B[;(II0\U`U&:Y:2.0;LJT6$<"('=7B+/PHS29!BJQ2XNQ8&^
M3WK\\=_:J@:KVOU1Y:3K578_-]L\Q6BEK/0&#NW(+JU@%S(0@9GYFG]*?TFW
MD,&H):93::)FG3ZH"P(#'FN,!PN9*=1;^@6:9[1O@2:KM#,TO]']5O\;_9>F
M1?"7W^E!((:_1#BPEGS)4$+B&ZY^4OHO-%@-[S7DD.B CUZ:`32T##%YGXMA
MTS3'9IZN,D2W5IU&K=2VUZCK[ZE)<;17G0YN]=CE1<PF]E7V2_W;NA/ZRX;)
MU%312G];^&WANXY9]"SZ)=TSVF? -S"&8;Q=KL5*`OT`USV+WLB]K?^-KDJS
M0/,[W12SEL+;EX8IYBGFKTR;V).N6F8V_:7I8P-Y']!4$]2\:'O%I'*>E(Z9
M'CN<%!GV7\OUEV9@17G,(G,ENB83PZE^`K5?5?NX7M08A7UIN]\M?UNXD7V?
MFTV]K9MMQN.''OX*]VVAE8;JBCYAFD^.<DYZB08J7!T>RW_6S$B?D;X`COIO
MM%6::FUU^I]T"H4Z/<G]X-(+JZ0?' _Q/[C>9Q_B8Y*>UPN;P/.^A(ST%N2C
MY=KY$,>;=$%M4(NUP :'!OH"Z&TL:KP&VR(]F16J&8S+)>C_4$&2*!S,CZI6
MA10]>*\*YY;;O%/%]QROL-^YGF6F&".@EUKV61;T#W%V,E2(]])7+"^!!O:"
MUZ!//*-[2?^,_K?:/^F_-GQM^C-H\"O#<XR#=_+EPFIQM5@NQN#[>>4C&>4-
M"02^?Z1XQ!]<)QWO<[7,%/,5PS-:S*%!33&I0L+<Y1E8T:M:2E4$6*EAC[(7
M:I@_FNZA[Z&O+O#&VJ$VOQV_;G,\[_ZN\'WN,\=CXGML+:W07YF^-'UIP4ID
MN=9*8W2!.@7SAN8E';%]G:3]D^D^XQ)J);V$>HT9<.R0ASV'I7IQM;!#W"D=
MECKD866'=%X^+U]0AMV'Y1W28?FP<EC9(:^68I)'U/,?@&Z@5M"%-.NT>,0O
M0V:$RBI=)-D)K0HK4HB_T!>7:"?3)=J_PB/[7"\[<I7\Z*"Z>E7(/7C$7R9_
MY_J"6\$\R\RF%H&@[J] ]BME,(<\H\4(_);^N&FY]B5=E?:WVM_K_DW[-\-2
MXU+S4O,!IE+L53KD>@D(Q ZI5[X@=T@=T@4@2(I\6 (V>8?8(>\$UGJQ`B3#
M><H!7L.>,!R'J'3<=&4&KEFM59#C.,1O2K,7,DXJ#T$-K7V";8[/9-7)1L\=
M,EBUU?N@^)WC"VX1/1MT44M/,7YLF&RVTC)07#:M8-\R8%8$%L,S0/&OVC_H
M[@>"+50/G6FKY!O$9K%>J <M#,-Z#\/ZAQ5SV; R+(^X>Y5>91@8.^1>H$%*
M>*90*>3S^?P@=X#[`"P,/1_?^X1%C5[8D>$\!2(P=)Z812&&:9"#TAZ;D:L,
MUB %W.Z@& ".J.?;PN\<)[F3+I;6FEF(-"N84AJ+)<A:D DAJYNPUEJ@6Z"K
MUBVF-S.;J2'697/96X0C0'$$=(!:0 :DN"6C#"N]$X2P2!UB/=\,KW#QE;S!
M>=7P>/H_I?U3VGP-4)BJ(.*&R)Q(G4Y G6Q9KBMEL09%(NCWM:+>%75%H4>J
M&:I-^?GIF@'L^6J':NS2=Q!7GA*_=RRBIAAG0[6.=2YX.%T*F>,9[16P+:PT
M%FA^K\^EMC('F4%FCCW&QX5FD [D("0C1(:!8"0IYC+SXA'0C/K77@F>#\\&
M$J%!J.2-SG;F&_T&S3O:JX:KIK_H_V+X5^T"31/$,(C*^N,6[)2Q9L:XC)D*
M^\9+EH98#_1ZW4A1JPIX!G"=J7E0^IS[G/O"\06[B)IM7DAZCLLF*XT<6&&A
M/ -1\L\&&Q6E#S)#K,%>Z=PID%7!NE1]$ Y<^^*LLJPR<U+(O<7X>!9\/P)^
M`S<1==(@Q(46T<NW,[G&!TC$L%%_UK^E6Z]MTJ)-';>H?H[3) W]I@'K4.R:
M79","&1NK%%J58U,JP:MU)ZIL@/'>U!5_>#8Q"Q$;4#FP'C[BF,%A]7B6Y")
M,4LLH>KH;?09YCKCLC?P'0(R7)0NRDF*)(-0GA)S>19*64I&E8LR2J^,+#M%
MK]/K--A/,^U,&T@=M01(OH+<\HP6O0&GD%CMA#FLD)'E.$[Y3*>#\5AF!+U\
M($DRK1IGSF>JU&CU!?<07TM_:;@"@OJ83*W@,%Y=L9PPO T9XCYSE-I*':3.
MT$8K;X_SX!M 072@,I"U$@*?*N9Q$G/9J'M4&26V1KZCKTA>N]=9:3?8AMA!
MIIW>0JVDEE V\Y_T+Y%:83F9CUV>@=E10V]PY,KO.ACFN"GLJ/,`!W:\M0-)
M?0R"/J[7O.!^3$ .B%C4E]"3WVN&>HI>P:Z (U'*0J32T6E_UJVDM@'%=?IA
MJ\_>R'<*G6(OZ&*4V,N(>X(>?'=*E@]91MPC0((Z29(HH!4!I<'IL@V!QYVF
MM]"@$^H^\]MZR)!D:K?7@)D%:FG0RCN.=UUH(:7<`[*ZXXBV-:!RU [57J_=
MYGF0W\34,BQ4B%_J3X"-[H4.<"%;RLAD6G;%]+8NU]A&;S>?H8Q T8(44A]8
M"%B]:C-WKS_@!PF$`O!5%"CR%0'+J =803.W=7=10@JT+B]HY31]FME*U5&/
M@FV]!'T-3NWV0JS9X/BF^)OBEZ%JN6S24%;&K@Q5#=48(J=KIF$E7S.8XJC9
```

```
MYGZ0W\C4TIN83<RS]$+((E9J(?.9:ZJ(-<]ZL++[(%L<I Z9K]->6XL3.$3D
M0%V,4X!D$88B7'P()5&M_B0T1"M%J)EQ]E%Y!"RS1?""1JZ#UX&GT,]3;OI^
M\^^@_OPC]B FG#4=,\DL^HB5=#C[7&7N-C]6(YD1E838%?C'\\J#//JY`M'J
M7N.]QEG4O2"ES H6Y\Z0:4VOP9$Z:#Y+\[:X\P@/UB""1;DGZ$+E*"<4H000
MH 12'"'42K8OJRP`FA& !F(`^@QHM%,Z(C;R/J<12 Z"Y6ZCH_2CU-OZ];HW
M]?B_H6YG/RWDY&^*PQQX+%O*7K:L<)RN:@^>AGR823A0-T.UIZM.>[[C7J57
MT@K%4HOHA<PLZ(;0(DM9*[."6Z\]H>UFMID_I R/Q.U@44*+<%$<E<>4[,79
M944@*9ZB0%)PY=43M1$8UY&JFZ+R;/"441E()'@_WF?G;4;K&>8@Z -]Y&/@
M@/Q'NC.9JW%\4OA-\2L.F8%>4W\%.OU7':P(9(915\?!(M"[SCH?UY^GWD.
M7AUAL+*ZUWS%Q-!6X'@%/ L[W=EFX*#.T2ZPJ3[QHM@I]DGC%.5%Y/CB448_
M``G<MJR?D'&.K,5)#K%%B#N]P&&TGX7_$X65? D,QPQO0=2\9/FKY1XF[$ +
M9Q@K]-68$?88/BVNC"(']HA#A -J=GX3]2KU'-16L\V_@QX*:D*#E4:.?0XK
M?<7P*C/ 'J1OT''[$;X/&/JD41DH)G 0\050)A[[G^$`Z\*LLAA)(/^(*8W<
M8$_36\UUYB5F+53UF+?V@FW]U?($MZ_PT\(-G ;\`_/S"A9R(^N*&I(<F1',
MYE"S.]ZG]],?L%.,?]+_3@<9Q(3/Q@DH>);Y2T.$;J,/4@6V%OX(#Q8EX7&\
M@\.79" <B4 "/02^)U=>/4%4DKLXD*018I;1=H;>1F$>B="+:.RE<5[T5XN&
M85B<'>$$`[1AGL6\X@@[<*=7U0AR' P^*7_/?4'O9TYR[T/%BS*+QDGH"=#)
MO=1"T-)*X#A#+;,C1Z?0![Z15:IR9(]SJ#)!(QAWDZM/3)"490F$A'!(Q+;X
MN).W0\RBVY #/!7[A@T<Q-P%5Q>\X[H$-2/F$]+=0_58X\B/Y,=4C>1'#9%M
MWL?$[]F3H(_]["9VBGDV5%?00T%.GT6'H>JM95YE#T!$O$&O`:OJY"^BCTO9
MXQS928LB%.,VE5 E_".IQL?'-9+TD5&I3SP"/N*R#]&GJ39JB=$&EO4[W5Z]
MS.BD;Q;DRF[W/E<I*S,,C74&]$7<$UQE-,61&3%$MGOSQ"]HY'B-74B#CQO0
M0S[6SZ)J69E^%]A>`XYVBK=UJ;J04+(7%Y7!K3P;1"7 [^-'/=R*$DFN/?43
M'DN2H$:0'X\#L:X^XNT-P(&9O<[\*'0/Z.N7('/<0\]D-[ADJ"YPMVN][E[J
M7<>WQ3KYMCZF`<<A_U/B?OH'^B2SG]W(+F*0Y$O#QWJ<<^SCI@H*O9AJ@WCX
MM+T?=)']R^Q2](^B),>X?Y.L/6Y%N.8(<$R4VQS5J!&,64D6T.PH\?:XTV U
M6(<(!U2,.,^D/RO,E7.53PJQ/F&@`M\+=G7<\+S;&\T,&Z*W]0'5E?(]!UY.
M/P='X$O];(C=+VE^IYUE7D1]ZZIE_J9WF\_0UR%6]0E]PI@X)F;_$BB (VMQ
M=HIC8GQ";42[8BBML40T$6V-`E%23RD?0>L"$I)]LM&V",=A89HM$P0]1($:
M:198$=;N,YE]4%GA5/6XZ2WHZ#<X.A->J'F1@[ 0CD/>AWCP#NHU>B/S.^W'
M^H44SF864IO8SQV;6)O1;3Q-,F"?<%$8%4?%[%*D"(S[]SC%N#9 %TD.D&BK
M2D+L;"W12(#D^Z*D;2%)5BGZR06QPIEOS[?WL)LA)\^B-G+O.F06,SI4)5#K
M72)URGJ=E7%%&N+Y*@-(/G `2? I\) /J,WTO<8IQEKHSY\%[][$S#:_Q[W*
M+C:[C0<I@[7%B1Z>]4N,5$AQ9ZY0;2GE#\"!&HDG*50:Y+K-!#1^XB?H\8(:
M@Y4+8CUR..<XKSG>=VSD9E'/LAL@`WY2N,&!'FZ%.(PSY?5Z\(YH95RE(!Q
M=+WJ!>DD<Y(^0"^B-C$;F=G40JC>9YF_@Z[J56:).6K$:KW1V2>H_ET$%;J:
M)Y)VE&1 ?T "553+0NF/]R>ZXET)^*X^DF3Q5[>2Z.7W8;6%5? %H<*>;\MW
M.GF'^)BD$]]S8#T5YC8X]KDV0$9&?6 &6:\/.WJJ\J,IC;@BF!,-X1?D+YA3
M=#?SO6,A5<O,,B](/Z'[`BAJZ254KG%KTC_ IN0D1QGA"*F:2$:F)$-J]:UW
M<\#W5M76(LD8,"$*JW7C1;'2#N(<X/3\D_)4Z7/7LQ"EWG'M`PES&JAU,5Y!
M96*2N<&J^GA^# 0(7!%@BKFBV]R?`\<`]+2;F"\-,](^UJ%E33$JU!+S4M0&
MHW)D$YM"&U#[#9+30LDXE/**>#^L6279'=T=)1SJ8^1G:Y001&YGDP3AR *-
M](H-3NQ'NIE37)[XH/!=X6<.W#M\V8%5>RFKH5+[*GM,;<'ZN"OFBJ%67&&@
MB7ECI[T/VD\Q;?1"ZHK^F?3?:9^EIQBGF-\'WUA)1<V'Z!N,T0IV)6+V&(.>
M843&'%943KH*7\H[6L-=XZM528X2!K0D8DW$:UHC@:2O%R4KX:(DQ8C2(>QT
M0L7H'&)[V S^>\=4X7/7IX781>USR<QD&FN3R32R'+.@/E0.0Y0'N\J,@;^$
MGA2N,77&*U!=S3)O9'#Z\Q[[G6.Q>0O4.\C!V[ 'C#N;G9W8>TA8CZ!M8;]*
M]%*-]J7:SVV2_OA8HC^^+&P*"*$L7X=RRVL."2 8U[("6:1_!\]P8Z>+TB%T
M8']HY^V9MFYV/_,"=.1A#JRJ$.WJ,OA&B7:O'L^2D#EO##E4N^)CX"' \G"U
MWGF*VFI^SX$SAJ\,6N-7^O>93?1FAC-NIVXPU]E*_H@8=S;R1T6U$QR3CXCY
M]DKAHG)$;I:PUQM6`KZN:#_Z0P)7WZ7&*" JK#:![=WRE(O+?+>4<F&UU.$>
M]1:%LD,=\@499T'-.$U5A/(+TF'1"QW5PW8OG^G<3&]B'Q,WL@RU#SP]S)9"
MW8H[W^JY1#JY!32 ^G#%O/'*2"5PW @^9#]@W@J][)>F*5#?3B$<7["+*5W&
M(>HL;;17\MUTIM4K5/*50K.8Z<PU7M4M-5_5]3 NWN5L$)LEY( (1&P'O !\
M`^_[PUTQ<\ <2(0/*Q?<HYX&L5+LX1XP=G,C7M"'[["\4R+O"N_;`10[A3C/
M.^<Z7<Y!J(8BS!>.C6R8";,;..@&H6JW8F5"]H#VN5P1KZH1Y(A60@8Y&_R>
M/46UT[^!FGT1/<6L-6J-[S,GV>=HMWD[]$^\,].^A1IB5E('F&[(48\:W]'N
MTRV%OT:I@\QUK@6ZW(M*AS3L3B1),+)VQ820V=<:!D\`&ZJ71CUG'8?8;4P[
M6RE4"-ULO3#LV2DWB"[>8#?8AUB#<YA,'%U0OQL@^M8+)R$/;V3W<4B"NZ27
M3;BKJ)Z_<LF"')6$PQ5W@3X@@P2_YZ[1@PQ8%%15'^N_U"O4?C9"+\9UFN?:
MK[-+C2N-2S-64MUPE/ZF^T2G,W)4E.$RN(SGJ3.LT7F=\PIC[HL*N"WX?!?)
M#UW11 AG6)#Q0T>43.>0XRGJ"]WSU'4.YZ&Y&3U,&]?&#G*G691!+E]83>:3
M<5[EJ( LLHE]EMG EC(8<]'']QIP?QAWV(]9O%'D<!$.T ?8ES'\D!,YKCE8
MJ)9_I[NBWP3:B)B?`UL[2TVW/6_^1/- AF[J5>TW.A3.Z#:[S=L@,GRK_51C
```

```
MS[C!G64-]C%EU%V$$Y-0:\1?;0);:JT.!'J5$7=V>8LTQ!UDMM&ZC"%8LVXJ
M' %XCRB]E<89ZQ#7PQY@KSD.0-]9R<?Y?.!P.?.='O&DXUGH'5:P5GH]^#?$
M71/N\N"Y*PQK1'T0R_(F*J/U8%U\)(^_QO0P3N=]QK=U4Z #08Z3S'/F-NIA
MZ^OF;[6?:*_JVNBM5 ]CL,>%BS)Z]T4%^A_)RQOM/OXZK*9/QFXDR^</899;
M5@VV%1:@#AX!/?4I<:$?NW%X#KZZ4\D7>MAN=H ;Y+8"S33G-#Z#KZ.WT/G.
M(Y!%L,HRV!Q"GO Y-]D<9E[A<*Z)DW><O9?H<G3O%H,MQ5!4#I"X+_J4H+=V
MP]%8;/X*.H_)P ']](7/?U#;S7-MVX]2IN<9<XQ#7##9>!)FOM;H+CC5\#[3Z
M`N5C<K_<(K2(8X2C"/1 LF!T+(X>`A$7JL% >?9BJ,E $KY6>#WV)_X0V%]X
MV#/ ;:$SH:K*YUW"H*/"V2Q@E>4"T0L/\=^[)ILO&U:PZ!O'34UD[KO7).H.
M!EM %RF._&A%M#+FB[X@9MBZF4'PX:_T5Z #_L(1H;[6VJ8.TG-MAZCGS>UL
MOM"GC'B*2%W>%>F/CL7ZH@F?0.J4,1DG*)TB9!4?>CIR[(YBU$I$!)S&^?J@
M,A^#')J]>$06RA.AKLA8?(QD%_2B(Y++;K!"/RAD`LU.82??0":,>GX_]Y"P
M@CFN+\4)G"%YK@?986^,>X% Y?"!$)[XP]4.X1H]S9II6TG=1[U7^%GAL[1V
M*C=UB,'I:X\YWS:F9)<%0!*^1 `L2FF1#?P:N=_=+\?Y%KY?6BL6\!=%>(9O
M+=@59A+@B"<B@0#XC8+UDU#6(77*+1(O\,*0PR5TNO%X]$?&HD?#:ZH+`A<\
M'=).<:>(T;>!]T*W?AH\=B/W::&5QKTDG%'OQ0F*GM(<LS3$O0GT#_1T+P@2
M@8>$5TG7F %ZFFTS];5ID^OSPMEF=NH6<Z7=:W?A#%& W*=@YS>'7VS^O?;W
MNE^F5VM6TEN8(W)1&6;X3LE@;^:+RLBT)$QJQLCN*'0994?!D]0N!6O"G5*%
MV,T]:OZ+[M^U?]:_QIYWHWX3U=F!HNJLLEYE)V01)*F$;CW??HK[MA!G3[@'
MOL> D1?/-PKI. 7R7_PV1V6T`2B\X"$?NO6V#.L`T\U\;5C$O.=@J8AY"^BA
MP=F,4Q(1]=&B<-3+V@\X+?42U =3A5GF[[G#D#D"8/-%OL+RZTR?1+J2ZF37
M5)T(X+2KR-<:@4P/%M2A"+YE@?>8648\V^!K_:/P?@^8L\&G`M79T).->"XH
MY\D.726/.>4UYC.<L#/W4KCW8:6M$(%%S0:'(9S,XW%5#R[@``W%&V,/!Y[D
M,VP0?=F5%.ZLO0I^WDX9;'UB46DG=AYE+N?"]/\KK9WKBD:8WT*W#_&0_MZ1
M"!>%SG!'Y/Y(5_4->I> /J+66W +%96W@"910X'J7L]<J5/IC\[UO<ONU;[/
M0837KI(2U5<-+VL:I-;JPG(A( 0*?<N@;AQ6=HKY? ^]'Z+N!D<I3FH9G+<O
M9*'_L Q5D5B5I*@$`M 'D+ABC7%?9+O\D&V F68=8"/4V[J3[#5VD''9^Z!:
M[X-8%!?VI:](V\9XA6:YCGZ4NL_X'/,0[Q3'_&N4QZ@SCE&/J;S OH;OE]7)
M*)F.AB!SB&-NR".A84^%8!+G2LV*R?<^MY"2-#;Z-YJ8U!\==,Q,>SF]@D_M
M.?@#?M^(>Z<XQSG(?,#>2VUP7+;<2T%-PDRF[J5S-%!907>..? VAQ<XO, 1
M3S3&KOL?LF?8!NE,VP_,G[0_`(<!/*-%&).R2X\(!GL;7536)T%<=[KXB\J8
M%RO<1+C/TZ@451>%.B&7KW4N<QZ5LL?G<MF!,7>G-$:J%61**/W>/D^'>]C[
MD7N',E"8+[FD*&,4YHKO:K;11V6D*"P'O92/@#X,]D'F.?I>2@8=S((*46;Q
MG"<K<[WF*' T)*.NR@%6!?K@@2X>KPRO$IWV06K:(T[[)LK!GV*&&*\SSE\4
M.J'FB?,X=</I`F:)U&P!(S%:5K9O%.K69?:GDQQD+H?/7#P&$6K$VQH-A/'Y
M1]VJGO (F /9H3'OJ#?;-^;>)36*1R657L!L4X89=I!9#-8[&<]O`?^X;+EL
MN)<^$_3&6A(N8DLICGK"$<=X!1P-T>GE#ONT1P;,<VP9]AW2*0;WQW&^W@!:
MR2X;<Q^11L"G22^J3CS(SM.PUPQU>[/HLB^S+W/VRVIO@O/"41%UV2!T>%IC
M1>'1X*C[HGO$C1Q=$90`Z!'Z<[ C/[R^4^I-[6\M'I5;1!]DP_W,LRP#OO&6
M_CA4A\?U#TJ-D"N,T99$9>RV8-QMB,5!&M3[T1?<>AXL*ZO"6L[O=S2+<0'W
M,R'+R:.D>B+6XDMY0!;\%*"7@BY$;.$;G0&KW]XO)B>^D.?[9.Q4^N1.:=2-
M,<P?*@3!.KY(C<VD+P3OQL<#I@">PV$N5Z>4%Q6O\+!SB?D59@-W"6J2*Z:]
MND^*7=$X^G0<8VQE,FM4$HH41P/A,%:_(0W0^3D5U@Q[A(%\)+0(1W&G`+)'
MGS+F!O%DEZ>R@3J%PGU,T);<+Q0^LLS6+Z7F[_@81EVD&2650&LX.6,(8T=8
MA+UM`"F$D#^$+.;R83?N'([ _[DHN_BS$#LW,F'FLF46@^=\#M4<231#'@?;
MB6/OD>)(4:1(&F*[8K>\TVQS'JFW9=AL5 ._$V>Z4K_4KW* 3E"0!;6"%D_F
MH0%8=>E1WO3(T_8Q.1!0]PB+?/ :X,#,DXS%$SB*L/+"O5S0#4BU4"V0*A_/
M23DBXTZ[RWD=NH1%U K&RBQDCQNF"LWQ(U 1JAQQU$F2(WZ7-,1:8@4ACW-:
M3KVMPOD<U>!L`(Y^D7# ZHG&RU06$$\V\5F<FF27'17FVI9!W(58@)8"CQ=!
M597D*"?/2\X;;^^&0(].=N%4`8Z RH'G;J"?GV':&*WQ668%MX);K]_F/I*(
M8\8#BLK81+N*W_75`/EP;K6'SWADM;7>V<U6VAN<G3QRD+60W8WQO8X40S52
M=(J-_!KG;GXWQ(.$.IL#CDXI:5<*'(. .E]09W8JAZH)M#!5`L1&1Q3TRQ;P
MS"&F'2+6^X[/"C<X+IFN^SO!JAIBS4!#<OA_P=$2GQOV"!YKA76U/=-^@_;9
M=@-'=BFQC-17<OZFSF[0/Z!J%'>#WEJ!8TS!"9W*H?H5>OJHFQQ[)+F]$W);
M,\G'5"L==1\1O3S957=&S4NIDZ[/"C5T#=L9.T(X4!]WV=7='(F6Q-.1UR6/
MK=Q::<NTWJ0+;&N=70*9(I)XFTCM*JG',P!YPSOJZ5/Z9-"9E+"OY<?D5!3(
MAHB%E3I&;-!FTGH"MW<6[IP(1S!7HC5F0:<5YZ'_L.7;W,8H8Z-/F)KTG-P/
M%,UD[2K)SW,T`\>NV#GE*=MJZTY[#WV++K3Y[:U\=FE1F=^G=C\I3X6C1[PU
M.X >GUW6+W4):VUK('\DXQ58&T9<TEVI?CY1&^I.3^I^1)WYJAS@>7*G`/V'
MM<T\Q/JD?]--2KN';HD=A16V)-!JP+(2A"3)T9)HB3>.4S0F=L'SFA/>\"IG
MN;7!#OJ@"JS+;$>=V;^$3@YSL+HK`/]3W==8`T1K0W[H"8O*^N56`;3'MTK]
M[C%OOZ=?Z5=V2;ND45*S0V42W1U=&VN%'O$HW$OM)(SOE."4*(R[5-ED7P=S
M;[ZMC=E,]T>?I=-^W>X=2S3 VI" 6 [11RH/ML3O)&F)Q_&9D1A?`1S3T*Z2
M'$5E@0`</S(U3$W4<0UKPSB?Q>JC2S+9(6(Y=Q..,>20UXA/"[N@3D1MX)H3
```

```
M9/?@*) D7T]V%[K4F1U&8]]$#H.UCIKF; W_1K-7WQF_F$ ]_ P'4*"D2!IC
MR-$2_5"HL-;;D&.N]6G;[B0'SC]:H>?IBJJ"UD!\$^+K6F&9TP1U"40%&;*+
M#WS#/:8DQ&7\7+Z31+M ]81YO#H]39 )=H),4\GT>L)9#F+<F6^-4@/<>64A
MW>X!;<2:?Z2/E(=THB4E21K'.7;%/A15CG/T=,(Q)@$'=MZAKK!:&0%'!'T%
M+#XTYGZ:+[ 7.OU\*]\E89Y!07UT20FAP+E&V"VU2/T>0H(=+UD[F9XFA6@$
M>\)R<J89[D1#G>.R;:4WTP[QAG\L@=IH^2D.HI-=\21'0F791>QJ5U3ER 2.
MAZT%MEW.,1$B%L[5<5)"_+R+U$:)<!946UWR=*!("'X^P"?$5OFHN]^K6E:7
MW H:V2UV24^+:Y!$G5(0:[J3HS5*<CSAZ)1:\!P6WFN/4EN8F+P+XFT#W.(_
MR]$2WT4$. B)RM$2?4.H('Y^%CCFVM9 [8=[LY@76M4:"3TEI.[1CKD+>#_H
MP<^O@33>*N]6+L*13T2*H";O`HWL%K$6V"T_+>Y6R%E-R*).@1-$,_&4-D@E
MX^Z3\9Q%G%VX;&7F;O:6OS.N>L;/ZT-=>V<<["NALN S&Z.O"ZN)GW](WV3F
M6H%#P.BIYK?65)V*^Q:04[++II-J?0V_AF^5(0:'UH;1[A-0=?2[2691<'V-
M,NB#5,G9)!^BA:7V?%(4$*F53ADGO%YG(\]#]NCA;GH[$QT@/VE7R8S>`B2=
MA$,E:43/3S1&5(Y!!G<^IEL;DQSJ/C]Z.ID]0X[ Z4(BL$;XD&H5^F6?LU$J
M"K1&^F)C8#.[(FNJL?[&\Q*AAO=T*D6H3?"G;*S\R1%)^GPR6A25(T6G%"<<
M:%=<QH!CE=(<VYG8B00_$Z^\L5WQE!":>#Q*]!=[72R'/#C->HCF;0];&XF'
M]$F!,LSHK2 !GU"&>[80<:%GZE>6\3OI!BHAQ<5 H#_6!W%U#([QJ =RBK1;
M6B/.%9:!=XQYUY()'4Y_"Z&2)!Q1-5: EH"B2VX$FZIPSK'7.W?RF;8Z\\-V
M@^"*W +_:(2N+\F14.M=K+(:[O"/SJ16&N_FH'@[;_-:X[9.'L\IP5S1BCOX
MY5G)\Y5&H)8?@XR7$%93Y>8NK$E"RZHQAF;[^I6UXC+A:6&-M%LF.<7K#[>J
M$3N,%7$BI$;OQ#C'42F..R'."B=V/LBQC9XC-<0N0$42C^],VE5#0JU+@"$^
MD2-E69U <"?'00ILQ>FUH4#]C9,0TK'B/AA43>1L7&+_$/=OLM_K"IQ8)6+M
M>!$Z[G[E8><:<;=\5.ES]Y$=J$"RDL*.'GO)\=J75(=0;0J53M"$L%/L$.N%
M'K;.O(4^[VU.["!6A=;5H$JJNAKG:+F#8U>L99P#_-QV!C@ZA2,\GK_2*627
M9N%Y+9"I^LAN7J?4+.#9?5C3@H=*+N>K:85\$>9 Z+-:I>GVIT$3NY1.!?P!
MJETA,%Z?$PU@)>\/J;U85CF>`=_@Q+.T+T@=TDZI`CB6&C.$1O"."F" %:<H
M$K=S8 /9Z[S#KL8Y( ]*Y=9ZX!BB7;8CPHC4*PS27J=:\8T176 ->$3"&3MR
M=&(5!376='M>1IYQF=@EWW2<XW9+NY0^3Y]WU$LJ=NB3\/Z(EV@&S\.JQGZ0
M=([0/UW 3U0X=_ 7)-/B"_(.:8[0QBXU?^@YDE@-' UPRX_7)XC$;T_@O(3C
MMI^K+*I==<9O<V1:=_(CLKDT'ZK/+I&<F2.3?8XRR%;B4:F3=-\XA1AS9T%D
MWB5=Y[8SAUB>[X0>N!=6G(@$PCA9P"[JH@>K?)4#:WAR3B_ISX3R6\IA:35_
M6#27%9:=E^O%.?P69BEU/?A&HCQ1"3(G7@$L*)7C'*Z[.%I2$KV38Y#*M.[@
MAR6AK%<T6'<37\>SEK(67Y3Q?/L^R+SJ'(%$3!GKV@3Z+$16`6M<<M:"'WKO
M`'3?O1[HA+%?\:)%90$;^@3N5Q612>AY^0WQO%Q87E#^$>J#WTROI'J"VQ/.
MA"N>GYB#$IL32Y%4D)W!2C*-NXLBWAA%;[K-@?L%AX5;DA^BK!$X\.PK/*=A
M5.Z5>J41F7#(1#,R^+6[`-:.7H[>NRRTAE3&:R.%R!$NJA[UP]$'CA%/%IF1
M@)TIS5*#>$0&'1".'?)-I= WO>R<_)%4SF^FEE*G@@<3CL10'7),BT\#CCEQ
M52OJ.1DJA[KZYJ20^Q#7.N,WW![[3KOQD0QK#Q5W7I3,I8'%(U*#LVAQ0,UL
M[C'H=%R/9%IW`5L7WR7T0W3J=V,V@7XK1,X]\;4&D*(U4H@S!#*!SO*->/ \
M]V'%M+BP?%EYT>*LTE[Y%JP==T2'W1])IO+IOIN>FW!OCGWIU$\7&**5B4RP
M*&=<'W5$Y\21!243>/+CF5$\*V-.]$Z.9M)_`$?"6.ZQ-R0Y7/8C8E:I'SCB
MO'H>`T;?HK+LTCXAS[A?$S,G!)Q38<^(&7\WQ-:LZNQP403/5RH*!R(D1I&>
M%CG0MHK(M+$7*I CXK!B]ODA)Q7Z;L'J;[EONL^Y/Y+/RQ7.1^_;[ <+0CW$
M,^(9,6?,.<Y!2&*9T3GD^YT4A"..' \'5O'U]GS@&*"'F&8^JU0`CF:^5T)?
MQCF/2A*0MM-26GK:5LIDQ_HEFW2-7=% ) `]4W]\+-H7[@JO39X5#E66%Z-M
MBWR0/<CP_!JIDF^61CQ^TO47!O#S;K?<T\MONL\K%Z1I=MO4:[7.N!,XG*"/
MC-BUNFFW.:+DECS_2J5(?:D<X.<)OOIU:;43.!Z99FVG\NW#4F%I5FDS;X:J
M-T'.OL?IS"A4'?W*4Y2<EN$,E.\2.JAF^A;KXY&&Y ?HI;KD7>(N<8U8X#S/
MF.W+I%7,Y_KO#-L87M@M=RE'Y%ZWV2>0&:F_VN0[+TTOFUX^O<Q<=E@\Q>QG
MWD@XXOH84"0RXDB3$4,96 521Z0660;K)E+@%^&(0Z4?/>=>[9SS".X8ME.#
MS$[>]$OD&)&%,I7#C)\:6#P*-7E >IKUT!W26'@,?&)4J>!YH5#HY/JXB^P%
M1R%4);ND(W(B,*+4"]EBMSZB.<0B:78Y1&8\-R-$SN90.>3I93?<Y^1A>8=P
MDOW<=2ZQ"D@<:%4@TQ+75EU;-;#J-D=W[0"1NSF2]@7U^]S0&X(S!_5QFNJA
MYM@NB.@?%P3S8N3 _#N*7KT8]V"+^(<I@[E%.AH8BXW%1W ?-N;'>C+0%^F+
MC,7ZHP6!KN@%3R[MHBKHZ?R8A_0N/LCA[A&O'[N1R.YP0>"\^[!\WGW#<U/I
ME>J%"/N6Y?^=_5SP,.2/:[4#JY $.9(LA.- 37<M2JH*GLBQDWC(FLA'HB,G
MPSI(#]%MU#5J!]\K-O,[G2.X_P>Q!3B@/C1###XJKN4%9Z798/11O9[6,+#$
M1J,-@='(2*0_LEK:S&SGKED:'(VNKN)F5A#Z<>H0P/K]HKM#&?:B-G:'UX2F
MEY^%N'O.;01_[Y7R^:]FI.G3#&GZ_YRY.7@A41[_H,:92'%<J[M6UPV2XHC?
MQ:&2- #'[M@YR9'CM*&?MU$'S*OM'4(S7V_K$++*\)-"V$GWR0$?U+I2*U]D
MS[:-<4]3YW7];)&0Q3>SF<9>KM#9SQUE>7.<;J"+A&&'B3?S:\4Q=\#G)Y.Z
MHD '>(>_>FUX3?73@8?+SLKU\CG/=>]-X!CDWK9,LHB68E.:MEB_Q+,#//V'
M.GW\6@-R=-=UW^8`ZXK?]45FIR"-\:,Q7ZB,GP9V-4!W`\<`W0"=33/?P/="
MUA[QU(O-TI@;*_=.<9=S-Y_@A]E>KK]P+;>&W>WH*NPJ;.1\W(5BLYQP)]R"
```

```
M-%PH0,^+-22^ADSDH9OL]9A]MSP%OF6!`O#NUZ'&G5YV5CDG=X@'6$F?9@E:
MTDS/Y.:8)FD/>#]*/!2_5I<1.U5WJFX`:$ZM.E!WH%;E^3%'/)[DB.^*'%0&
MP,^G69&CS9QIA6K4OI//6HR?N^F%3-Q'ZL4Q^:CPM#W!)\2 ,.:ZZ!AU90D!
MN=6=4 )*OQ_$V^79K4 'HF 5C#D4*RJTS!%WKV?$:RHO\#WM*X#ZZD-QIWA.
M/@MYO=+9QKYMH698],4S2F8NGY&FF:?51SP)L"?0!I)TK^H&CE,JQX_TL3/:
M',.Y8B-8UM$X'QI@,JS3;-UTFWF+L<T,_8VUPMHK0D4"!)VRRI&]N%^<"QUZ
MJXB31)R1K)'(>0Z>?D^1.C<E]1;J80SZ]5&<]1**87>O>]AC\A4`14'Y.>D-
M>.>/I+/R1V(/O87^:F::*6BA+/\\<_UL49_VZ]\7OP$<I^K0JCZH11;X3C@.
M_(BC.=8<QQEJ(W3I1Z%;+Q>NL0-L#WAZG7%I1@]3CSL\H)->*7MQ'^Z(X"Q=
MZI?6\ 5VDSTA[)*.DHH1S^<Y`H+'F^QO^'!7XX*,^E!W<_'<Q&'P\PON0E\A
MT49,B/$=P/&A-,<9S8A26B9-'S2EF9;G+I\IZBSI%BU6)Z=JT<</)#G@)\B!
MVH9DGWLW!WH_=(?QZ0&'\ /7S6RF'LWXB_9ONCFV>CN>WX"?/($:93&>C=$)
M.60WY+F;;(&3AZ]&<9?<(C?++4JGVR5ZI2/0T4*52^J1% ?N<@"'9\1C@KRZ
M-E ('&] %[A#."^O%GN8YS/::9:F#!8]-:,I#SCTQ9JT]+\M6IU _^BN.U6G
M<GQ0<V"<8R*)ETS@6Q(J#<[>#WF^X!93]P/%OVO?UMX_M<+9P#<X<4K6S(_*
M>,XE[KA!QA: A,%Y[M-"H]0H^<06^:B[$^0HF?9B9SOF1>_ WO B6-2(QUQN
M]IG*01_E-Y4WQ-7D_$0\#_,T?<A\B+Z/"IF*]:"/O)P9HA[TH4G37JMS@J^C
M-8$>0"L?U'R@<L3479%Q#O!RW$DGM1;.6>*N\'>%7QO^H/LW[>_U'QO^5_I2
M:H@UD$\0[G1>)/N?6.<>E;O MN;:"X1E(DX5CBJ[P+(ZL1MT]WD(!XA*@QR]
M[@MNU,9YA8@<$S+LY<YFT5QZ6'(Z#;:;]';J*T.399VI>,:>?'&&15>L"6K3
M-/]:C'6)RG&M#BAJT+8^^!&'#SPCQ8$[/W,@#C\F3S'C]1<^-ERQ_$'_LBY*
M76>]]DZ^P]F+^]%0=1R%7K!?V25T@2YPIV"7C!1]'M3&1>! F^KS7/1<!(8^
M-YZ)!M4[R 7W+;>I'&YE'\'J=XH7H3\KY[M9EWWZ(]N-?]8?FU&L;YHMSA9G
M6G1!O/:1+DWW0963<'P`'*]5(0=:EY><@14GUH0\S80KGNSF\V,94!,8(M\4
MOZ3]K?9KT[_K_J+[@^:!J>V0&_&LKV8>]R*;1?3LHPH>_[5R@?@PB%&X[CKM
M..UX6)HKSY5]\E&(72UR'\2P+G>GTNL6`F8?U(<!<]DM!6I"J=R)'>V(,BRM
MS##8X_8AXTIZ-G-9)\XKR2NQB+H<<@6F8FU:ND4W4.=([*_]8=7FFLU5FVL/
M$*WX8DB"TT5U5JI65V!;20ZLERMB/<$5W&]TO]7^6?]OVC_H;,;[,[90F?9!
MVFNOY#/MS7 <O0)ZA)%?(_M$7N#%1KG%W:QXY;@[KG1Z.CV-RBXBNY6CH*%>
MZ#B&/1!QR_'J!Q]!5U[.[Q N0#1WVGJ8N+/1=II^C=G(-1F00[3DX+67" =>
M@>GEXM6)DW6OUD $KEM9<PJT\5K0&QL7PJ%JPYL@Y\1"US@G[HR5Q^=$E[HO
M6ZJ XV/=%.,4JDK[)_UF9BMHI8*?8V\0CDAQ6/T-!R\@3XL,$1?JOZR04&T.
M#?N+JK-#1XA]0013\+R,6R36HD5=@%Q1SJ\&J1=ZP<NWFKU\'\\_LI79S[W"
MY<PHF5>2*YHH;8J#7,E0N]*_.J&/GZQ[KF9_S<G:_37[J^ZB(%,M9(!^D4Q5
M,J%;R8AZ0"=U[EGT;W5O:??JFG249E+:;[1+*;=YFGTU7C6"!P[^.G<4ZHEF
MJ4-6^V_HRL/+J@NK"T.W((MD!3K=S3+P>8 `,A]RG%=6"TZ[TXX4%R2H1:@S
M[!J^T]E.;>'>=QR?*>:+!> =AHD<)3JP+>W]BC.6$7^M=C_(:\ RD<(;KP>*
MS,A@769,[>'Q,_=SHI[8&XD+B<SP+.87:6(ZE4YIB^&]?I'^>_W]QL7&:<YZ
M(9]O`$T8G;ND7KE#NJ (`>@E0J;JPO :D(+0>8\`?54O9#T\8ZDP@!WL>06O
M:#+-/L!.L\]Q=D FAWX\8Y=\E#=8M[#77,\ZJ)GKY@/)S&)]CA:E& 2O2A6"
M_UZL_U^%SP6=B0_J3JUZK?:Y&B^95B?G07#4U8XW,PXLT8I8!?3P'8D=B=>\
MO^0@>N/54364)J@OUH/G:7Z1]J7A$VVN<8Y3O=8""I[G8H(>R1^:'I@>6A9>
M2P3/C8'."WS"'+CEN065R"WH-"J$:?8#] !;P>\4.L1!9J6QPCGFN2@<H*\5
M/R2>R*7R@".O> :EP^N$X=6DBK54\KH@Y'JXNG]Q'*B=%A]8M;DVM4]826P)
MK @E-E@W6%<9WYFHC\V)_*48HT3:KRT:U"Y>(ZQ$A_?P2HG+=9QQ@V:IV07U
M1(-0#Q$'\\(%M\FW++0L5!":&RH`O?B!8SK8$A((H</NCY1;GL-RN=##;J7;
MZ&GVG>(1,=,&50^-G_-:+9SD\J1G7<MS@P4O%@3SBBV4#J\OH7)8-.OT^%N)
MEEP3"[S^7[@EWDR5(:Y2#-9BMXL,F3&</F[V_@MKT>'5)?%J5Z(&WD4KZG-T
M.<DKV:W3S]-N8U[1A-.6FAN@IEC-7Y!V*A<@#L&*O06AIT,%`5-H.(@>8@J8
M0!/3?1<\.Q3D</)U%&>,4OG.2A[GZDN `C^)$;.=<N6)CXDOS13S_J/@5X3#
MHJ7PNG.$XU?DVF0YFG\F5W"CM//@"*=IWC15XJ=R8M.B`U!%0DW?@/7]ZD1]
MO,YS#XU:2%VU;5Q25T<T-.4W%:3-^,&0,?5]S>.:KRP?L/GV9@&O)@,B8Q4[
M[#4'"@(XC2H(%/ANNF\J-Q6/-.SM]?1PW^B_T6VE&P3<'^BFKVH'V%$RD7-(
MCSFWB;*+RFMZ_,7\8&[)[)(9.>CG>-TP;8YJ"1-$5"U#4QG'3Z&C%GJ@VQU<
MM3HQ)YKK^=\S4 O):VK^)$<Q<*PK2)LYU>C(V*^IT;P-/K^%ZF'+A=7":G&'
M=%B!7AOD0^6<^YP;&-QXS:5RX0VY7-S,X*<5#.!5E7R^?:7QT:G=S(B255XA
MSN'SQ$/2MZ[U>27SUA7\"BP+*$PYY JRR$']!(=*`IJH5:^?@9$V/W9UP1\M
MQ)+(U7]_FJ,8CXZIJ2!48)GY`'6#767\3/=$>HWF$]V?]?=G/$<=8#+X'9)Z
M5:68] ;TW"#2:K%"<#I?H[_6W9_1PU;RZJ[34N-5;1O=*X^X5XL.WB.LD@_*
MD[E?%#0M#.86SQ;GBP:@P.-&JI*?YD"Y1GP"8VQ/<(.+PJMK_CIU9<T<K7I=
MR;LYB)8MP#&O>':USN@\3[]@_E2W0?.)_FO+'S1_T/Y>\WO-W_2+J=>8#]C-
M+%Y5"J]*\JCQT8Q<XW/F;LB=#8++F0G=V4HC9QSD1MSF\ICX@R./?UTZHSSK
M@$IDX;K'@[.+<ZEY:D0I)AS43W"D2 ;K<$;Z@/*F";4P";07THCD*IN8<2;]
MV+(T(GFO$'(4B+GS=8/<.?HF>Y#Y3+=!^_6,I=1*>BF5:X9UF^\WWF?\F_YO
```

```
MNJOZ1XTKJ2UT#Y,)-6T]Z.$TL\6\-./1J8].;9!&H7K?(3L$A[A=/J1$Q>6S
M2QYO6BB"U8IYU&RTJ&(BU,]PJ%(9__2)=2:,7Q98,UY7DUPI%*]XA*O]L3Z(
MKQ5K0S-0'\$\T;"9/43?8(W.)\W[M'\P7-7GFG.I7*#9S!Q@#[#3^#E"A9#I
MS'3B)Z#0DGJ8J#EJKC/G9FRF=HKF\@ON<M$A>J2GI$/NF]XGN)S\]4\&"RRY
M39 [*(-Z;44QN=H?^WE*2ATE>F3 JQE!O@1;PKJ20EV2_/E3'!9X?!WA".59
M#/=1AYAM]'7N+%MFOFIXP+B47DH#BWDE58<LS#5NP-'-'*#A1FTV+X%H$#5_
MH]-E#+(=4!>^+J^25(I5\H?NI^107FA^T\+BW&+X2<U$+>"*4NL7[UC[1,%\
MC]>;*B8K_Q4^!MHK5N5G.-*@+FF:V30/.8HM?S:=Y;8Q0]P-T$L===7@INN8
MI?AI5O.C> TE\Q+S9AH$&%;B)ZS,D#7,IUFO<$3ND.?P+TBO@S6]KJR2;WH_
M]'QEH>:_N?!7^1BIJ'S*4IQ&ZG5]RL-_CD-,7I<\)1,>_Y&DN($2CE)304G!
MNKPW"UZ<><RRB6ECSW W'->Y,]R3U%1C&:RSASW X"?;3K(?,!_0!R!OMU'M
MYG:JC<ZTUXN'Y?/*A[#V%^2#GNW*(>4I:;MT6OYLT:3Y>Q:^F#<OKWA^\3S(
MXQHU^_T]\C_B2%<Y0GE-^2_./C9#H;<PR#'$#K*'P+J A&IC!KE,YS2G$VY8
M"PZRF7;\Q!/44N(%H/A(>4-^0_G(\X+TE/R4]()X2-GFSYF]?/Z;X'/%^<"1
M7XQ7N_H[*?[G'.L)1RA_7=ZEV8O CDYSU[DA-M-VEMO.E%%VLQM(AAR9T&5E
MVJ?9L*:M`#^?XX2\(KTAJ9DE)L? .U8IV^7MXAGO\7E4_A_G!_.#^<7S1(CH
MQ7B=SI_UZY_@^-%:_TL.W6V.8&XP+YAW;/9&;@FSA1WB&O@&_BR'UK65YHQ3
MC5&@.TT#'=3E%<(.J1[R^8=23(PAB?P&4#BE-\#3MXO7O2N>R)GWYA*HJ')_
ME2_.$_.+3?,@;I**Y!_@H.Y8ZW_/82$<(G!0>7MG?U[X'+N$;F/4J]>Y>",_
MY-C&N"DWM949A)Q1R=>3ZT)Z)(A+@D=\7?X05A\#NXHI,<]VR5@^U0/>]OB+
M\_^?>>CAH(V9%,9_[3_&D5KYA$?_6XZF?-1'*$_,VS-[JK3?88.\A\<<:[U*
MP0NW04<[>/L`E^%T\A[1(\)3Q:=DO9 G/"6"-<FORZ]#G/K0?]T;]305K%OX
MXKP7H;[]55X0M %Y(PTX=)3^'^6X,Z;]G1S@'SFYRV=,E1X2(\S7^@''8:5#
M5J_XV"'7BYG\-*=>^,'Q`U3B&)M>4%8IY3)JQ2.]KAQRGT'QEGF;\D./KWO\
MCU#?%N=!I3Y/G W_*2T'>H2_E^)_P $DR+$<.N<@Q*N2W.66J=*3\A>./^D_
MX#K<AZ5A95A!DGII#G \)CXH?%^8AU%)?A*D0MZA@$^ '%3.N T^CI]D:7KR
M?U>\."\(NG@S_U?S@&,FZ (R1X[>DOZ/<_S$WWZ*AESME\(\F"_FA?)*\N;/
M^'S!DXI>4MBW#>70=PR[;WDNN/%ZJ)"GQ:<@4^>!8+X^Y/[0C;'V(\AXV^6S
M[AM5WU<6%ZR;_Y^/O_DX6A5*R7SH8[7D^J+8N>ERM']?[/TYCI]B( +/ASRH
M@_HJ#_T\9W9HQF?%4X7'Q.\+_V2(,!]!/P@=K/>\YW7("QY8/8BR74$[^M!]
MUG/>"WG;?4BY[CGC?^6)G)GK'O\/E/GKYJT#DN+\$$2J9'6$U:%.G3#\]RP_
MQ?&S#$D.$M\LR_,PZA;/WC,[5[:+4\%ZIE *[9'.>:9##SL]<,X#UN->)<>2
M#!]ZSH+<])_S7%?XP% 54YR6NV?A?RY\<^%_/+YN_HM)CN",8A+7L>M #O6_
M_O<L=W/\EPQ:8E?P/4U+69K RZ%.S W.?*?0+9?)WQ7/9A:Q>O%#]TW_3?_#
M@7/>0YZSWM>)+ZBZ..>Y`1;UNM)8?=!_K,!2L&[)__?D?X!-H54%"X+$KGZE
M+TXO3J-T$'&QOIN0W7)^4B8>W_\3CG7STV8&+6''5.5!96/A%/9[URKEG.><
M%XX[X0!O@/7C(S= '@[<]$X//!Q>\41:7E/%OSSS?T.<>A/LZL5YO\*9`L@\
M_;QTK YS##G_1QS_J%WM62CFINDIW5N6A8Y%CD5<+?.0@!7X.>\Y+V@`CO^Y
M<2%V!3IYUC7)M+S@V))U\_YS'E*LFQ^<1[)'/E2(EGDX'8%8)4[@^._MZO\'
M4$L#!!0````(`).29282K]SJ:#H``+!5```%````;6%I;C+MG'D\E-_[\.^Q
M[R9+UF3?=Q)%V7>R;PF#P=AFS(RM)-E)EE#:J910*.W(5E22)=%.M*!%I:*4
MY]RS=$]]/Y_O\WN>U_/G<[]>\YKS/LMUKG.=ZUSGG#$C&,4*41YM" H";X80
M.XH;Q<T$H0& 5Y(`R&='IP&@OM#HM%_,RTO07\]</CI-DXQ-(E.(6C>(DRJ#
M\9$&+TUB*(:,`7(YX3KH-%.0%Z3R9ST(!>I1JT&5H [\<@%YE7_5@]MJDJ@5
MY[C0:? K#>3-J?XECPG4"R:1X"2!&YT&OR*DH?]XTL#KPE>14A91H5@?O.'L
MW NM\KK:G'4;AEIE4>@*9\\1DVB3YM9+?KNB')YOQI_Y3KRW9M\C^WB->;7^
M%Y=GVYZJ.E_*]M[VP?"B5$);#U;$__Q]]Q_&O('WC--_- LN3T1ZKTW5_B(8
M*WA0XNR'D/G!T;B9V,S4U9-CW._?_+CDY: I=N]>BD?TMV?VI[$:56WE>XCY
MAH&[[IT2C_LVEO*SE[.'T+BWS+[W6]GH(=6-VSO=4IY*W/T8,UE;]'-H73W9
ML#Q(2LKG7(.2Y)P?]#Y3:?) L!=9:L.E)LG^KF@5C0=G[C_:>,]DF7?T\/>A
M_E7/'OGUK)F;87V57/&ZYP%F5M?9<)N8U6CS@2V[%UW?^'XW;EX?W&C)=BQ5
M"[M;!6LH>_ :_O+)KO3B>PH]5[N,KJ@;R8_^:K=1?>\])=S2T4.(J9#YY.\Z
M^CU*&:4ERISSY4=G9?*3G_Y!+S.**J>WEQ\L_-C(S_W>3ROK9.%*='"F6-78
MPD#@JW<Y.:?6+KV+/U34M4IL@O^.\*%7P1-OE\)+6A>JM^CFQ=VX&FNDL>!T
MMNRBVJ^VZ"1(ZAU!]W/OS/#!@(IJS1SBJ]4LF56)\3%JWL-"CW87Y6G?'ZE6
MYBQ^.N_Q9L6'0\2*NLU\MKXG%D[O>%;8PI1\NSO=0;-\9UYCS+O+N2]W\FO7
MX/P+>]X7[=O96=.T\='HN1D+ZTOIEM'7/S.OJ?8S]U\9ANV[NBUQ#F?G8Z)N
M?4.HQ=1Z7_'7`J&&E!QRW\9=3PU%0AMUG^S;LHN'(S348[N1"KY!?]5#UXM>
M9_Q/B9BW^LJK9K1*G65>W#S^R-WURA'[^IK<)JG^5I_!#5/BOP9^J3F4X]YL
ME7H<I]V9JKU-\@Y[?/K(M:6/P@''<D;N\KX>8K*8+$++NNF=V7]A3,@HB3O[
MOH:.&?J3^]?>#/=/BQ>XF"KZ-GS07_6>\-*U[EQ+_%[-T=O;GJC?'>]Q:3'7
M,)T):&39-)D2J21Z>4W6-_^;KSGY#+^%;#ATD.MHQ)RZ6)#]#I[+H6U:DY/8
MEOF/0WVF[<&M?NVXDU'>ZBM[]MV\L!'M$RPT<_Z9`R>W5O>C1K^RE4NNP6T*
M>O=..?2K3*E]*'?UOE0_WT-\S[,6,S:ZN6F(G'_UA^Z3^/U\IUB$]$3.QWNJ
```

```
MJQWR7:-387-M8Z-^R;LL)72R?+MR#GM^R[G[A%5H=9D7D/K>^3K6TMC<R4O[
M4/PM+07AN6(2-WFLS)LSC!92% +D/N?U#,HT!'">U>GQ"+JFP')^'[2IW:)6
M:6%<J\,DMB)\KT0%L[RQ>6&*X(DJQ5K(>"A:V.SM1O$&N?<Z!O6O$X0=5$[4
M3DCQY:YH6J\ZNJEGTP!;<?T+4<WDM9\/NC[JMH$DCC?HIB\N6SZ08_4Q8HJN
MWXB[:^DR)3*1&ZL(H1>"7-(G3"]Q/*A-]BW=*[H__$;U;J.F8^-;VM"?/_/9
MG'A;P=?"X7,\';L087"%#?56?;3O`OMXW4K'QYZ'6*[DM&P6VM-ZVWO$=M5I
M(S)S6'NMQ)[ZN#I7_E[T.NFT*^OC(=-GNG5BI-[5J<:%CDR6%K&+-42F_=Z2
M%P;?<.0(MB1^AZI_>&_IP/H+'+Z@>5J1K=9O,3 Y@^=^$<3/%N!XSR-](]&L
M_^#J4-[W`Y-F:2(5'9:0@.G/AYX_V8JR`A)X.+F<%=#J[$$[VD\5-09R0+/)
M;54L7\WXK=P:J\VLOQ0US%QW)G=T3)9<M[RU*^F5*KN'7$3<.::$+"[,JLYN
M]NU'W1P-4S;+=09X;]IPPZA[-0_Z3IE-DS5Z2<6SV&EEZ<Y#%P?G\NQ&\C,_
MO=P?7\S4;-0\^BRSK<R(Q3/SJLIKLX>&1''W_:NX5Z1]5'3N[G>4;9O<9\;+
MM49U]9542=M$J;)]&EY"JJUV^]JK/Z3(5'IE;VERB1"MN&3-H>IMH+LV5VQ.
M4:-4XUY[!5:)1?[I%BOV%34[>LH_JEP?/<7A'J0B6S'%9/7R8!2^8.69LVPD
M=-"7-_S%/AG971&?K$U2WYL:/VI=[7DT/6OS&GO_'SF$5'+6-<W+']?>/)P7
M>^,][RO3VVU;K)I6ODRQLS1EKTN3CF*[L.]JIOFL:6BNYIZ^#DR_MMTLBXJ_
M<D!<0[7<NL8EA8[@VX?[[FBE)VLMI<:XKUI96QGIYTH.%[:TK9YVC)9F9E+C
M=!ZR\<JHOQ(0P#WQ4^'*Y-B$PTF2J(CL$^WT;N;JYEQ<B;Z5WO,%OCB1(Q.8
M@:/W%95OLIJS.7?</N?(=EE)?3&2>&-7=WGS%PS6Z(*0VX]&=YUV]L21^JV[
M^'T7F]>.#[:$-SM:"W199=;>NU/3*J4I*.[]1,JXD"7V@5,[;XDN+W:F/>BU
MNF8*Z\3]\.^R3U,"Q'^^]=R1<N&B3=5^STY):)7%5E8_IX\W\H.WK+]QVJ6I
M5E+ZY:\&Q=,A=SD>&48\"HU3%-#<8WG+O:Q%8M?M9Z^PSD')0AU"A@Z6K XE
M5QJ+,/X%SUY:RS;72]W5*RP[=9SYD&F @,**&5%?6P?!P=4[F=2Q^<X<PSGR
MHDUJQ;+![47<HZ*?^_J]Y09O*J*_;CQI/>[V_(WJD[QIRQ4W:^4-U]:>WLTC
M-<'E\.(TIZ^?&(^BXU?+JS??:PA4=YK)-JM<?"DM>&V,YP8'*7W>8 TG[O7E
M)O<R\S,W-P2DJD7K0!DL8^;K=S;DX0H.A-X=7V#B?7\L<.PIU]&'ZV);4K?R
M0$,\:W3/C79UF+-=%<)A[1N@H-RE#YNNNCFTLQ8+:YU_QWI<Y4AB=1N?``KM
M7^&_`L,Q.(33<<MZI;17M=7RTD]M?3="SIHB=<D+GIY[#CZ,WJ_6Z>2\H=U,
MNR'X?/,6A4O-'R+Y?.]R.X@]F9Y4L?)0U3BEFN5Y4$7)]J/C8X?,4?R\H=1J
M'Y?+(KF3'-PETY@$?Y_S5T-OA7]T#5+JW":;XT5(T.L/0^'1<36!W5Y)[*JJ
MT0<]BVN.5?D4F344R>'&NK;Y[Y:M,64;\=6^P7(G,8[?##)EV;U(FCA:7H"6
M.]8JRVZP56;/T2]=AKDZ3*>]Y*!37X],G>>=#B@Y<7_UL("'Y[M2C['[>.TC
M5K9'W75P,B>.]=YW^>*VY=KW9D&%!J_AA955)ZH';S))W0OQD./2]'ZH=\'_
M@?ZQMK#/J'2%!^FA_9TW5]E$!@ROYK'*E<_,M=X5=O!6XLH&\3,J`BOG=#;T
M7[S2-!GB%:8=:^)CTR3D1$+OP8^L,W):F?]@@O4]$^N>ON#R;:EF`L>G`\N[
MMMYTO>SSRZ*#WX0@V!>8OA@K"@UGO>(:UL)/B*3/]^;+W!N:ELTU46E&WU'M.
M_+I\Q+6[IF%4U$@H'W/C0C16)C79H;-(_,Z'!P;N7@E=&E_Y=TUM-R%@^FTK
M4P9LCTM9)1'C(_!6',J?F/9(O',K&YS"?8MA"CE@OJ)![_R50F^#VUIE>ZW8
MO'5XMK:<<MN;E?<NQDLNV=,B<[T&YY?C,V$WY4Z\/*<^<H9C\FJ9T>D7HNW9
M\2?/[A\Z^#U4<)=/PP6F&WX9E;8?;([QG)YQ/+E9GD7LI_EAT;+)M[%:LM5U
M8I>8SM]6*CWX@J<_MDSJV4 AB^B:U\2TZ<<?;9\(%#0U'5G%^V6;U\C2M;#X
M=1X[#)R$N&]=>,@E]G2%\\K-J]8IB__@PE[P(UELOW#ZXY#8E&U)M-O]AJL*
M?";*KL([O))"4HE!G24K!,L'`P[:-8W==VJL^S3R0N6@[TTBZ_!DV)QQR0O'
MI+9S8DEBO8(WQPJ"N[E*#W3PYJTKGFOO93?5.6@^HBV>J5I"VK?5JUW307ZM
MX/XU)>K^6GE9ES24[#K=SX=I=ZDFK74;'.WZ.?;8D5CJ/']I4;6/O\FTS]RR
M>/IYY2Y4\XW'Y-PN*YS<S=+M[9JO9!;/3K*[+T8TUM\L)-GN/\":>>A)IGQ-
MO'AHV,'-EY?8,YS89!4VM]S88C 7+=07D?,UNE@]FBVB1-)2-R:B[+9R\,\!
M-[8LLM/ZB.+;1:U^G^^)<<H\O)M<Z)2P9MED8_A]NY\=2H\RK%C/A.D/$3:\
M8<^Z?F)*>R;0\%OQ!'&N.UC-07]),LPV_<3GS/!N`TZUY^_\C-W,Q>LQ5K_"
M&O-;LB=NW#3D2/(;7?I6.X3-T7UV507SJ[A&T=[EASW[H/+=@%PYA?R1BKX9
M\=I;,<Y7@[14CWR].7-F=O/K\5*3>IR$4RPW-%O=Y<><>6WW>/D`TQG\@_<'
M/4\4KNU_=#3K8$V.@RO^"SHU[*,!5F"7=L9!P^N3'M?":IQ$M-1RY)2<UMIB
M.*9>&C4>V9._FR4GPT5>TKW%SR9V=YF@"/O8Y34OMPAIFH2G^G[9MD&V7T(O
M,M9ZK'C7+[FGB1EGXU-L&M8[>:=>ZT/M%M8C<:65GLN=KG+#K#0L[?2-U%LQ
M\-"#N( ME6X6ZQ[[%"@JN6:>"S/(=^-J9O&KWMJ'XR\QY]L>Y9=GFV19!(VE
MGF71YA3F,ZTV5CM_3_7VG;Q^ML/H'Y*#%O5Q[24SVC&O%<4V\_MD;SS2<R?]
M\>"7!Z)-7=7$7:'%>0^Q3MB3!]CBGS=;SZX2>MXS6E_8^T619!\P&HFI+C^Q
M=Y?BI)M?RIGM+.K[2M9L6IO;_?XN7@#+I&FX)U:7A20>>BF8;[UK46%#B<G&
M\[Y%R6?OLIP^D/GPJ4A-^(NGE;>5/-^.9-^7X!+;\<MEN/&DDOAFO*4VJG&[
M<ML#/L_0G5)3C_E/HCSK3S8?]JG^DN<Q0#B!G6B<C7VLVSMGI-FS1HUS[^>C
M9\7D568&7_D?2OX9&LQYOR[?UV)KOM;!1X/7B08D/ZZO]SY&B[_U5OFI>RE5
M/THNE;5T2*HCJZG.X>U[_Q_G'SQ<-A"4P7D>WO2I-^KGL_JE,\>G'\1'1BDW
M;(B5$7)2-0H::0G8%;BFX&6-^^-5EN>V)HTZ/\]<ZWVDRL#SWM.36\Z11HKY
M- 3L15>V]&V_'!-Q<+J;;3GI8.,'^17AJQ?T2QY;"1YU"VCNV>/CHOFXLJC:
```

```
M28FX"S7=ZG=:1BAP.Q0^(2R459@7'L/<F<YY8<G@]<U&@N/%JBKOZ?XC/*=?
M;^B]T&^TJGS>?L;U2/D-@_NF-U-R]DT_S-7=\4'O&$DN[@-+1&*FLO7HR]+!
M!EV?1]#L<G;%7K$;H4^^%8_+6L>][K<+CEAZZ^:OQ:3[7K6B<?&;>E#[!=F?
M?4]5M#>)MS%9%*GS.OU,=E?]$AKBD36<O31U4F_XU[;MSFGWG5TB#=Y)MR^W
M*AE#UQL,H;8&F;E*9G0:B['U"A1/$&>F/"=(LT"9^H'Y$ \:NJ%$+R.#,B&H
M<Q]\7]:&.D^MI*5U05J4EM8':7%:V@"D03TE&6E32!*Z4?2T$N*!\]%05Q'\
MWHEF!M=]"VT!*(CR:8$T@VQ9!MGR#+(5_T&V\A^R.XLX(&9Y-LB"(I,3I(5I
MZ5"(A8-2)PUEG*8F74_764;4%$H#NL#YN6JR)\ 8<U9"73DRTJ!,&;RT32'4
M88A'QC"(4H<,Y!2 >A"*R9@J2_8/6:;_( L%L<C_5UE,?\KZNSW3_Z:].*U-
M/D@SMH??"]6D*^'W(O N32LK!F6RM/0>D$Z#F.3A=)F:;"4]7<Z0W@O2Z#1F
M(#.D#!ZG.6V,%90^F$&_?^8?@,>$IK8]Q) ^0M.I$MB?[E>9P*]DWK0S`W\L
M`OX(YF^<V11J5>H%/JH/?%0;^*@%$PL/[*?24'N#/'@Q`[V4H<X&6Y /VQ8-
M53:8HECDYR!6>1:(3?Y>!FPC8*_?<PA!23D0SQS$+B\*V@,;47R0";)09H:"
MA.#T:YI_T,M@WTH390%S&DSQ#Q3P)5AW&0Y9J%%-KO[?ZHG2_%M&.@AJ!_GP
M. G<8(RB&1"]?3.E/;4>"@J6A_VF'?0/\AK@.IEJTA0[98-W:5H_S,"SX/<!
M%%5/^;_:`P:VH=9]PVQA"/+5-V5!/*!]@R3U1=4+U(4$X7EB-D[C#I&705M
M%6"M4]?I/X\)KMNH1JU+MVEI'F@#_!&=Q@3T-,^$V_% IA1;@KDI8@+V`O:E
M<7L#G,<,\IAI>2C:',+M,_^A/>I_TYZ)H3V]_P8PG[RT^:3+H->G^XPR8L__
MD$/7H_HO.8SU40QRF/Z+?'Y:?9K<,FI;"V!#ZMK-I*P%BN[_498-RNCZ\]/D
M,\I97OX_D\/T+W+^FSZ,?=#E,/]?Z/.W' ABH<3J_XFOP6LG30VL'6532"<=
M`FN=3=Z]$O95"#KPB?INFPW]C^6!/4 ^%,2(4" 'RH)CQ/_,Y_/SJ.MCEA8C
MU(]"E+@#QRT0HXJT:7'+$,0MZI@Y0*S@--;F5MD-,Q/$N8+2Q[@TBA+_.&7D
M4Z"-( 9R& =Q<U#J<$/0"JI=.4"\X%" VX^IJ2B K#,L$(>"&@<G:FE9FF)[
MQC[0?_?Q1AI%+Y-&RH1EYJ11< REEYG2RM9 RM1VIO Y@-,8HN7+F7*B&.M1
M&67LPJU<3Q\#!R1;SP/)U:,A^7HA2 '$-,5Z24BIWA32KK>$=.IM(=UZ1TBO
MW@72K_> UM3[0 ;U_M#:^@AH77TTM+Y>1AJV!RN065W0;D;;PQ'9!4!V`9!=
M`&07`-D%0'8!D%T`9!<`V05 =@&070!D%P#9!4!V`9!=`&07]'.C*/).T_SM
M-HT9[%\`,SQOT%_/&[#W"(&]AQG451^5T>=<D 9GB\8&5C#G/UR!+Z290C)H
MB G4*0+YE+D7I<T]_.B'*^KKF0FP65_JZWSQ\Z5HFLZVV[$5)2*]T\)Q_I/L
MR0Y3*_B[UZ?:'(YW*RG]87A>&CVD5<MQNZXR@'7O>U3PM1*#,AECL6^YH^NN
M:_!XW(RTZ)>UCRK=9'XX26L?/NB!:X#+_%Q&@8WL]Z]G)36NZ+<J/WP\(?;+
MO/E[4M6>SO&+(<-[:NUX3AU_=K+9+/S%6M=LM1>ZYJF%DEL^O:L34YCNDMXV
MX!!N)U9>[/SX\%VGRHK8R:^X(8>7G),=(D'V;J$B]X<V['0+T]<0J.W.4,U^
M[K9\9LHR:JR^1M\SH?)SN=5%O=;I(^(K\^4_J;5O-U0\_E)^&._4%^_RY6P%
MB[3NI>P]? ]&I5OS<(E-^\M)M=)9SL+B]A_$?DSNRY'5+NN+J0Q^%K FW(K#
MY)JQ].C4:_:8#^8B8Z>.KMT@^ZAVOQ2QY_M<E8_EF7J6B]B*P'5/E30]KNA>
M$<[!I@Y\JNA/F^,O%4^QL.V\>G_Z&T9?Y7.+37['BA13HHNTWOZI\SNZ(^)V
MJ05)9:9(A*6P\A7N31#V>71!?Z_)VRM17)&RJTU3,Z:>B%[85UB0R*E^7>8L
MN]RE33LTN^N_#_J('6C=K7*Z;D=%=T#"OD1U98)M%J8QX+2I75!^:_W9[I'6
MS42!%4\[_$OLCZPIO6V/LU."9'WBMD%:1Q+9_%+W/2-:LYRO$.0.65EY2>+<
MQR8.K<:VA[&]5NO81K'HTJJC(E5*GY3GMQ?>V3HKN$70OJ%E!=<QCC#C'[_X
MS(2](I1_79Y;>2!/=75 3T!F]I'"F^-"@XYKOZH3OC5=X/S)Y6+LF'3L'ON5
M,WO/\(EXU56=]9O)NCAD(8-:K>>?V'"W7NN"\",._]P)G'E=@KN\C76&V^;%
MAWK^:'+^LZ" M _7(R8TQ=6NJ)W;:KE8KY]2KO7]\'A970H;,:_$HLFZH,!\
MNUDK-U[DJ!3$KZ3**:$=U9./TKK2%RSVF3-D4YF^V9BTU^9PVW.J5I6?VZY,
M:WXU'<(2M<Z?^N4QO37CN'?,[N!8UC:NZUT^/S]T7FW8D/NT/%6!;<Y;M/Q:
MWY-[;!,8^U"?-K=U7V./8Y8B].L=U4\^AT+D^8\Q&9X^+H\56#ELHU@F;;S\
M(C#ML$5L0VULF[ZS=D7AN1T*A\,_)/L^*.#B,#BK;2SBIK#[W6J>:U4GXPO)
MJ!5/JKQ1ZV[K_3J873CCOI#*3^CB);U$?<&8SZD\/S.0X?!IUPG#:O\G]6\N
M=IOWVG-\\M).:'R[>;]_AF'!;)]^<>?4ZMQGA]X>7"OS+O/HQGPW#_DLZSPK
M0\W*N/?C>7:X+0\_)@H\O!0<OG=QQBW!X=S'7TPFKU)X5\V=J-J73*Z3E11G
M^1+\O",L]33?\(_62;Q0A7_.RK2[QH.J1O&C+N@+DL\#5O:<=KQ][8B07_?,
M]KV'[9*9:Y?V[CDUIYVZ=N[@#N_5)_#WGX:2S2=V[ Q@V?KUW:+;*O8VIY0]
MIG7"&KGGRTO6D]J(^TPNKW';%?TJP-1M.^:2;X7D<]$JWXE\[<)WK><*W3+F
MCKR9?1-T/=R@,"A3D-G>-CNF?+/"#5,'E+G6'EW;&P?R>LW,MP?$\TO(6]M8
M"PH^'?%)WB\0_[PD/U=ZZ^*#ZVL?V7?+<[-$SZX)YA#XM7NWK2ED<>0[N5]2
M$#/:_B+GLD4LUQ1_MZZKES"_S\+7^Y4LVH./*]5>,/=;56_)YLRJA$[F<//G
MLD46N\].#&2X^(;,1C23"E%#,_$BOM;&UTI8>L7 M?X5[WJ+.]BSL76W'__D
M3JJH.5'86AD?LN^GW+X[SZVY=F:3WHA8:XAK+6:G#3R5"6E<GM%?<5XR??&3
MQ*J=]@3<R;--?ILR8VRX5PWGLZSW52M)T#E"9-*S.V%AVYO[PG+?O55^MWE8
MCFHTL"KOW_U WTL,/=1LZ<P;\<R#[8/3EFMXW?JCQ1ZF>U;AO5@%WY@3S@8V
MYNA%O>+@6;\.:CM[OB#L[N;!=N+;#*;ISX=?# ],2PNJ>G&G?PU=9+YY1&5_
M2)/4K9R&,$+?C<7FA-[--L(HA=SG\]N:DTWG[.W]V5J$5RYNGL"+J/1>5WIL
MW"W@<N"]\<HK\P<>1?XJE[F4(G4G"&-L??Y-7T:&HY.%<]*1PG,+DI[N6J:6
```

```
M@^$U[P]]_:BA;'#EMH701?8V4YE>^6<5N;Z&SR#EASS,)\M(C@:"Z7>V]K?I
M9'YP?=7_2#E[>L/QK99>-@$UT_,[KRG6LPO??:WA@=?);SMHG7-W[=,%_Y=Q
MM1>9%++TNV*V/WH2;N;94E>@GN7P=B;)*/ZEZ)TM1Q3+&K[O\-H6P7L#Q3%=
M/M,L\G!%_0RTP2]*?;":]>[J7$Q57\@ZM?O"'1Q\$WJ&7Y5K>%Q.3RG<,[N[
M>M_URO)TK^]Y<AK73CSX.'7V^88K@Y$V]=+UK1&6KU\K+>!4>8:_;;XNKER>
M:!JTMFZ#R/8=DY+54P-M;HH"GN?WNOI:5"A]O$?8'[;4V/CX/$%PR$3^_;53
M=T,;NCG9[G\R*G6^>$5>^%Y7UTY6M*_(I]/YX^.?])Q\1B2'IE@D5XU].CC<
MGR,RUE5FSAM2]EG>G>5QS5Y'DR5/1='TFS&V\:W1":8J06B_NW70E;B3!?'G
MN#L,VHUW7/?-Z'$M/3=31\P9?M"G8Q0SC_<6Y](,U1.N](]T5ABH79S?EKK[
MQ5N)!D^]`R.2"IM_>JYN7,J2'HF1/F,HK1=X_!;?^!/]>T'G1IKB^T]V!^\W
MS*[,F1A[>4!53WJ3)^J"<O/]W2H$W3L5A=NMV0\;^A/%6]#/W%E1)FZWYO2[
MEO34>2T_G:GU2'NV0U93Q1I5OLKLA8#[FY'KYS\,#AS3>'6_]F[T_9* R>[
MXR'Z<9_-[J)C`IEJ#>KEK/9H;-SSRMNRMGL+7[7,NHOU*9IO/Z\:DAICNO$C
M=NMX]9ZQL-R#W,7BEB-V+)53EW;EA)H$<K2:3KWRLXT)VUAF]22_9U.6O@17
M9KCZMJ]&-1[;>/,;'IGVDM[U=CMX/UISS=2G/S@Q:?;]#:P;UD)S1B7N>Q-/
MV:>ZK23%05XCB6>KO=-F,M-N2ESKESK*>L4>%?)D#\MD`-=EAZ:ED>\1(U;E
M$MV=A[JU5&K=)K\?:=1J+XE6]*M16&7R/CK@1,(!+/G3KI?[/;I?_5S*\S/9
MK<1^4C*Q,.SC-WNMBVP<1=]/9N_4T\_YF8%3WL2$&9&/F1;_:>7U5!JMO5P[
MN_^!NB_O>+O"X8$OO3CW^$7^*^%7#T7$WB4K]V8L?NJ85?%/+8F^L/7AZV-O
MTY^M-S$77INUM#20YG[F2!#?.OO/`RNR]_*N'["^?+HN@32N[!J*/SLLSI)V
MK#Y(+9\<.B"WDFQ<L_EZ5I*3F.9K":;.A2*/%\)[UC5,>(^4L8X^$Y Y9^B?
M?EK?<K*\Z=H'E=9Z(0>Q.E1SX9WF[)W"4+5I^/HR>_$S)SF_&3L[*YSE,&;M
MT7&2T?[B69,\/X4AW-_;E2@3ION3*YKK\:G6CV/3C0_SUP8NGT =3[>TMW7/
MZCHVX?TP[IYFD_S[T5L\T[>Q#C>NJT]:QX0G>N];]U!HA_E@8Y?23U6\8;UB
M(B_'FU]&MPP.;-BK\WW6ENF'EO>6/(5V@V,KD@YD>T0O19;O#Q<J3^LW&W8H
MZOZH_H!3>-/^+77W`D,,KATR6A.7>$ P6W2=]J>#,AL6#_=E%RN<-$Y:)]3U
M,NWBTCJKD#,7%?D47DT1LK;,-C[\W+S]2GX%GWR <$S)1R7/PHG:LW<W5\4&
M<^LNW'WU>62K!/MT<=4+3N[P^^V)^H</8544+'1>LV][UUTR)O-!U%FJ8[SJ
M@F5"8*@.4>ZM6,>3$"/BWK(HI1B9F-/K_)BP$443?*=S2K[FQ11>=Q8-)$7F
M+]\JQ9OZX0]X#FWZ%%H3L-)5*>W-\W=/S'KL#KT^6[#W]F<1,?_-VK;;#GPB
MS2[WU*@:+YVS?D_<4^#VXFG(R>LQS7LE?%,>J6LK=\@RZ2ZKK]MW=SK>MB^5
MK9-T.//8C5"ENV)#5X,6!;$LPELWG[UR:M7^Z:2RCM[/X]^P+7S#&5Q?6$?Z
MMQEA:T22C87N-%S</;5[^EF#U/J\5CDNE0-1$8K'A79<6=]S\=R=_?VWIW,+
M2*5B;UNW*&;>?!G^RHQ9IBO;Q9+9Q+O6:TC='B=JJ!+BE*:48_3*]M;33I:O
M;::VNOQM"U\:2DXFNML\R]QZJ?1X7<)LF\_R;'+C'9'PHUK^2=MGSZZZIN,S
MF7/7BLGFD\.CL8Z8T"B-Y<N'V/=M&]KY<\37_>FUAYZ'79]7ID_QR'#NG$RY
M<U-!HF=@-KYO7T4*U]V>\>Q+WG,F9]WMK_))S)W;8U*O-FZ8>ZSD`MEI]M?
M0E>ZUJT;U[/7.:K<??U&#NV)BU=O$<OZ/,@3;MW^LF:ZXY9E)KN3I9+=:U1!
M>EHF`>)-YH>R7NWJ\G*/KZWT/.W $]]]1ZK0_$/MJK,1CJ=4TIQD//62(LQO
M-:IR[GVA7;*P2W"5=>=5I?GO*V16BJNAM[.]+!7H<)#HBO0</N?P\;W=KHMR
M#QR#(T<[^C>:]K_\W,Z]VUJ[H3FJV?XHA\A2*FXAR=?/^T,"1Z*PTA.I/G'5
M]5VU#H+&!3.#1J1DWIP\:69H;]_8HB#:DB_BUN@\[P[6J$O*G.4;NLQ6OHO+
M83&JD*NYD')=76<NLD/_R4"))H&7;[GJ&7=Z3/_RA\D5!9>.[XZ;['&('CKN
M+O,FDU=X0,=/,/BH2\W\IC#/A/4/[/C:I;8HN;I<'39:;^%AT')*K4&%J/;#
MWJ$TI5+@5K7<HW[45'%!SG>]:P7JQR[O,UDYV!R7?NU+9.W)%:63F6<"PL6B
MUT]-"K[]='F#1:48_R9%B^M1V9%J(AK2=UY=DN]9E.V02MB*[RHX4AENRW=X
M],2U0X*'(VUBO2J\25G,:KR9EJSO%1VV82-M4UTY#CDQ"=O.I+INX7LB6_;,
M\%2Q5%R(G)<*5\AVY=,5'Z2N/WZFE"HE>]5G_Y.LR0UO5;EWG1S3_/7ZTS%"
MD.+1[Z_4.77[U+2/*C@M'ZGJU;&-+CT9;96W)6*L]I!6\O:OL^<%FG#HZXTG
M--(ZQ\4>V+?R>_)KEGW6?/E1YIO;#NVBA\+DNM5?9:J5''3?RI[X(GE$J2_W
M`+Y!3AL?/Z=QH.J5['45:5-^D].)!,(!UI!;PY->^A4VM3VWW[<H7S+"J?GK
M)R4E_.CEDN.8,.%!/2G@?;[:/T6B5?OZOA-%X@\YUSM,W[GNG_9^+_/7P?VM
M,V4H5?2/O!K;\:D`L1L'EC,7.MZDO1=PQ?C>2]_S=GY\I++V];B$A20ZD-#?
M^\8UJ+\QQ;R7Z[2%.YZIXE14Q5SLT6'=[4Z1`I].)/2SJ>X^=?2V1'Z9>U'M
MK93Z979.02>_77LF;6-#FWP^R&X+FWS[_&-#R?WC(WKK$R]J:;XGO>NS=#T_
M^#0R;X^M4+&MO,N38?_E4\U>W*GG#EKDKC:YA'WDO?;I\-NN%ZV!J8M8SH4O
ML;[!<Z2%G?O.=YWZ.)M>%"BC&9N@>4)T2"R$<_C9JZ37[$L">)F;4\'.B4?M
M3SLLUE9/[=$[NVZ?1,!\\KK('PW3RU_7>*5<.*)=>U%_8H<OH=O3N^57VYR3
M#28&*VT7BR-+NY,Q1#(V%((@=P(11\9*.^(QH8Q,J66)C\7^_1G$_W_^7S[2
M?S'J#UH&SW]C^'NNC#RF]B?__?PI'8)FW(/<I!L+]KB[2CI+&]\T8>[58;>>
M6._Z08(@V+M:R_C5H>(B7.UTKB[_CI<V4M(HPY K$W%91W-,MEN=&Y277GHK
MO')[PASOH2,FZ &V,T\X18VO#5=<Y8CN9G<[[&Q=BWH?SJ7]P6/HV<?<EDRM
MGW.:;@^.6O(6RH3S\AQM3.+4?O@RDV?+,/?SC(:2P[OFXHX_U4MF&_V"98<(
M3S6'USL%BC\\I7LKC?OD*:ULEG4N=\I#F'\]^,X=SNRDSFW*FYAUZU:;0HKU
```

```
M,;&%PHF;/49/VC.V#N_L?%V2HJ?N7&#@4EIT#L6I%O#N(?/HDNB1\O4E>2Q,
M/1-$CFIF=5'7\Q*<B]'';!9;SMR9O\&58='L'/'5<LT#DSO+>U43ECQ5-9DG
MNWA4A22OILVQ1[!^R7DEB%X?S%\?%ORUX\(K9W[\=*&6DH]=](9/TOP]%>*F
MUZH?LPW$GI&9+5(,E&I^IZG6:JKZX,?AN+6::!7_H]V]Z8;'(HK;CBWJIR^\
M[]7J]N:XW'57W7J][N>]+F(3YCZSGWF#PHXTU(BO-Y)G[D?AO@EEZTE^)GD8
M#FGD=S4--6E?2O_$@?*XX9ET\V!1>?^-CLVN;E72MZO\AS<\><?2I/IB(_3Z
M,G=EO?BTA,_.^(^03 7)=VN028:I"+.03?;3FEE?94O#TBKYKL7Q&>4=I8*1
M(U\@3,K;-B8N"?6-7@-,LZ^<OP=PMQ9N]7WY99WCG;ZNP/W=>+53%ZR'53_S
MW?)U^3C^=: B>U#UQ(!VCM8O.<QY4RE+@T++(N\%Z=KMLEG%&^:YC^Y12!C;
M,8FJYY.Y[0-A6L>/A8E(_D IL A$\70TG6Z7XQ!2%PM[XC7QTLN2M'YIV]H-
M4A?8;#XUN)4K<9E^%>.&8M_GJ?AU;N2YI[VJ`:/!,77#(DDG)&M7L=30/AZM
MI!H6%LF\/O*X\+[^OF R<_HY[-"9_*JX%K\E#/L<,(Z4AX#+,?E5QING)_)O
MMHKROC]FGCX8M<HML"]!TU+=E^GVUOSU,BSM94'S[8\R=+NB.6+?,'\P%S,,
MAG(/^%_.OIU_V%;C2E[<]';4(7RG5Q=?[17"^0N==6?8V#9.C1\T5;C8]VCG
M5B__0\3]DZ6LF=<%=4OL[+A][Z[VJ!]0^/5!YT"SP-N)[TGFT:POV!16^7X_
M,6W4($)T:3FAYB(I8;QE*D%T!8?/PI?!Q]#=4H%JUZ.WGZO)WYI_F[GRW,6Q
M2'7<=9XOBKM6>PT6B&R,4FPRW0KQQ7WOWA$:Y><8(KAQ(^:RZ#/]Q:((-5_Y
M]IVDLZ$KF$TJ0OQL0UC\*@W-6=A\MWX7N(G2&_^PO=2Z.5U_UY@$TXNRWJ0.
MIBI#Z9+#8S:.]J=/?M<?/1CDD>I5]V/A];YZSX%:]A]<M<4FH6>S:E?<JV+Q
MB4Y3]/L9WZ&8\:%_+^'CJ*K8GE*?UYM+'IT4,!J]P+W1X9KA<-WQL1^65872
MEMJE.*6-C;^4Y_/V\_F\O%?753'+W]6BE-*W:+/SBM)3^PQ4$7J3@8WLB/LN
M3!=SQ]RN\;P,%3M=1Q&A^FD9G</*7,S'-OC+E7,[8\*:SW_CKYY)B1?ZI.]W
MK*1N+\1)X&;ZI[@%?Q >I U!\-?HE[21? 'PFM>%H+?@W5@/@G*Y(4A9'Z)\
M8-^XD?J.MH @)1#X3"VH;> 82(NC[4M_Q5-3\)*"5E/*Z;'V!!.U_W]K8_@/
M;> 'Z0>5]G<;4?!:]5<;>FQV2(._'P`_Z#1K-#4-ZV"+IH[W!!/(UZ:F+[.
M?) 6H=6WFEM>5F1(TV7:@M=:NGQI) WGF]'S*\$+HOZ^(1VT=0/I%':J'#^0
M[J:EX3-"/2T="=+CM#3\8X8E6GH;2$]Q4-,9#&EZ7W"_N^G]!D%0.7B7YJ2.
M%T[#-H7'*T++IX^+GJ:WA>4<H\N11M)P?AU#/CT-YS<SY-/3<'XK0SX]#>??
M9,BGI^'\>PSY]#2</\:03T_#^1,,^?2T+>V=_H<>VJ]?_GC^XX] __;$8'"Q
MNIHA$ Z<W."#'B4#"@\)T0T,P<<0<-'84$TH,# \-OXW!X9 I.28P'@249,$
MD> C83R!D@HD8L,A4A2.$!A.H+[CX)^KA$2#LR&-2;2","J%""@$$QT=2.DU
M`1>*Q0-=W+%D+SCIA _%`K&AV# =BGR0T*4G].@)?7IB#3UA0$^LI2<,-6$_
MB\;'AD?&$"!"/#DD`D.$;$B@(T=<> 29TA% H K6/82(Q<9"[J P#I2[X< `
M0S&QH7@@BAA"2 ;&H"CK@(F-Q%G'DC<1*+4]R39 :R]\-.@F' H.`?V0XHA@
MV%@RW&<(GA3QNXE%-)Z$!7*P<:%ANI ;%M2Q(6(($1 0X>&""<<BLP&42L00
M+('=S./#PJ!0;#26C*5TYX(#HS#'QH9"X.@=2PZ#`L,H/R&"C^0>6!+HF9JO
M"UDE88%-X7ERLX@E@WY#<0FD,#WH]^@Q9"(N"0H,QY(#L41B+!["D\F8<!+5
M0-;X<!<,$1/#:"YJ`W>2'<D*3X)BL#$Q^ 0L%$Z(=XDBFQ&Q& A+( )+4%J8
MQ03CL*!;6&<';/*F6-B;R/# ,610AVYG9_AW5S$8<@1-A1 L+AJR"'7#8D*A
ML&@\G@@%8BF_S0):DJ!@$A9##(F 8$=S(.)C=-TPB6:AH;I0' D/C$[IV)*(
M282-MBDL#!@8"L,3@7B(;A0;$C"V(PD6%P*9$0C1R=11N7O!XX'GV8;D:&=C
MZ^'M[F3FX6;G`]0&>F#()%PHL'5@-&4(%.W=L(1H3/+O`8)I@L<0" \&`D/$
M)V*)D N>0+-:#'!W? @4'8I-(H ^X!L3=?*QE.FCVH.,)U!29*=X,L4)P*@<
M<;'P:B"2\?'14"PP11A8C)!+/&6@5K$)E)FWBX'=)Y"43 J$?2@0+,^0*!)N
M*Q;8TH6J)1BWDQ?-\O04Q7O=L E88K!',@'NT<[R][!!5\#-2&'P@ ,#,:&A
MH<!Y@'7HAHDF8;%15)N[$/&1V! R#A\+!6_%$O$4]8#SPNI1QZIG";FX6VZR
M=O>E*N"!"XFBK7,B[ ]6L60LT0($#!Q8C.XT612EW;%$'";:C$PFTJ<FT&F3
MI15U)KWQQ"AS# E+%4JMZD5Q0;A3:UR2>;B.`65)`'L2L;'PV@(]`A^BQ8%-
M1%PX[)IAN*30,!*.$I7 --&7K OL-E0=0T$#)PP!5CH:%QMN"<\:180;-LP+
MATW49;">+I1(Z1$,V<+9`_9XBN]@85/"X00X)-4:/@QS!F(CO*SIL84Z^YN"
M8</J0S%XX'[PA+G_,6%A(!\.,F"=XXE8JA?\$4:=P JE9I,QL<#9*&L)]G1@
M`*1K$*Z!EV/"?R]+J@UA!<SQ2=:XZ&@09BA-`RF!'Y198L-^AR<P)!)E>N"U
ME0B10)@D@M )QHV)U05F!VL9E,?"P9'!14%$QB=2"\"R`XTBJ&O:`Q<#!U,=
M;<@Z.IX488$)B8 ]\_>"!/(H<\2P>F&CP<N .B$6T3@"+8A%8ZBA"T1F/-P)
M/)%18"IBL>'P7,"&^$.I""R&$ S[$Z4Y=5HI@1H)H? JH"@-)M$-3PN*?K#5
M87LX84A ?FAP=" I`A=&ICD[-H: IT4U]^38$'@OB8^&!5'L3=T7K))PY+\7
M`.SPFZRMJ=5<,/&PH\.;%;531P@.^!9@GZ+)MH8C`W7:;"AA`W88JK? X8GJ
M\-2P"$9.>8.W-!O:\$B426,PJZ,7)4["FV9@()D8'QL"U@@EB%K:N;M8.7O]
M7B>4F8(LHD%XICDA16,X\E"\P@R,)P%+<18X_L%;,=4()$I,H7@Z99W!TV$1
MZDX)\Y3A`!>"^W,S\X;[HPSA]Z*GS!O8HRB![O=JI;DAB3+-\"Q3C4/=#AE7
MD"66JA_<.SU4P"Y+WT(I^I (L1 &]F@O>.8L@.L%@] *6FWR] AT,;-PL )O
M$!QM;('O_-F!-18;2JM-,0T8H@4X3-%\%H[?%&^@!BL+L-F%XF(Q9"QMEP+K
MP"XV# ^/'M3<1*9I2OW(C:H./'4NF%!@5\058:>A!4C:6M"UA.LA,>'W?"%^
M'TZ@2:?H"0X"8"^C[DN(NX$LX!XNH"&-00BSL_2!G.*CJ1G:0(;')F>*U]HX
```

```
MNS'NT)"%HYV++FT7@O<V#^!K))J<WP*@<#+6R<X)&P8\#?@)#EX^7IA@2MTP
ML)M2B+I:*/[U^PQ&\W%ZT+3&D.AF`J$71ZEB%AU-VZ49M@K:K@)[,] [# ?"
M&&5WA0,:(98^F93C'26\@/QH^B'1AAHE\02&4Z-92 @XJ1$IQT:P7Q,(6'CE
MA%.\\/<$^5 '3P##^'VB@E>*.>PI<)<6$9C8<"SEH$=QP3]"-1RA*/YN`T]N
M/!G"P.'_CY,/)?Y%)!/@60PDQ0?3]FU<;!1]-PD,@P_HOS7R9=QIX4&%4&P<
M1H37*F7KIRY39TL[+\AED[N=AQTP%U"-$$R,@JO1XJ4CZ?> _EAF!' B@A]T
M&OV.2;]3<OS3W02B7NOI]YN_/X>$?]-/;P_?$3E^M_CS@?-@&2B&%^,#RZ'?
M,>$[(A?M]?<#RV&#J.V9H/^4`]\SZ7=,^$XI1*O_]\,$6K)#U#L:_/H/?8 <
M^IT4OH.*0_\\+K@MK"?<G@7Z9SGT.RQ\9Y6$_ET.-T1M3[<3XP/+H=]YX3NN
M%/3O<N#/3N#V=#LQ/K <^AT9OA-+0_\NAQ>BMF>'_ED._4X-WZ%EH7^7PP=1
MVW- _RR'?@>'[]SRT+_+X8>H[3FA?Y9#O[/#=W3X,X=_DP-_Z1UN3Y\WQ@>6
M0[_CST#P=[7_70[\)5>X/7W>_G[H/@K7A7T#GE=X3F![PK: Q\%%:T^78.O)
MDF;VD?+9$Z5.\5J$8;WE%9A^\VK ?>L1UH#+75&_V11PHS&]/1-D`Y@'C,]L
MCEKN#%@]!&F_&?!\(](^'#"9">D_"K"0'L($N/\5",?#\AGT3X$9C?!.P,9A
M2'_PEZ0]WC#_9O@'+XTI2#F\_EC(=*9_%D3]K DNA]>#M!A2OPOP&RVDO]N
M<\\@XX']0]2*7KZ\_!RB?F9&+W\%>$$#:?\!UE<0X06XO2;"/^'^=1!F!U,8
M^@,9#QJPZ"C#? 'FT*;7AR!5%/5_B'30YD,'<"/#_&X$W"Z.,/Q_2]ZL1<;C
M`[C/`)$7!#CMM[SEY2@4U5[T^8Z#61&1EPK8^#@B+Q=PY@RB?S$*_HP6&5\Y
MX"4]I/XQP,HS2/D96-\O2/MS@(.N(WP%UG^>SLO+UU'4]4;7[R;<OSXB[PZL
MGP?BO\,HZM_-Z.6CL#ZGD?%,`6Y>A[2?`>PHC)3_`ES#X!^L8'$N"2#,"WAL
M#5)?&+ T@S[B@)5'D')EP!4&2+D68.T-;,C\`3[!X-\.@(-F$78';+P)L6<@
MX/&3"$?"]941^63 <PSK+P6P_B"B3S9@#W:D_6[ N1!2OQ3NCY]>?WGY*!/5
M_^CEU8"[W9'V#8 K^1"^`KB9&>FO&W"$!2*_#W O@WU'`,OG(/7'`9,SZ,P*
MS<#!$>[_,VU^8'V[$/NP@L#9S(/TSP]XG$$?,<#H$(35`/-L1.QO`+AQ"9%G
M"9C\'&$GP.H,]7T`1S#H'P"8L!K1/Q9P&8/]R8"7<I'R'8#3I!#.!<RA@<@O
M!OS6!M'W". 39HB\:L#*#/U?!:S/B]2_#=C#%Y$W"NNGBO3W$G W/U)_'K;7
M-SJ#%00VH30U)-YP`AYCZ \-.&(CPJ* !QCBJQS@-Y\1^VD`GN-$^M,'K!Z)
MU#>'ZS/XKQW@!0;[; 9LJ88P#C"983[B`><RZ+<-\#@&*4\'W,L@/P=P-"?"
M18 )ZQ'>"YCE]WRP0T<`2__VO^7E.A;JW^'I]1O@<G=$OTN ?38@? .P!RLB
M_S;<?S!BCR> EQC*)P`?XD7X)=S?[_7 #,W!_7$B^]M/P,:92'_LX "1\GL_
M75[F8?TS?@H`7EI#+^>&Q.!RAO6E#KB%X7Q@"%B9#8D'UJR,^P43Y,1*.Y?3
MY'L`'E^%Z!,,6-04&0^.%3X?(.5Q@+MYD/)XP-H,\[$5EO\0\:<TP$D,\YT%
MZ[.!SFS0;L!HAO$<`&S*CM0_`CAM`\(G`=_G0[@., L>T:\9M@<+PWJ#[<&P
MO]\`[,C@CP. _1G\?0SPV'V&_0>>'S>$WP)^(X+P5\#%#/&$%1P&@QCB"3?@
M8@9["@#F^(C81P*PX^_]AA.2!6S*8(\U@!MU$/FF@',9SB?V@".F&/8?P 4F
M2/EFP+U32/LP6%X:PD3 E9-(^^V /0P8S@^P_':DO!1P\UN$#P&^;X34/P78
MD&&^KP'F88B778#1CDC]?L"$>X@^CP&KHY#R*=@^'4A_'P!+LR+U?\#V8M@O
M.,%!?&XEPWX/V/#W>1O<U=B1O]G"Y3* WV@C^JH`#F+P9RW XW<1>2: 71C.
M#U: /981_=P`-S*<%_P!^S.<CR-A>>D(QP,.=4+TWP'8F.%\4P2XF\%?2N'Z
M#/>'"L#H7TAY%3P^AO-@+6!'8Z1^$^"*)J1^&]P?PWKNA,?#H'\?;(_?^Q$+
M](B=^K_TZ/[Y&O"2#]+?'.!Z0X07`5^>0_I#@0M0<R?"/( -0Y'QKP9\>1YA
M#< >HTA]7<#C#HB^ZP#/,XS/'/#"8Z2^#> G?0A[`C8U0<87"E_(&,Y7,8"#
M&/PI`[ C@SUW`Z[H1;@"+M^)<!7@-PS[ZWG *2H(MP-69I!W"W W!\(/`$?<
M1O1]`K@70O1Y!8_O&8.]`:,9UM<"W%X4*6<!%U)+!ONM`#SF22_G@,0!:S/$
M&R7X`BM$+X<@/<"-:LC]PX#SS_.E">#+O\_/3) =YY_[K3/@L@%$'U_ 4PS[
M/?Q_(!=N(>51@'M]D/(XP$(,XTN&ZS/N)X /,<3S78"+&<Z7Y8!S&<[W5;"^
M0PC7`4[J0?2_!'B)`]D?6V#]MS"<UP#/>R(\`OB-(,+/`4LS^,];P.V\2'\_
M86:(WTQ<8#V<0^JC`6LSG/>D`=<P^*L*X,L,X]?C@K];P[ >`*<U(>VM`7,P
M['\.@/T9]@<WP/)N2/T`P#X,\D,`SZ]!RA,!MS/L;SM@_:81_\H!G#N!C'</
M7,[@K\<`WV>(=V<`BYY%N!7FW^N9"^H&[,+@GZ. ^\B(O.> 4YXB_4\!#F*(
M_U\!5WY#RI<`FS+$4U9N.'X@\R_(_:=_B\'?89I$Y,D#[F,XO^L!KF"PEQ%@
M1Q3"&P&W+"+]V0(F!R/SN0FP,</\^@!>8#CO! &69SB?8 $7,WQ^0 )<2?.W
M_P502P,$% ````@`D9)E)DPR*4@Y! ``HQ$```<```!M86EN,BYCM5?M;N(Z
M$/V/Q#OX=B64%$J3T*[:2ZG$`LNB+1\";OMC554A.& 5$I280K3+N]]Q$I,0
M'+;TPU759.;,9,[8GIE^(98Q6XXQ.IF1T<(M3D^RF6SFRQB;Q,*H.[QK=!!"
MDBI'PD&M\X"8L*0IN^(?OEB[8.)(,6RU[[HU4"CK*T6Y5F#Y^J8[Z/5;PP9R
M%PZAN,PDW2&*+9O^TAY#^=.PVHSD5)^XH/NEWMSX,3)4KUK[V8C93Q;+WC.M
M.EAGR OE^BM#L9\7FXP1L0AMZG,LL3<9_<YFN&'TU'1;[6JS@<A\XIMR>;]1
M&R('&[0<R8"$14WIA/E$+7".!E1W*!Z?R.6XQR:F0S)O6:8M2<NGF6U-3F4I
MR%'^0B[DX%NRP.W 3Q*ZL_5QPB6+H[A&%19E<;%.:CRN\9*:%=>LDIHIUTQC
M&O;IUER?8"G'0 4?0-9X%@^&F$B2?,W<'N/;VY*<4]:*NI/?G4_QP(UXX#L(
M3L#PTA"<B+%*0W!"QE2 $!&#2T'CO#;1H[LBU)BBB*60G*&[& 'UJW_W=7P%
M![^H4^J0T1)VM\(LPB4(-&$7[=_IQ=_1= $,P8*=OQXCJQ248 _7P1]//N!D
M!-?H6:#G-*^/IJF^@:;V!IKJ1]"$4J8O9_1HDMKQ)-] 47L/Q4T2D,V<G_/G
```

```
M\(OLDEXJ9?[J!:^Q*Q'(8V7C(*]0MV0YVB)?_+<]D!$K$%N9L"2$2@=TJG:U
M!4\2[Z/P?<]PSK[$PS[7M@9S+Y)/S[5]0]?09Y@9LQY3WI%Z7+H?IDWUX)3$
M=(EB[W>1NFUAO]YOMJUKKA,+[?<ML$7Q10JCI5E.UX_!<T4I&/;2HO!W3%CU
M([95*85&0;?D\ &F]V2,[3:4/"2UN_7&4Z]ZM]O<6,1-1U],)38E%-A,4(#N
M_7W0[/WWI^EVNIU69]CHPWE5=@WKV*P3=_%M:9I^85)\VSC&M!VHN16E3&ZT
M,LGGA547)@;R6)QA:T+98?1G`\%="&"VP\Y&.$R0QY1J']T`P>GT$N+H:34E
M,TC3/RS)X@;!TI[/BXH-F(!?'X J<%K%%00VEQ4!-E!48=]>L)\\T=6'20O3
M!]MY_@;56I*"0>E4C@U(X.N16<;W.[*NS;#N=*F_,3G('4<GD<D%=:3=O6^P
M";#1%[EFTT*424BE,%-Q]/:0,K@FH[\'$;- APKQGO>2?)QS5>!\<Y#S^@V<
MU2.C^E3*HGY\F+*';BN(%8<?9U\OY<^E7CJ&NO+IU-><^L.9>GDL]V/#$QU&
MO@3WZ/V)W:3=[P2-`Z1YGH1%,0'RA*"4#4B<HE>$<';VCA!>$83V87D01OJ:
M/)0^+ ^O#H'_QYW2HVR'!H./E M<;YM-0169U!U]-? L0U)$VOMT%7QKI2^V
M\T9Z.'[CDZ#_%OCOH?8'4PQ$!'U2!(KEHX]='$Y):CC8)5U%DFSF?U!+`P04
M````" #MBF4F7;MHVS,````Y````"0```&%U=&\R+G1X=,O)3T[,44C)R4],
M4?#R]W/6*\G,53"HL# PL#0``EZN'+ "L'QN8F:>$2\7+U=Z/B\7`%!+`0(4
M`!0````(`)*292;H4,O$MP8``+ 1```'````````````( "V@0````!-04E.
M,BY/4$L!`A0`% ````@`Y8IE)MT11-^#1@``!&\```@`````````````@`+:!
MW 8``$I/3D,N5$E-4$L!`A0`% ````@`DY)E)A*OW.IH.@``L%4```4`````
M`````````@`+:!A4T``&UA:6XR4$L!`A0`% ````@`D9)E)DPR*4@Y! ``HQ$`
M``<`````````0`@`+:!$(@``&UA:6XR+F-02P$"% `4````" #MBF4F7;MH
MVS,````Y````"0`````````!`" `MH%NC ``875T;S(N='AT4$L%!@`````%
-``4`"@$``,B,````````
`
end
```

--MESSAGE FILE 1088 END: ./1 SCEE/yaroze/beginners/000000827html.html

--MESSAGE FILE 1089 START: ./1 SCEE/yaroze/beginners/000000828html.html
Path: chuka.playstation.co.uk!news
From: "pal" <palpalpalpal@hotmail.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: My Sprite Viewer Doesn't Work
Date: 5 Jun 1999 22:51:39 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <01beafa5$af1360e0$a89524c3@pal-s-omnibook>
References: <7iekt2$sfd26@chuka.playstation.co.uk>
<01beade9$f30c3000$ad9524c3@pal-s-omnibook>
<7j6hbd$m4q16@chuka.playstation.co.uk>
NNTP-Posting-Host: Marseille-4-168.club-internet.fr
X-Newsreader: Microsoft Internet News 4.70.1155

> > The form without parenthesis just evaluates "initGame", which is the
> > pointer to the function - i.e. it does nothing.
> >
> Well wouldn't this mean that his sprite doesn't get initialised, so
cannot
> be used?

Exactly.

> Another thing, which I'm not sure about but rings a bell could be to do
with
> defining a lot of his variables (I'm looking at gpuPktArea and the OT
> handling ones) inside the main. I dunno, but maybe these should be global
> variables so the outside lib functions have access to them.

Everything needed is passed as arguments, so there's nothing wrong in the
variables being local, as long as they are not used after the end of the
function they're declared in. It may be confusing, though, because of what
I just wrote. (and this last sentence may be confusing, too, may not it ?)
Btw, you can have as many different OTs (esp. in hierarchical structures)
and displays (think split screen) as you want, which lets you imagine that

those things are better handled with parameters.

pal.

--MESSAGE FILE 1089 END: ./1 SCEE/yaroze/beginners/000000828html.html

--MESSAGE FILE 1090 START: ./1 SCEE/yaroze/beginners/000000829html.html
Path: chuka.playstation.co.uk!news
From: "Mark Naylor" <satan#2@usa.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Visual C++ 5
Date: Sun, 6 Jun 1999 16:39:12 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <7je4pa$49v4@chuka.playstation.co.uk>
References: <33C345AD.453A@hotmail.com>
<01bc8120$19d11280$c793989e@fourny.demon.co.uk>
<6c200f$bej18@chuka.playstation.co.uk> <6ca1g2$beo25@chuka.playstation.co.uk>
NNTP-Posting-Host: du-1524.claranet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

i also have a tutorial at my site to set it up on my site, if u want a
lookie, at www.netyaroze-europe.com/~mnaylor .

--MESSAGE FILE 1090 END: ./1 SCEE/yaroze/beginners/000000829html.html

--MESSAGE FILE 1091 START: ./1 SCEE/yaroze/beginners/000000830html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Out of Environment Space
Date: Mon, 7 Jun 1999 17:46:43 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <7jgt29$49v8@chuka.playstation.co.uk>
NNTP-Posting-Host: th-gt145-017.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

I haven't been able to play with my Yaroze for a few weeks (revision), but
I've just downloaded some games, and wanted to run them. Just as I went to
set up the DOS stuff etc. I got a double "Out of Environment Space" error,
after running djsetup. I've got no idea why this has happened, coz it was
working perfectly before. All I can think of is that I installed LCC
recently, but I don't know how this could have affected it, or how to fix
it.
Could any suggest what I can do to fix this problem?

Thanks
Rikki

--MESSAGE FILE 1091 END: ./1 SCEE/yaroze/beginners/000000830html.html

--MESSAGE FILE 1092 START: ./1 SCEE/yaroze/beginners/000000831html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <sspiller@microsoft.com>
Newsgroups: scee.yaroze.beginners
Subject: Re: My Sprite Viewer Doesn't Work
Date: Mon, 7 Jun 1999 09:53:12 -0700
Organization: SCEA News Server
Lines: 33
Message-ID: <7jgt55$ql64@scea>
References: <7iekt2$sfd26@chuka.playstation.co.uk>
<01beade9$f30c3000$ad9524c3@pal-s-omnibook>
<7j6hbd$m4q16@chuka.playstation.co.uk> <37572AE4.76B55C85@identicalsoftware.com>
<375859c1.80988034@news.playstation.co.uk> <7j9n3t$9665@chuka.playstation.co.uk>
<37586AB4.E30A5E1@vmlabs.com>
NNTP-Posting-Host: tide73.microsoft.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

I see the same thing and I'm using whatever version of Outlook Express that
ships with IE 5.0.

-Steve

Scott Cartier <scartier@vmlabs.com> wrote in message
news:37586AB4.E30A5E1@vmlabs.com...
> Okay, something is wrong here.
>
> For me, this message appears with the subject "Re: Best game" with
> the author Alan Yuen. However, it was clearly written by Rikki as a
> response to "Re: My Sprite Viewer Doesn't Work".
>
> Plus, if I go to the scee.yaroze.freetalk.english group, find the thread
> "Best game" on 5/3/98 and read Alan's message I get Rikki's instead.
>
> Does this happen to anyone else, or is it just my newsreader? I'm
> using Netscape 4.5.
>
> This has happened before for me in the scee.yaroze.programming.sound
> group too. It's very weird.
>
> Scott
>
>
> > Right my mistake, damn C books! Don't tell you anything!!
> >
> > Sorry, I doubted that was at all the reason, anyway, hence the other
idle
> > suggestions
> > Rikki

--MESSAGE FILE 1092 END: ./1 SCEE/yaroze/beginners/000000831html.html

--MESSAGE FILE 1093 START: ./1 SCEE/yaroze/beginners/000000832html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scee.yaroze.beginners
Subject: Corrupted newsgroups
Date: Mon, 07 Jun 1999 10:08:44 -0700
Organization: SCEA News Server
Lines: 12
Message-ID: <375BFC9C.7453D3D4@vmlabs.com>

References: <7iekt2$sfd26@chuka.playstation.co.uk>
<01beade9$f30c3000$ad9524c3@pal-s-omnibook>
<7j6hbd$m4q16@chuka.playstation.co.uk> <37572AE4.76B55C85@identicalsoftware.com>
<375859c1.80988034@news.playstation.co.uk> <7j9n3t$9665@chuka.playstation.co.uk>
<37586AB4.E30A5E1@vmlabs.com> <7jgt55$ql64@scea>
NNTP-Posting-Host: vmlabs93.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

Glad to know I'm not going insane. Or at least not because of this :)

Does anyone at Sony see this too? I'm not sure where the problem is
originating from.

Scott

> I see the same thing and I'm using whatever version of Outlook Express that
> ships with IE 5.0.
>
> -Steve
--MESSAGE FILE 1093 END: ./1 SCEE/yaroze/beginners/000000832html.html

--MESSAGE FILE 1094 START: ./1 SCEE/yaroze/beginners/000000833html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.beginners
Subject: Re: Out of Environment Space
Date: Mon, 07 Jun 1999 18:32:49 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <375d103b.324310664@news.playstation.co.uk>
References: <7jgt29$49v8@chuka.playstation.co.uk>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

What operating system are you running? DOS or Windows 95?

On Mon, 7 Jun 1999 17:46:43 +0100, "Rikki Prince"
<netyaroze@rprince.dircon.co.uk> wrote:

>I haven't been able to play with my Yaroze for a few weeks (revision), but
>I've just downloaded some games, and wanted to run them. Just as I went to
>set up the DOS stuff etc. I got a double "Out of Environment Space" error,
>after running djsetup. I've got no idea why this has happened, coz it was
>working perfectly before. All I can think of is that I installed LCC
>recently, but I don't know how this could have affected it, or how to fix
>it.
>Could any suggest what I can do to fix this problem?
>
>Thanks
>Rikki
>

--MESSAGE FILE 1094 END: ./1 SCEE/yaroze/beginners/000000833html.html

--MESSAGE FILE 1095 START: ./1 SCEE/yaroze/beginners/000000834html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Out of Environment Space
Date: Mon, 7 Jun 1999 21:47:52 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 30
Message-ID: <7jhb6f$49v9@chuka.playstation.co.uk>
References: <7jgt29$49v8@chuka.playstation.co.uk>
<375d103b.324310664@news.playstation.co.uk>
NNTP-Posting-Host: th-gt143-058.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Sorry, Win 95, using a DOS window.

Thanks
Rikki

Steven Osman <sosman@terratron.com> wrote in message
news:375d103b.324310664@news.playstation.co.uk...
> What operating system are you running? DOS or Windows 95?
>
> On Mon, 7 Jun 1999 17:46:43 +0100, "Rikki Prince"
> <netyaroze@rprince.dircon.co.uk> wrote:
>
> >I haven't been able to play with my Yaroze for a few weeks (revision),
but
> >I've just downloaded some games, and wanted to run them. Just as I went
to
> >set up the DOS stuff etc. I got a double "Out of Environment Space"
error,
> >after running djsetup. I've got no idea why this has happened, coz it was
> >working perfectly before. All I can think of is that I installed LCC
> >recently, but I don't know how this could have affected it, or how to fix
> >it.
> >Could any suggest what I can do to fix this problem?
> >
> >Thanks
> >Rikki
> >
>

--MESSAGE FILE 1095 END: ./1 SCEE/yaroze/beginners/000000834html.html

--MESSAGE FILE 1096 START: ./1 SCEE/yaroze/beginners/000000835html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.beginners
Subject: Re: Out of Environment Space
Date: 8 Jun 1999 07:45:48 GMT
Organization: Sony Computer Entertainment Europe
Lines: 26
Message-ID: <7jihnc$rqe1@chuka.playstation.co.uk>
References: <7jgt29$49v8@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

HI there,

Read the FAQ on the website...answer is there.

George

In article <7jgt29$49v8@chuka.playstation.co.uk>,
netyaroze@rprince.dircon.co.uk says...
>
>I haven't been able to play with my Yaroze for a few weeks (revision), but
>I've just downloaded some games, and wanted to run them. Just as I went to
>set up the DOS stuff etc. I got a double "Out of Environment Space" error,
>after running djsetup. I've got no idea why this has happened, coz it was
>working perfectly before. All I can think of is that I installed LCC
>recently, but I don't know how this could have affected it, or how to fix
>it.
>Could any suggest what I can do to fix this problem?
>
>Thanks
>Rikki
>
>

--MESSAGE FILE 1096 END: ./1 SCEE/yaroze/beginners/000000835html.html

--MESSAGE FILE 1097 START: ./1 SCEE/yaroze/beginners/000000836html.html
Path: chuka.playstation.co.uk!news
From: Alan Marshall <admars32@breathemail.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Out of Environment Space
Date: Mon, 07 Jun 1999 22:19:48 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 43
Message-ID: <375C3774.7CF09903@breathemail.net>
References: <7jgt29$49v8@chuka.playstation.co.uk>
<375d103b.324310664@news.playstation.co.uk>
<7jhb6f$49v9@chuka.playstation.co.uk>
NNTP-Posting-Host: VIP-206-4.vip.uk.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.6 [en] (WinNT; I)
X-Accept-Language: en

Rikki Prince wrote:
>
> Sorry, Win 95, using a DOS window.
>
> Thanks
> Rikki

I get that if I run djsetup, then djsetup again.

At the risk of sounding patronizing, have you created anice little bat
file so that when your DOS prompt starts it runs DJSetup automatically.
An then when you manually start djsetup, you get the error. I do that
all the time!

btw that's in Win95

Al

> Steven Osman <sosman@terratron.com> wrote in message
> news:375d103b.324310664@news.playstation.co.uk...
> > What operating system are you running? DOS or Windows 95?
> >
> > On Mon, 7 Jun 1999 17:46:43 +0100, "Rikki Prince"
> > <netyaroze@rprince.dircon.co.uk> wrote:
> >
> > >I haven't been able to play with my Yaroze for a few weeks (revision),
> but
> > >I've just downloaded some games, and wanted to run them. Just as I went
> to
> > >set up the DOS stuff etc. I got a double "Out of Environment Space"
> error,
> > >after running djsetup. I've got no idea why this has happened, coz it was
> > >working perfectly before. All I can think of is that I installed LCC
> > >recently, but I don't know how this could have affected it, or how to fix
> > >it.
> > >Could any suggest what I can do to fix this problem?
> > >
> > >Thanks
> > >Rikki
> > >
> >

--MESSAGE FILE 1097 END: ./1 SCEE/yaroze/beginners/000000836html.html

--MESSAGE FILE 1098 START: ./1 SCEE/yaroze/beginners/000000837html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.beginners
Subject: Re: Out of Environment Space
Date: Wed, 09 Jun 1999 13:37:56 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 75
Message-ID: <37606c0a.478885500@news.playstation.co.uk>
References: <7jgt29$49v8@chuka.playstation.co.uk>
<375d103b.324310664@news.playstation.co.uk>
<7jhb6f$49v9@chuka.playstation.co.uk> <375C3774.7CF09903@breathemail.net>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Well, in all honesty is that the problem is that he has not got enough
environment space!

That is easy to rectify really.

Rikki, you have two options :

1. You can add a line that looks like this in your C:\CONFIG.SYS file

SHELL=C:\WINDOWS\COMMAND.COM /E:3072 /P

Or, if there already is a SHELL= line, make sure there is a /E:
parameter. If there is, then make the number better (if it is
currently 2048 or something, 3072 is okay) I believe the maximum is
4096.

This will give you more environment space at startup time.

2. If, however, you know for a fact that you will only ever use the
environment space out of a specific MSDOS window, you can right click
on your DOS prompt, go to properties, click on the memory tab, and
pick a nice, large number for initial environment.

I would opt for choice number 1. It is more permanent, and you can
then set up your yaroze stuff in autoexec.bat and forget about it!

Steven

On Mon, 07 Jun 1999 22:19:48 +0100, Alan Marshall
<admars32@breathemail.net> wrote:

>Rikki Prince wrote:
>>
>> Sorry, Win 95, using a DOS window.
>>
>> Thanks
>> Rikki
>
>
>I get that if I run djsetup, then djsetup again.
>
>At the risk of sounding patronizing, have you created anice little bat
>file so that when your DOS prompt starts it runs DJSetup automatically.
>An then when you manually start djsetup, you get the error. I do that
>all the time!
>
>btw that's in Win95
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>
>> Steven Osman <sosman@terratron.com> wrote in message
>> news:375d103b.324310664@news.playstation.co.uk...
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>> > On Mon, 7 Jun 1999 17:46:43 +0100, "Rikki Prince"
>> > <netyaroze@rprince.dircon.co.uk> wrote:
>> >
>> > >I haven't been able to play with my Yaroze for a few weeks (revision),
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>> > >I've just downloaded some games, and wanted to run them. Just as I went
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>> > >set up the DOS stuff etc. I got a double "Out of Environment Space"
>> error,
>> > >after running djsetup. I've got no idea why this has happened, coz it was
>> > >working perfectly before. All I can think of is that I installed LCC
>> > >recently, but I don't know how this could have affected it, or how to fix
>> > >it.
>> > >Could any suggest what I can do to fix this problem?
>> > >
>> > >Thanks
>> > >Rikki
>> > >
>> >

--MESSAGE FILE 1098 END: ./1 SCEE/yaroze/beginners/000000837html.html

--MESSAGE FILE 1099 START: ./1 SCEE/yaroze/beginners/000000838html.html

Path: chuka.playstation.co.uk!news
From: James Chow <james@chowfam.demon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Using VC++ (Dev Studio) IDE. How?
Date: Sun, 13 Jun 1999 20:31:10 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <376406FE.F29F20C9@chowfam.demon.co.uk>
NNTP-Posting-Host: chowfam.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; I)
X-Accept-Language: en

I'd like to use the Developer Studio IDE to develop the executable.
I know the customisable functions on the toolbar and that, but I want to
know if it is possible to generate a makefile from VC++ which I can then
use the gcc make with.
Or do I have to write one myself?

Thanks,
James.

--MESSAGE FILE 1099 END: ./1 SCEE/yaroze/beginners/000000838html.html

--MESSAGE FILE 1100 START: ./1 SCEE/yaroze/beginners/000000839html.html
Path: chuka.playstation.co.uk!news
From: "Ed Fear" <ed@directxbeginners.freeserve.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Using VC++ (Dev Studio) IDE. How?
Date: Mon, 14 Jun 1999 19:14:22 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <7k3gh6$hn714@chuka.playstation.co.uk>
References: <376406FE.F29F20C9@chowfam.demon.co.uk>
NNTP-Posting-Host: modem-64.name71.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

check out http://www.netyaroze-europe.com/~mnaylor - he's put together a
tutorial.

Hope It Helped

Ed :)

--MESSAGE FILE 1100 END: ./1 SCEE/yaroze/beginners/000000839html.html

--MESSAGE FILE 1101 START: ./1 SCEE/yaroze/beginners/000000840html.html
Path: chuka.playstation.co.uk!news
From: "Scott Ward" <scott.ward6@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: Drawing to background.
Date: Tue, 15 Jun 1999 02:43:14 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <7k4b39$75r3@chuka.playstation.co.uk>

NNTP-Posting-Host: p48-meadowlark-gui.tch.virgin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Wow, I've finally got on the news group. Don't ask me why I couldn't get on before, it was just me being thick again.

I've never used a newsgroup before so here's a question to test it out.

Is there any way to draw images to the background.
For example:
                          Say I have a game which has lots of aliens flying about the screen, when the aliens get shot the sprites are replaced with pictures of dead aliens. However, because the images just need to stay there without moving or anything is there anyway of drawing them without sorting them as sprites and therefore maybe saving on speed. Is this a relevent question or am I just missing the point?

Cheers,

Scott "thick as pig shit" Ward.

--MESSAGE FILE 1101 END: ./1 SCEE/yaroze/beginners/000000840html.html

--MESSAGE FILE 1102 START: ./1 SCEE/yaroze/beginners/000000841html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <alex@herbs.dabsol.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Drawing to background.
Date: Tue, 15 Jun 1999 14:13:48 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 41
Message-ID: <7k5jf3$75r5@chuka.playstation.co.uk>
References: <7k4b39$75r3@chuka.playstation.co.uk>
NNTP-Posting-Host: 212.56.120.22
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Scott Ward <scott.ward6@virgin.net> wrote in message
news:7k4b39$75r3@chuka.playstation.co.uk...
> Wow, I've finally got on the news group. Don't ask me why I couldn't get
on
> before, it was just me being thick again.
>
> I've never used a newsgroup before so here's a question to test it out.
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> with pictures of dead aliens. However, because the images just need to
stay
> there without moving or anything is there anyway of drawing them without
> sorting them as sprites and therefore maybe saving on speed. Is this a
> relevent question or am I just missing the point?

>
> Cheers,
>
> Scott "thick as pig shit" Ward.
>

Hi Scott,

Welcome to the newsgroups!

As the screen is completely redrawn each frame, those objects still need to be drawn. However, if your background is a static 16-bit bitmap, then you could draw your sprites directly onto the background image by moving the GPU drawing/clipping area accordingly. This would give the desired effect, but you have to be careful not to move the clipping area while the GPU is drawing. And don't forget, a screen sized 16-bit image will take up a lot of VRAM.

Herbs

--MESSAGE FILE 1102 END: ./1 SCEE/yaroze/beginners/000000841html.html

--MESSAGE FILE 1103 START: ./1 SCEE/yaroze/beginners/000000842html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Drawing to background.
Date: Tue, 15 Jun 1999 16:41:31 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 48
Message-ID: <7k5s87$75r8@chuka.playstation.co.uk>
References: <7k4b39$75r3@chuka.playstation.co.uk>
NNTP-Posting-Host: th-gt145-118.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Scott Ward <scott.ward6@virgin.net> wrote in message
news:7k4b39$75r3@chuka.playstation.co.uk...
> Wow, I've finally got on the news group. Don't ask me why I couldn't get
on
> before, it was just me being thick again.
>
> I've never used a newsgroup before so here's a question to test it out.
>
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>   Say I have a game which has lots of aliens
> flying about the screen, when the aliens get shot the sprites are replaced
> with pictures of dead aliens. However, because the images just need to
stay
> there without moving or anything is there anyway of drawing them without
> sorting them as sprites and therefore maybe saving on speed. Is this a
> relevent question or am I just missing the point?
>
I don't really think its worth trying to integrate the dead player sprite
into the background, as you'll probably have more grief attempting this than
you will lose in speed. As you're sprites for the aliens, and dead aliens

are probably resonably small, so the time taken to do this shouldn't really matter, unless the rest of the game is super processor intensive, which it shouldn't be unless you've advanced that quickly (which by your pessimism it doesn't look like).

As I say, unless you've finished the game, and its running slow, and you're working on optimising it, I reccomend you get on with finishing the game, just get some more experience. Worrying about this sort of thing will do you no good.

Rikki

> Cheers,
>
> Scott "thick as pig shit" Ward.
>
>
Such self confidence... J/K, don't degrade yourself so much Scott, it will only affect your programming in a bad way. Just remember, although it looks like there's a lot of people better than you in the Yaroze community, just turn around and look out of the Yaroze world and see how many can't even turn on a computer, let alone run a piece of software, let alone program a bit of software, let alone program a hi-tech gaming console like the PlayStation.

--MESSAGE FILE 1103 END: ./1 SCEE/yaroze/beginners/000000842html.html

--MESSAGE FILE 1104 START: ./1 SCEE/yaroze/beginners/000000843html.html
Path: chuka.playstation.co.uk!news
From: "Scott Ward" <scott.ward6@virgin.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Drawing to background.
Date: Tue, 15 Jun 1999 22:12:58 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7k6fju$75r9@chuka.playstation.co.uk>
References: <7k4b39$75r3@chuka.playstation.co.uk>
<7k5s87$75r8@chuka.playstation.co.uk>
NNTP-Posting-Host: p25-pigeon-gui.tch.virgin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Cheers boys,

It seems like it's not worth bothering about then, oh well, never mind.

P.S.
Rikki, when I titled my note 'Scott "thick as pig shit" Ward' I did it slightly 'tongue in cheek'. I don't actually think my intellect resembles that of a shit from a pig, however, your little pep talk was most touching. ;o)

Scott "Smart as Dr. Stephen Hawkins" Ward.
:o.

--MESSAGE FILE 1104 END: ./1 SCEE/yaroze/beginners/000000843html.html

--MESSAGE FILE 1105 START: ./1 SCEE/yaroze/beginners/000000844html.html

Path: chuka.playstation.co.uk!news
From: Tom <tm7130@bristol.ac.uk>
Newsgroups: scee.yaroze.beginners
Subject: Re: Drawing to background.
Date: Wed, 16 Jun 1999 12:42:04 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <37678D8C.7C2A@bristol.ac.uk>
References: <7k4b39$75r3@chuka.playstation.co.uk>
<7k5s87$75r8@chuka.playstation.co.uk> <7k6fju$75r9@chuka.playstation.co.uk>
NNTP-Posting-Host: n66.fen.bris.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (WinNT; I)

Hi Scott,

   I think you'll be surprised at just how much the Net Yaroze can cope with. In a few days I'll be releasing the latest version of Arena2 and the front end has loads of sprites whizzing around at 50fps (and with a load of playgon models AND with the ever-present motion blurring).

Cheers,

   Tom "I know what a pointer is" ;-)
--MESSAGE FILE 1105 END: ./1 SCEE/yaroze/beginners/000000844html.html

--MESSAGE FILE 1106 START: ./1 SCEE/yaroze/beginners/000000845html.html
Path: chuka.playstation.co.uk!news
From: Andrew Murray <mad.max@which.net>
Newsgroups: scee.yaroze.beginners
Subject: Re: Out of Environment Space
Date: Wed, 16 Jun 1999 21:05:43 +0100
Organization: Max Studios
Lines: 50
Message-ID: <37680396.B5C06C5E@which.net>
References: <7jgt29$49v8@chuka.playstation.co.uk>
NNTP-Posting-Host: p256-bantam-gui.tch.which.net
Mime-Version: 1.0
Content-Type: multipart/mixed;
 boundary="------------5832936E26C10DC5D8CBAFC7"
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

This is a multi-part message in MIME format.
--------------5832936E26C10DC5D8CBAFC7
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

I had the same problem... I think.

Launch a dos shell in a window from Windows. Click on the properties tab and go through Memory to the Environment space then set it to the maximum amount you can get.

Should sort it, or is this totally not the answer you needed?

Max

Rikki Prince wrote:

> I haven't been able to play with my Yaroze for a few weeks (revision), but

> I've just downloaded some games, and wanted to run them. Just as I went to
> set up the DOS stuff etc. I got a double "Out of Environment Space" error,
> after running djsetup. I've got no idea why this has happened, coz it was
> working perfectly before. All I can think of is that I installed LCC
> recently, but I don't know how this could have affected it, or how to fix
> it.
> Could any suggest what I can do to fix this problem?
>
> Thanks
> Rikki

--------------5832936E26C10DC5D8CBAFC7
Content-Type: text/x-vcard; charset=us-ascii;
 name="mad.max.vcf"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline

Ok, sorry about the long delay....Here is a cdfeed.o module that should
work fine on CodeWright

(See attached file: Cdfeed.o)

Colin.

To: Colin_Hughes@scee.sony.co.uk
cc: (bcc: Colin Hughes)
From: news@playstation.co.uk
Subject: Re: Sound 2 Light, - cdfeed.o ":scee.yaroze.programming.sound

--0__=Ab5n0Mm7rix6FvBivJH6bkCP4a8wT3EmvjggDTD5NRgssdf1mqudAH40
Content-Disposition: inline

From: "Laurent GAY" <mystbeast@infonie.fr>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound 2 Light, - cdfeed.o "
Content-Type: multipart/mixed;
boundary="----=_NextPart_000_01BD7E9A.597A69E0"
Content-Transfer-Encoding: 7bit

Ceci est un message multi-parties au format MIME.

------=_NextPart_000_01BD7E9A.597A69E0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

Hi pete,

this is the sound2light demo (Zipped) written by Colin...
cdfeed.o hasn't been updated/recompiled(with opt"0") to work with CW,
look at my" Small request to Colin" in this news group...

cheers

Laurent

Pete <Hanno@btinternet.com> a #$BqD#(Brit dans l'article
<01bd7de5$99c2b8a0$e93a63c3@default>...
> Hi,
> I've been searching for the sound 2 light demo without success, any
chance

> of someone telling me its location, or sending it to me direct would be
> just as good.
>
> I'm after using the cdfeed.o file for the ReadCDDA function. I'm a
> CodeWorrier - I mean Warrior, has cdfeed.o been updated/recompiled to
work
> with it yet?
>
> Cheers for any info you can give
>
> Pete.
>
>
>
------=_NextPart_000_01BD7E9A.597A69E0
Content-Type: application/octet-stream; name="snd2lt.zip"
Content-Transfer-Encoding: base64
    name="Cdfeed.o"
Content-Disposition: attachment; filename="Cdfeed.o"
Content-transfer-encoding: base64

YgEDAAAAAABwAgAAYAAAADgABAEHAQsCcAEAAAAAAAAACAAAAAAAAAAAAABwAQAAcAEAAPwAAaAA
AAAAAAAAAAAAAAAAAAAAAAAAC50ZXh0AAAAAAAAAAAAAABwAQAA0AAAAEACAAAAAAAABgAAACAA
AAAuZGF0YQAAAHABAABwAQAAAAAAAEACAAAAAAAAAAAAAAAAAAABAAAAALmJzcwAAAABwAQAAcAEA
AAAIAAAAAAAAAAAAAAAAAAAAAAAAAgAAAADEA3Q4yMWSwXry7zOj/vSeAHwM8FBBjNBQAv68QALCv
AABilAAAAAAAAAAMAABipIAfAjymHUI0AABApAAAQpQAAAAABgBAEIAfAzymHWM0AABilAAAAAD9
/0AUAAAAAIAfAzyqHWM0AABilAAAAAAwAEI0AABipAAAYpQwAAMkMABCMAgAQxCAHwM8qh1jNDAA
BCQAAGKUAAAAADAAQjD8/0QUAAAAAIAfBzzAEOc0gB8GPMQQxjQgAAU8EAClNIAfBDzIEIQ0AAED
PAACYzQAAAI8cAFCJAAA4qwAAMWsAACDrAAAgowAAQM8JBBDAAgAQBCAHwM8yBBjNAABBDwAAGKM
AAAAACQQRAD8/0AUAAAAAIAfAjyuHUI0AABQlAAAAAAAAAAM//8QMoAfAjymHUI0gB8DPKodYzQA
AAQ8cAGEJAAAQKQAAGKUAAgQMs//QjAAAGKkAwAAFiEQgAAAAoQkIRCAABQAv48QALCPCADgAxgA
vScAAAAAHAAAAAMAAJjEAAAABgAAIMgAAAAGAAAoGAEAAAUAAJgwAQAABgAAIDQBAAAGAAAoCXAL
AgAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAQAAANACAAAHAAAABAMAAAAAAAAAAAAAAAwAAAFgDAAA8AAAA
ZAMAAFwAAACgAwAAAQAAAPwDAAAAAAAAAAAAAAAYAAABEBAAAAAAAAAEAAAD/////AAABgPz///8A
AAAAAAAAAAAAAAAAYAAAAHQAfAP/////////AAAAAAEAAAAAAAAAS3AAAAoAAAAAAAAARhAAAAoA
AABsAQAASBAAABMAAAAAAAAARfD//yIAAAAAAAAARfD//zMAAABwAQAAwvD//wEAAAAAAAASAAA
AAAAAAADAAAAAAAAAABjZGZlZWQuYwBSZWFkQ0REQQBnY2MyX2NvbXBpbGVkLgBfX2dudV9jb21w
aWxlZF9jAGNkZGF0YQAAAGdjYzJfY29tcGlsZWQuAF9fZ251X2NvbXBpbGVkX2MAUmVhZENEREEA
RW50ZXJDcml0aWNhbFNlY3Rpb24AY2RkYXRhAEV4aXRDcml0aWNhbFNlY3Rpb24AAAAAAAAAAAEA
AAAAAAAAOgAAAAAAAAAHAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAQAAAAAAAwAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAAAPD//wAAAAAPAAAAAAAAADw//8AAAAAIAAAAAAAAABGEAAA
AAAACkAAAAAAAAgfH//wAAAAA+AAAcAEAAADw//8AAAAARQAAAAAAACB8f//

--0__=Ab5n0Mm7rix6FvBivJH6bkCP4a8wT3EmvjggDTD5NRgssdf1mqudAH40--

--MESSAGE FILE 15987 END: ./1 SCEE/yaroze/programming/sound/000000134html.html

--MESSAGE FILE 15988 START: ./1 SCEE/yaroze/programming/sound/000000135html.html
Path: chuka.playstation.co.uk!news
From: "Laurent GAY" <mystbeast@infonie.fr>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound 2 Light, - cdfeed.o "
Date: 14 May 1998 16:29:59 GMT
Organization: INFONIE
Lines: 14
Message-ID: <01bd7f55$6b0b6ae0$fe75f2c3@leader>
References: <6jek31$lnp1@emeka.playstation.co.uk>
NNTP-Posting-Host: ppp-117-254.infonie.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Internet News 4.70.1161

Thanks a lot Colin,

I'm sorry but i can't find the attached file: Cdfeed.o...
It look like the file is include in the text-part with a lot of strange
things
i tried some other ways to reload your answer but alway the same result:
a big text-file...
could you try to post it again please ?

Cheers,

Laurent

PS: I hope it's not my fault i really tried all possibilities
--MESSAGE FILE 15988 END: ./1 SCEE/yaroze/programming/sound/000000135html.html

--MESSAGE FILE 15989 START: ./1 SCEE/yaroze/programming/sound/000000136html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound 2 Light, - cdfeed.o "
Date: Thu, 14 May 1998 21:50:07 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <6jfldj$f4o1@chuka.playstation.co.uk>
References: <6jek31$lnp1@emeka.playstation.co.uk>
<01bd7f55$6b0b6ae0$fe75f2c3@leader>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0

It looks as though Colin's attachment has been screwed up by some fixed line
length limitation somewhere along the line of posting it! See if you can put
each single character on the end of the line above and try decoding the
result! It will take a while but it might work.

JohnT

Laurent GAY wrote in message <01bd7f55$6b0b6ae0$fe75f2c3@leader>...
>Thanks a lot Colin,
>
>I'm sorry but i can't find the attached file: Cdfeed.o...
>It look like the file is include in the text-part with a lot of strange
>things
>i tried some other ways to reload your answer but alway the same result:
>a big text-file...
>could you try to post it again please ?
>
>Cheers,
>
>Laurent
>
>PS: I hope it's not my fault i really tried all possibilities

--MESSAGE FILE 15989 END: ./1 SCEE/yaroze/programming/sound/000000136html.html

--MESSAGE FILE 15990 START: ./1 SCEE/yaroze/programming/sound/000000137html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound 2 Light, - cdfeed.o "

Date: Thu, 14 May 1998 22:00:29 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 214
Message-ID: <6jfm14$f4o2@chuka.playstation.co.uk>
References: <6jek31$lnp1@emeka.playstation.co.uk>
<01bd7f55$6b0b6ae0$fe75f2c3@leader> <6jfldj$f4o1@chuka.playstation.co.uk>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0

It worked! I just done it by copying the attachment text to a text file then adjusted the lines and loaded the file into WinZip 6.3 which saw the two files perfectly! :)
I have attached them to this message (hoping the get there better with my unrestricted news reader)

JohnT

JohnT wrote in message <6jfldj$f4o1@chuka.playstation.co.uk>...
>It looks as though Colin's attachment has been screwed up by some fixed line
>length limitation somewhere along the line of posting it! See if you can put
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>
>JohnT
>
>Laurent GAY wrote in message <01bd7f55$6b0b6ae0$fe75f2c3@leader>...
>>Thanks a lot Colin,
>>
>>I'm sorry but i can't find the attached file: Cdfeed.o...
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>>things
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>>a big text-file...
>>could you try to post it again please ?
>>
>>Cheers,
>>
>>Laurent
>>
>>PS: I hope it's not my fault i really tried all possibilities
>
>

```
begin 666 Cdfeed.o
M8@$#`````!P`@``8 ```#@`! $'`0L"< $`````````" ````````````!P
M`0``< $``/P``: ``````````````````````````"YT97AT````````````
M``!P`0``T ```$ "````````!@```" ````N9&%T80```' !``!P`0``````
M`$ "`````````````````! ````+F)S<P````!P`0``< $````(````````
M`````````````@ ```#$`W0XR,62P7KR[S.C_O2> 'P,\%!!C-!0`OZ\0
M`+"O``!BE `````````,``!BI( ?`CRF'4(T``! I ``0I0`````!@! $( ?
M`SRF'6,T``!BE ````#]_T 4`````( ?`SRJ'6,T``!BE `````P`$(T``!B
MI ``8I0P``,D, !", @`0Q" 'P,\JAUC-# `!"0``&*4`````# `0C#\_T04
M`````( ?!SS $.<T@!\&/,00QC0@``4\$ "E-( ?!#S($(0T``$#/ `"8S0`
M``(\< %") ``XJP``,6L``"#K ``@HP``0,\)!!#``@`0!" 'P,\R!!C- `!
M!#P``&*,`````"001 #\_T 4`````( ?`CRN'4(T``!0E `````````,__\0
M,H ?`CRF'4(T@!\#/*H=8S0```0\< &$) ``0*0``&*4``@0,L__0C ``&*D
M`P``%B$0@ ```H0D(1" `!0`OX\0`+"/" #@`Q@`O2<`````' ````,``)C$
M````!@``(,@```&```H& $```4``)@P`0``!@``(#0!```&```H"7 +`@``
M`````````````````````0```- "```'````! ,`````````````P``
M`%@#```\````9 ,``%P```"@`P```0```/P#````````````8```!$! ``
```

```
M``````$```#_____```!@/S___\````````````````8````'0`?`/______
M____``````$````````2W ```H````````1A ```H```!L`0``2! ``!,`
M````````1?#__R(`````````1?#__S,```!P`0``PO#__P$````````2 ``
M``````#`````````!C9&9E960N8P!296%D0T1$00!G8V,R7V-O;7!I;&5D
M+@!?7V=N=5]C;VUP:6QE9%]C`&-D9&%T80```&=C8S)?8V]M<&EL960N`%]?
M9VYU7V-O;7!I;&5D7V,`4F5A9$-$1$$`16YT97)#<FET:6-A;%-E8W1I;VX`
M8V1D871A`$5X:71#<FET:6-A;%-E8W1I;VX`````````$````````.@``
M```````'````````````````````````0``````P````````````````
M````````````````````````````/#__P`````/`````````#P__\`
M````(`````````!&$ ```````"D`````````@?'__P`````^````< $```#P
2__\`````10````````"!\?__
`
end

begin 666 snd2lt.zip
M4$L#!!0````(`!QSIR*;6AZ/M (``- %```(`!(`8V1F965D+F]N=0H`J([W
MRJ2!T 4``/__9@"M4\]K$U$0GK>[VM06NF#1'BI-9:$]A5"#>HB0YH=4%"F*
MT(.P27;7&NDOFBW46XPY*!3BP4/_@-!#*;;_0#&(A]Z\>O3@P8.'BAX\1-:9
M]V:S2U!/#CR^[WLS.SOOS;RJ,(#L1 ,H(UX'0PR)$2TG`)+D2$#?:*^,:Q+$
M$0Q8;AX@Y7O;?GP/8T\1%S6EQT#E3+D5O\)^6F1I;2 ?Q=558!B7_$,<H$Y5
MZW6B9:XO7G-H#5RC+R_.&]UF^TMP/#,.;P]-.#H$*+SFD%'D'>@^;Y/8$^7.
MGJA*WZ\@-RXCNBWIVQ=-N9^&? 9YAW0:= MU>@@*YO1$`WV&M<_?TWXO*,H<
M23"R)K0R"?D?+5L6>0N@>C"*=8'0LP#%`Y.XYF2P'N3JGP#-'?);9@&&("?_
M`<+ ^.H.>2VS"+U^G4WYS1NQV#];$)ASZFP&_K-ET?ED?0ES[D.03R/OZ `7
MIDW,J[4L0KRC-MY1.P&?] DXGI&9)AM3XV9CJHOK/:X37(-WC1.5GD <!MA-
MLLXROF"DHL_B=;Q2.+O+^QW&(\;/C#\0SV&^'FL0ZGM#X>SPQLC@9$BC<9C5
M97/AH1[M$_VJJYG_J:OY6#)4_$<CBANAGIV)<@5HR!H]B9'1>2_!E/0'[./1
MAMM=6;NTFZ;B670N(#_/^Z73(+@<XU?X?>2_!\$UY$7F^,Q@@?DMY'>8+]([
M8[[$;^$=Y@EK6(B=6YKC/O(\-^7 /:_B%HK%>5AVG#G;65_=J*V@`VQ[>6VK
MKVT'ZAM;M&S76ZD\!3=CKU;<3<*J(\%YC.BXZLW^EV3]TCAK:<WW-@N;-;_F
M5%;N>XY?6U^#TG;-']R+^D5F1P_\+Q,2NY=_V:GJZ]B 3G*O0FUQOT*=XIZ%
M^BKW+=0WN'>A+L5FA>PN]S/T/V#_LV]*/XGIWU!+`P04````" `D8:<BM],I
M+[\%```U#@``!0`2`&9F="YC;G4*`%?QP .D@34.``#__V8`;5?13AM+#'U.
M)/YA'@NL+VO/3G97*7WL%]RW"EVE)$" DBI)JZ**?[\^9V8W6U0DPL;V'!_;
M9YQP=7$V/YO//G_^-^QW/X[;E\T__D/;OP_;0SBNGC:'L'H)J_U^]1IV=^'P
ML-L?#Y7;UN'[9G^WVW_S@&!I$;[OMB_'X%@5`"ZN\'HV/VSO7S;K\+Q[N0_[
MS>KYBX?>+&?XN;I"=/BY>OZQ.>3$T^CMM]5]CBY(2!V^_G=<?7W>A"\WX3K\
MG@?_J:N@UE5AT?A#;U6(_JL+-_>+*I@U%</4WVCC,9U[K/8#C?]J"[/Z"6OJ
M' AK=&L+8^W!#3(L8*[]N#D\XPSYD@=U[C+ )V!U,!MR./Z<D;" %#% "O!*
MOL W9Y\1D0BL@&$@!7@%806^-4,M,(,6V!M8H3 %8T5EY@DR(C*"%OIBP$=?
M%(P5_,T39(XX&N$'M=Y=$8@+-_<`M *H.-EX3 = ]0,)@"W,"L"F= <NC6YN
M8:T]ND&*%N8:K&.IQ9 P>5"/5@`_`:R#V9#$$V2*L( 5,< *\$K"P+=8!HA3
M"EK ,+ "O(*Q`M^:H1B800OT#:Q0F8*Q@K_%,A@T1D$+C3'@HS':4WI(X@DR
M1X6E=W^"/SK'"(YN[EL<325SB\P>TRDR^X&F1V:8-8*BYD!8HUM;&&L/;I!A
M`7.=P#"6FI$O>5#7HV8_D8#5P6S(X?B9(2P@10R0`KR2+_#-V6=$) (K8!A(
M`5Y!6(%OS5 +S* %]@96*$S!6%&9>8*,B(R@A;X8\-$7!6,%?_,$F2..1OA!
MK7=7!.+"S3T`K0`J3C8>TP%0_4 "8 NS`K IW8%+HYM;6&N/;I"BA;D&ZUAJ
M,21,'M2C%<!/`.M@-B3Q!)DB+&!%#+ "O)(P\"V6`>*4@A8P#*P`KV"LP+=F
M* 9FT )]`RM4IF"LX&^Q# :-4=!"8PSX:(SVE!Z2I#1_6\[+PCS\=6'R,G&-
M\$9SEQ&8:@A#WS!^\N6DN+]XG\F1PD"CLE"'RCES[@)N04Z6P]0X7CLM2X2-
MX7[B%<EWF1UM!W%Q^7&G<FGUL:B6EX&K#[N\*-9*B[E&J##CEF-;8CV]+S%E
M97+O<VUQO5+6'$K>W_ENU7GR7)>4Z?#23%Y*[-0TO)P.6-'0";?IQGQIY& #
MK_'NQ'+;2QVL*->F0[V:IGW@YT#NCY:>Y>ZQCUTS[2]%UHX36(Q32652D[GQ
MLXOSY&0Y8TZ;<Z_C20Y0)#0"L4 UD ^@4SJI"X+'%")W5)4_7[!?JT&JXOD$
M)H%/$"2(%AR30:D",(%4!2D$N01)!=D%-&20JH"<4*Q"UL("A+4(RQ)6**-D
MA;4+12OLBK!!PEX)VR;LH(S2%?96*%YAUX4#$,Y".!;AA&24L'!V0A&+Y8*-
M<:R;8Q<J0$8I"[4A%+-0-4(!";4DE)5083)*6J@]H:B%JA0*='QM_G@=SJ2_
M^-Z?M(+[1YZFFW!($VYVXCQ(?:PGGFK-=9<>Z*DW@^2'OM7=I*<Z]KKT/<]@
MD/XPGS:=9K>8S#1-9MV\TT%<G#22]9*UDW64-35<A2PW7(8L0PJ2TJ1(F6RX
M$EG&N!19WLQ@S2!^%KG@=C^;_]QMU^'N[OCA_&S^&]^0`;#?W&\/Q\V^?(>N
MPF,5#L?5_:8*VZ<J/%1A784G6[Z+QE?W0Q5NW?W+?U_+=^[9.ESCRWT)O]OM
MPP>BN5F7&3A\9$1Y<^'QYSG:.<UF#QY9+_'T9/Y83GSTT["MPZ=/U_F1V(^,
M#H^.R4@\7EZ>PP\TH,YN`9,_U+X\A,NP:&X(`.=AZLO_.&0'T;?N?5R&[<!X
M&RZOO1?G0Q )SV;;)X]S7Z&009SK+S=_.(2+_)_)]NG&0V[]+?^M\;?GX:KT
```

```
MBN&O"+^=ADLX_#4\'QCL.):?;V3]Z_S*EE/_S>SDOIRZQRSNS\](N'Y]'S$-
MN#RY4?];:?$#^K*F^2V/\BW+@7_^!U!+`P04````" #=7J@BKPJ8:(T*``!1
M&P``!@`2`&UA:6XN8VYU"@!_[(=BI(%1&P``__]F`*59>W/;-A+_FYG)=]A+
MISXJIF22EN6XLG+G6+;B7A)[+-N]7DZ7@4E08D,1.A**[6;RW6\7#XI4Y+;I
M)1-)P+Y_N\ "R,[SIT^>/AFG\T7&0?)2PJ(0TX+-(1$%_,P*\2OO=(CG^,?7
M\/?Q\<F)&@T+=@=9FO,21 [CJ. \!Q>D0+DL$W<P7Y9I!"WBO0DZ/KQE#]"3
M,P@.#O9ITCE-"[2F+4 D8MZ'$9=&9XSJTWQ*NDNKNTQSN&.?."R8E+S(2;ES
M1H[/>2[A> @QDPQDP?(RX042QZAOD:'A+"TECDF_-EM&8L%7VI&FW R4F_L-
M-T^OH!!+B6X!RV.(TU*IG*/'2+X0&2N46XC7'+W$L-%O\E6R6\0T*<0<ZDK(
MZZ,X)G\_B6PYI^!S68@,MLCWZ"-$,Y9/.2#?>16^,6L=#1N.HEF6("3(E>>\
MZ. ?C;SS4\J+& UD8EE ]!!EY)P+<Q2^Y7"[G$YYK#P:HP<X4\H']+EDJAPH
MW)G(8B+?I1+=HH#.QT/',6G=56Z\J-S@K,@(FB)'.QZ:0% X3 59E0+N1/%1
M^X4`H&&9SM'I9)E',L5<($<TXPA N> \KK@6O"@Q?SR/$$W.Y!)5NI$0&<6I
MU+7QSQG(69I_A+._9AEDG.H$)TKX1-*HG)6 (RKJ7-Q113_?(='OTCS*EC&'
MPRR]792=V<O&[+,DD9WH&<WM[#@G]YB@E;^DK. LINA,]1$COU?56:;3'+TO
M9Z*0\/P2^8Z'PR.WU2<>H_#\"CZQ(B5<RXY>9M_%/*$R.;\:G_WK!%XT9EZ?
MG5Y!T&UK(K&/2M0AY/MPTM>##U='(Y!L6N+4^^#P4+,2]>+H^!\G5RH)1 N[
MS\,]WY_T'6=G!RZ%T$M^='$-"Q9]Y++43L(E94K SURM:UJ?VO#HS=F[$S4>
M? ;?LW_#O;WJ6_V&+WVCR6P39?HKQQP7J>3*9#W!/$EX)+6!\<7EV=4)B"PN
MHP(&3Y]\?OK$<</#P[#;\AQ'^1WT;E,)8ZWL+I4SN!R]`A;_LE0KOAV$+SS\
M\#T<A'L]+^RJG^:C\76_C[^JCQ6AZQ_T//5!<T^?5.$<ZV6U*'AIT*I2]0XP
M],/#H/?T29I+S$<QY?+]Q,1P_DXAI(%7E8XS:E)-::2-`SBM)E]E2UXQTB3.
M_33#J*T^RWC\P'(ENU(X,GN<;V5I\BV;\IPJUKCC6'> 35F:.S90&].U"<E?
M30VA7<WI0&.>25;%>>T-\:^C+%]K,&GBVE.T:PO_T)*(WX1M>)#=^D'J610]
M!B(P"27B+%=H$H7V,(LGZ=G9<7X4#PL6KQ:>XHE$CM*Y3N,GD3&99AR6'\SR
M10'?H\^@KW&Z0 VWRR3A12/Q%T?#\K]+5G#'#1"7O5:#%!6B+#6ENT9)BR@S
M0KM-DD0W\ZDEAJTU<Y>!HRE!4^Q-`/J/(OI-XF6HA>!@32BL"<&+=5L93Z01
MW&\*QN(N-Y1>DU*DTYG4E#4TE@LCT5VWH_*H:6M@E#SCD2'Y+;N/TNZK6B?U
M^8[92-6ZLY/O)S" SQ!XH;?K=;T]K^?M>R^\`R_PO2#P@M +=KV@ZP6K_8KD
MYRS-W9:N-QJG\7W?_O1R+Z%!<Y^G)F!9E/5J0+W.#DPW'_AV0I\$!D&X;V=N
MQ3*/^(HC*=B\-M0M>C6^965M),IX$-B!V5X552V LSR5*4-8.)0/I>1SU9(O
M:1<;%6PQ<\$':E/.J"16,V=WSU%Y?CH>75Q[@5>Q#7DRQ)!>+9/$5:T`:/_O
MU;7L#DWKHU/8!8N1UX4MM:[H,X#6!O?.K]3J<H1\[T\Z&<^G<H:)Q&%0&^H6
MUZ_X1#'%6=4#_8F9#AK3P42[LF[O)N5W"X&@E8ZN+71^C.X6XA>N>KX+@>_[
M8)LX2H^I5JD`*:%T$F#+.!5*=DRR8UZ@\AN1N3 >?S@>>IAC^J>QJ;$<25E8
M'OR\/+FAK_'YZ>GOL;X]^Z=F?:<YC^,+] 4SYE7U[S5\KD5\*JB85E5PFLLW
M@L7N00^3B"ELT7[G.+"S`XE0VZ.3((K(=K[@N=L.@M"#]@$QAUT/@AZE'D@.
M*G-O69I#)L1"6;B;T<[J4N8Q#UO5HJ93Z&?%X>ASX0!NQ@]YA)"O:H..],L%
M9ER?Q<TMH93+)-&KWG'2^!Y%1^6(RR/,V2>NJE(!H[/YDR@^OF(E=_51"/DG
M8,G'&6?%N=1%O"5DG6K^:#].N8QF^L*A3OC'PTZG$W/$)&:T`'-[B([$,I?&
MLP1<<-5";K=;AX$Z>%/,J%5I&D#CF(C3BAGGM;*7+W?5])>ZOCJ2;X+68."W
M8&L+7"."HY81;[?[CXB%ZV*'8;<FN+VMO3$?%/^QOJ/8C1>V[&4&M>><QSQ6
MK)OM4;=86=2"RM$5'GK2>/S(2M(\YLLDZ<MFB\O%NKW#(-S?8-&&^HT6%30:
MB0'8];>[8?T1=D.N-_?8WOQ*JEW'`5-?.@#3``9^S4>:;\1%'5E%MK7E*F,(
MH^(W`MHG"^/&G4%[;4O<6 U\/?ZRV:QJZ@V[JLFJ7]O!Y"^#35Y8:/\O+^K;
M!NV\+0N0-27*&/XS@*"A"9/RV[HN@Z\4F;;Y^\K4!\]*;GJV0EN1H;9AO&9Y
MK+8#=6=(]*VQ6BQ:(-<=W*%+D9OB(#WL]=/M[5;EL[E(I-O4[Q%G.A"GDX;?
M>FI[H(_BAM,$D-L<*)_I'UW?.H6/,9&</WGY,NCU*\+4$H(UPJTEA&N$(C"$
MW755EM!=5V4)>YI@85-M9[6#N+DIMWK:[-E8):^V3BCF[8'>+/5BHN/1( Q:
MM8.2WD9U=NA!IM%-:H9K]M0!7N\D]AUH`%K95]6IK@'KO,%&7GWZ7^<-31F5
MZNT%W(ID`Z6O",,!_P=]HTN+0A20I%G&8YB+7%0/4^8T8R"_I^SI7P0^79+[
M*^J#;X+2'6A5B^%>K1I-M6D)TN*ZU,.H]-3W7A!NIY/6<[U7MC"U>Z8(1^58
M%'+T!B5=V"(%5:>U)\J&XK;Y^>WB]WZUYYAH&_7OW!:<?>S7@ PTD/I1[S$<
MOT;QFQ#+OP6K59+<\H-Z4$2AYSFR['^%4\7AIMN];FLKW-MKLOXAY!Y!)C0E
M1F#0:V80O@!U4C9!TPM%*J'@]-[&,O6NHY&C-YE2OR_?I7E,%_%UF*C^UF%"
M![+W<%L%#9/'<4LW()?.V?0]I$JLL?4KNX_DYEN,NJB@G6Y*VF;3-NQ$NBW[
MB, +]6J,@/[V\O37EV?@-\L-+) ^Q02/+%&4:KLNNRU=%2A&L4T#Y2\.,*9T
MN]MJ[?2Z?V:MP;;>L^IUNYJJ$/A2WW--DV745M>:(6V2AES;V?5C8$<NV)0:
M,7KR-_\'TTZ,N_HQ$/W5O%][7'F@7[7M.TYUI0!4,$_IZE!N;@.7^KRL<GBE
M[BIIGHB5D\W[2]!J5Y=_ARY8%T6:2Q<2[]DQRR+U,O #?+\;/_.T8,U+QZ'_
M:%%J?#U]4Q^L&[*7G#NVJ.[CK?X:FJK-:*C4=<<UC[=KUYU12:;I+M0@_!D\
MUF/XXP"I_V:J`/IWOA$B<D>4<:U*&CJNU-'R^QAN]+$=?[T668S?S[RUL^O$
MGO"K^Y8M<M1XFBW+F=L.6OK%?#P3Z!J_E_8,J+SY\C]02P,$% ````@`:2^H
M(I18,'C'````C0$```@`$@!M86ME9FEL96YU"@"L3)OPI(&-`0``__]F`'50
```

```
MRXJ#,!1=&\@_7-"%641L5T7HHI56VNHX:!?=AAB+&!\4%_W\]AJG"C.3;'+.
M/8]+[/ 8[Z(<8 L\70._4_*;L>/3U^60C=1-5VVM'L 3T<^H$7U9:;487P?U
M'&:\\5<^'DK^ROI73,EWED8`*&]$U5*2[L_YC+T.9%$J57@=BH76`3@N>ACB
MZ8D<^MC;4RM<E!++<<.0?0:.:_9BP+LYP;(H,36!J9.+!+Q8'7S"N!R_;-I(
MHD!J)5JCR!+VDPP+8NPW:2]02P,$% ````@`T#.H(H5^5M5\`@``-00```H`
M$@!R96%D;64N='AT;G4*`!FNL*>D@34$``#__V8`75/+;MLP$+P;\#_LJ6X!
MQZF-)@%R"VPT,9H"19RBAZ"'M;B26%-<94E&4;^^2_D%U-#!X"QG1C.K!SL=
MC\:CY]H&T <AV*9U!(&3-[ `9ZLZ0BM<"3;P$7:>BQT92"U$-MA?]A0BB<$$
MG\:C1\8!:M#Z*;0I*F&3@BU@N0+K(=:4_[4.>Y(IH$K$OB6H>)9=+-E'8:<V
M`I3L''?A-I\_4AGA$IX&+[>PK-%7!%&PV(U'/UN%5MSY,Z(2;^Q20THI'((B
MO_"-2I8&WBQUX]'F-:&0GO]@AW(X7%HI7#[\*O2:R!>].N6HZ8A5W@$Z*!3L
M.$E0:W-5?UPHLJ$(`8?P/D#-SH!@5 =/<P6?N<KW6Y)@-2]?$+"_Y+)4?+A<
M<P?1-M97FE/)FO2Z!)^:+0D4@V: SCKC>HW-:>)G"4@^6@=6Y2-NT=F@LUK&
M)J+$LW:D]W@2W9"C8@!)5%199OK+68]'=W'HJ>&&?(3UI-%;K@>M4<W=AWMG
M/4V"U@]&L!MFNV.ZN='RE)[!B$JZGC@': P$I033>VQL`<_?5^&X$SY[*SCE
M\+C4>WTXV-$4>DXJH%94,06")T*S7*WN\F7%!'+W!1N:PI\4XJ!4F)+(S#C?
M&68:W%%I'67.$X%03.+SUK=L?0Y5Q]$#BF"?C82:)08E]Q&MS^\_OX:M)HW)
M6#[4'=3HR^>+Q=75;\A+E5_(Y8W-O7ERQ[']OK]<S1<7-]<WYUD9UOJ_X5G^
M)NFX4$/--D!IW\D`1OCR93;_]O!W7]@I7X2*/ D>6+)?X12U+^AJ\K!6?%]N
M5BLT, QZ*%3LV(.-$P-;@M=D8]YP=H>%6-9$$J;[+U199_\`4$L!`A0#% ``
M``@`''.G(IM:'H^T`@``T 4```@`$@`````````*2!`````&-D9F5E9"YO
M;G4*``*B.]\JD@= %``#__V8`4$L!`A0#% ````@`)&&G(K?3*2^_!0``-0X`
M``4`$@`````0```*2![ (``&9F="YC;G4*`%?QP .D@34.``#__V8`4$L!
M`A0#% ````@`W5ZH(J\*F&B-"@``41L```8`$@`````0```*2!X @``&UA
M:6XN8VYU"@!_[(=BI(%1&P``__]F`%!+`0(4`Q0````(`&DOJ"*46#!XQP``
M`(T!```(`!(`````$```"D@:,3``!M86ME9FEL96YU"@"L3)OPI(&-`0``
M__]F`%!+`0(4`Q0````(`- SJ"*%?E;5? (``#4$```*`!(`````$```"D
M@:(4``!R96%D;64N='AT;G4*`!FNL*>D@34$``#__V8`4$L%!@`````%``4`
*90$``%@7````````
`
end

--MESSAGE FILE 15990 END: ./1 SCEE/yaroze/programming/sound/000000137html.html


--MESSAGE FILE 15991 START: ./1 SCEE/yaroze/programming/sound/000000138html.html
Path: chuka.playstation.co.uk!news
From: 101655.153@compuserve.com
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Unwanted fading drums
Date: Thu, 14 May 1998 22:14:14 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <35676c55.4108250@news.playstation.co.uk>
References: <3543DC10.78E3A1C@sinclair.net>
NNTP-Posting-Host: ld12-242.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/16.451

Joshua Meeds <dreamer@sinclair.net> wrote:

>In my SEQ, the drum track keeps fading in and out.  I would like it to
>stay at a constant volume.  In the original midi file, there are no
>volume changes or anything of the sort for that track.  Does anybody
>know what's going on, and how to fix it?

Do the note-on velocities change? If so then perhaps the drum voices
are particularly velocity sensitive?
--MESSAGE FILE 15991 END: ./1 SCEE/yaroze/programming/sound/000000138html.html


--MESSAGE FILE 15992 START: ./1 SCEE/yaroze/programming/sound/000000139html.html
```

Path: chuka.playstation.co.uk!news
From: "Pete" <Hanno@btinternet.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound 2 Light, - cdfeed.o "
Date: 16 May 1998 18:14:12 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <01bd80f6$421f4e60$3b3b63c3@default>
References: <6jek31$lnp1@emeka.playstation.co.uk>
<01bd7f55$6b0b6ae0$fe75f2c3@leader> <6jfldj$f4o1@chuka.playstation.co.uk>
<6jfm14$f4o2@chuka.playstation.co.uk>
NNTP-Posting-Host: host5-99-59-59.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161

Cheers John :)

Pete.

JohnT <johnt@nettech.demon.co.uk> wrote in article
<6jfm14$f4o2@chuka.playstation.co.uk>...
> It worked! I just done it by copying the attachment text to a text file
then
> adjusted the lines and loaded the file into WinZip 6.3 which saw the two
> files perfectly! :)
> I have attached them to this message (hoping the get there better with my
> unrestricted news reader)
>
> JohnT

--MESSAGE FILE 15992 END: ./1 SCEE/yaroze/programming/sound/000000139html.html

--MESSAGE FILE 15993 START: ./1 SCEE/yaroze/programming/sound/000000140html.html
Path: chuka.playstation.co.uk!news
From: "Laurent GAY" <mystbeast@infonie.fr>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound 2 Light, - cdfeed.o "
Date: 17 May 1998 08:48:19 GMT
Organization: INFONIE
Lines: 18
Message-ID: <01bd8170$6ea0e3c0$fc58f2c3@leader>
References: <6jek31$lnp1@emeka.playstation.co.uk>
<01bd7f55$6b0b6ae0$fe75f2c3@leader> <6jfldj$f4o1@chuka.playstation.co.uk>
<6jfm14$f4o2@chuka.playstation.co.uk>
NNTP-Posting-Host: ppp-88-252.infonie.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Microsoft Internet News 4.70.1161

Thanks a lot John !!

Good job !

Laurent

JohnT <johnt@nettech.demon.co.uk> a [illegible]crit dans l'article
<6jfm14$f4o2@chuka.playstation.co.uk>...
> It worked! I just done it by copying the attachment text to a text file
then
> adjusted the lines and loaded the file into WinZip 6.3 which saw the two
> files perfectly! :)
> I have attached them to this message (hoping the get there better with my
> unrestricted news reader)

>
> JohnT
>

--MESSAGE FILE 15993 END: ./1 SCEE/yaroze/programming/sound/000000140html.html

--MESSAGE FILE 15994 START: ./1 SCEE/yaroze/programming/sound/000000141html.html
Path: chuka.playstation.co.uk!news
From: "Laurent GAY" <mystbeast@infonie.fr>
Newsgroups: scee.yaroze.programming.sound
Subject: CDDA Playing-list length (how many tracks on it?)
Date: 19 May 1998 09:12:03 GMT
Organization: INFONIE
Lines: 15
Message-ID: <01bd8306$0d0de9e0$e475f2c3@leader>
NNTP-Posting-Host: ppp-117-228.infonie.fr
X-Newsreader: Microsoft Internet News 4.70.1161

Hi there,

On the 3 of February there was a request in this news-group about CDDA
playlist lengh,but...it seem's there's no solution, exept a big crash in
your program when you go to far on the CD...So, what's new?
The Yaroze read the TOC (Table Of Content) when you put an audio CD in
it...if there is no Function to grap this info...please let us know where
the TOC datas are store in memory...we will do the rest !
an other way is to catch the error in the prog (and not crash !)...is
this possible ?

Cheers,

Laurent

--MESSAGE FILE 15994 END: ./1 SCEE/yaroze/programming/sound/000000141html.html

--MESSAGE FILE 15995 START: ./1 SCEE/yaroze/programming/sound/000000142html.html
Path: chuka.playstation.co.uk!news
From: peter black <peter.black@virgin.net>
Newsgroups: scee.yaroze.programming.sound
Subject: SsVabTranfer -1
Date: Wed, 27 May 1998 00:49:33 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 159
Message-ID: <356B550D.488D@virgin.net>
Reply-To: peter.black@virgin.net
NNTP-Posting-Host: p42-osterich-gui.tch.virgin.net
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------283240CC34BE"
X-Mailer: Mozilla 3.01C-VN709-003 (Win95; I)
CC: peter, black

This is a multi-part message in MIME format.

--------------283240CC34BE
Content-Type: text/plain; charset=us-ascii; name="help.txt"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="help.txt"

hello net yaroze technical people

i'm having troble making noise

i have created .vh and .vb files using aiff2vag,mkvab and vabsplit
i used the simle.def file form psx\bin
and even creatad a debug.deffile with mkvab -r -o
i have tried using the waves.vh & waves.vb files from sndemo
try as i might SsVabTranfer keeps returning the error code -1
i have attached my source code i hope you can help
also could someone please explain the difference between
a   void func() and static void func()

--------------283240CC34BE
Content-Type: text/plain; charset=us-ascii; name="main.c"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="main.c"

```
/*LANDER
WRITTEN USING CODE WARRIOR 2
COPY WRITE PETER BLACK 4.4.98
E MAIL ME peter.black@virgin.net
*/
#include <libps.h>
#include <__rts_info_t__.h>
#include "padread.h"
#define VH_ADDR 0X80090000//.vh loaded here
#define VB_ADDR 0X800a0000//.vb loaded here
// MAIN  PROGRAM 0X800b0000
#define OT_LENGTH  1
#define MVOL 127
////////////////////////////////////////////////////////////////////
//GLOBAL VARIABLES
//OT
GsOT WorldOT[2];
GsOT_TAG OTTags[2][1<<OT_LENGTH];
int ActiveBuff;
//PRIMITIVES
PACKET GpuPacketArea[2][524*24];


//CONTROLLER BUFFS
volatile u_char *bb0,*bb1;
//SOUND RELATED
short vabID,seq;

////////////////////////////////////////////////////////////////
//STATIC FUNCTION TEMPLATES

static void ClearOT();
static void DrawOT();
void init_sound();
////////////////////////////////////////////////////////////////
main()
{

// heap starts after the main program on a 16-byte boundary
    unsigned long lclHeapStart=(_end & 0xFFFFFFF0L)+0x10;

    // heap extends to the bottom of the stack.
    unsigned long lclHeapSize=((_stack_addr-(_stack_size<<10)) &
0xFFFFFFF0L)-lclHeapStart;

    InitHeap((unsigned long *)lclHeapStart, lclHeapSize);

////////////////////////////////////////////////////////////////
//INITIALISE YAROZE SYSTEM
//
```

```
// PAD BUFFERS
GetPadBuf(&bb0,&bb1);
//DISPLAY BUFFERS
SetVideoMode(MODE_NTSC);
GsInitGraph(320,240,4,0,0);
GsDefDispBuff(0,0,0,240);
//ORDERING TABLE
WorldOT[0].length=OT_LENGTH;
WorldOT[0].org   =OTTags[0];
WorldOT[1].length=OT_LENGTH;
WorldOT[1].org   =OTTags[1];
//FONTS
FntLoad(960,256);
FntOpen(16,16,320,240,0,512);
/////////////////////////////////////////////////////////////////
//MAIN PROGRAM
//

 init_sound();//SsVabTransfer

while(1)
    {
    ClearOT();
    if(PadOneCross)// checks for button press
        {
        SsSetMVol(MVOL,MVOL);
        SsUtKeyOn(vabID,0,0,48,0,127,127);
        FntPrint("make noise");
        FntFlush(-1);
        }
    DrawOT();
    }
}//main terminal
/////////////////////////////////////////////////////////////////
//FUNCTIONS
//

/////////////////////////////////////////////////////////////////
//CLEAR OT
//
static void ClearOT()
    {
    ActiveBuff=GsGetActiveBuff();
    GsSetWorkBase((PACKET*)GpuPacketArea[ActiveBuff]);
    GsClearOt(0,0,&WorldOT[ActiveBuff]);
    }
/////////////////////////////////////////////////////////////////
//DRAW OT SWAP DISPLAY BUFFERS
//
static void DrawOT()
    {
    DrawSync(0);
    VSync(0);
    GsSwapDispBuff();
    GsSortClear(0,0,0,&WorldOT[ActiveBuff]);
    GsDrawOt(&WorldOT[ActiveBuff]);
    }
/////////////////////////////////////////////////////////////////




    /* These are bits of code provided by SONY */
```

```
/* defines */

void init_sound()
    {
    /* VAB opening and transmission to sound buffer */
    vabID = SsVabTransfer( (u_char*)VH_ADDR, (u_char*)VB_ADDR, -1, 1 );
    if (vabID < 0)
        {
        printf("SsVabTransfer failed (%d)\n", vabID);
        return;
        }
    }
```

--------------283240CC34BE--

--MESSAGE FILE 15995 END: ./1 SCEE/yaroze/programming/sound/000000142html.html

--MESSAGE FILE 15996 START: ./1 SCEE/yaroze/programming/sound/000000143html.html
Path: chuka.playstation.co.uk!news
From: "Oliver Hippel" <nospam@spam.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: SsVabTranfer -1
Date: Wed, 27 May 1998 10:55:01 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <6kfo3a$lev5@chuka.playstation.co.uk>
References: <356B550D.488D@virgin.net>
NNTP-Posting-Host: 210.8.106.48
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

 if (vabID < 0)
    then there is something wrong with what it is tring to load.

2 things, I hope your .vb file is less than 64k!
If of course your program file does start at 0X800b0000.

The next is make sure that the correct addresses are listed in your .sio
file.

HTH

Oliver.

BTW, The most reliable method of making the vag file is by using vabtool,
while complex at first, it provides all the functionality available.

--MESSAGE FILE 15996 END: ./1 SCEE/yaroze/programming/sound/000000143html.html

--MESSAGE FILE 15997 START: ./1 SCEE/yaroze/programming/sound/000000144html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups:
scee.yaroze.programming.sound,scea.yaroze.programming.sound,scee.yaroze.freetalk
.english,scea.yaroze.freetalk

Subject: DMS v1.1.0 Released
Date: Sat, 06 Jun 1998 16:18:40 -0700
Organization: SCEA News Server
Lines: 41
Message-ID: <3579CE50.298AF844@jps.net>
NNTP-Posting-Host: oak-port1507.jps.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.programming.sound:144
scea.yaroze.programming.sound:189 scee.yaroze.freetalk.english:1103
scea.yaroze.freetalk:698

Hello,

That Yaroze MOD player thing that I was working on about 2 months
ago is finally finished---well, sort of. You can grab it from:

    http://www.jps.net/tenchi/dms_110.zip

For those who didn't see the other thread, DMS is an S3M player
for the Yaroze which is a set of library routines that interpret
its own file. It uses a frame-by-frame polling process and
supports up to 16 channels of stereo sound with reverb capability.
All this with very little CPU overhead.

The dms_110.zip pack should contain:

    - DMSPlay (an example DMS player for NTSC)
    - DMS libraries
    - S2S S3M-to-DMS DOS conversion utility
    - VABtest (Yaroze VAB testing utility)
    - an example S3M file
    - documentation

After downloading, please see the README.TXT file for instructions
on compiling and converting files.

DMS will not play your S3M exactly, but it's pretty close. The
major things missing are pitch slides, portamento, and vibrato---I
may eventually get around to fixing that.

Thanks to everyone with their feedback. Please send me any
comments you have.

p.s. I've changed e-mail addresses to "tenchi@shell.jps.net",
      and my web pages will also be down until I get them
      transferred over from my old ISP...

Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 15997 END: ./1 SCEE/yaroze/programming/sound/000000144html.html

--MESSAGE FILE 15998 START: ./1 SCEE/yaroze/programming/sound/000000145html.html
Path: chuka.playstation.co.uk!news
From: Eric Bleinagel <bleinagel@creatron.de>
Newsgroups: scee.yaroze.programming.sound
Subject: Pause Sound
Date: Mon, 08 Jun 1998 14:04:42 +0200

Organization: CREATRON GmbH
Lines: 16
Message-ID: <357BD35A.A6CC16E1@creatron.de>
NNTP-Posting-Host: 193.30.95.254
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.03 [de] (Win95; I)

First of all sorry for my bad english, i hope you understand what I
mean...:)

So here's my problem:
After very hard work I got all my sound samples running and it sounds
good. But now I want to pause a sound sample and if I start it again, it
should start at the place where I paused it. But I cannot find any
function which realises this.
I have only samples, so I use only SsUt... -stuff.
There is a function called SsSeqPause(...), but I don't know if (and
how) I can use it and if it would manage my vag-vab, I have no
experience with sequence-stuff.

Could anybody help me?

Eric
--MESSAGE FILE 15998 END: ./1 SCEE/yaroze/programming/sound/000000145html.html

--MESSAGE FILE 15999 START: ./1 SCEE/yaroze/programming/sound/000000146html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Pause Sound
Date: Mon, 08 Jun 1998 15:21:03 +0100
Organization: Sony Computer Entertainment Europe
Lines: 10
Message-ID: <357BF34F.B976E4BA@scee.sony.co.uk>
References: <357BD35A.A6CC16E1@creatron.de>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Eric Bleinagel wrote:
>
> After very hard work I got all my sound samples running and it sounds
> good. But now I want to pause a sound sample and if I start it again, it
> should start at the place where I paused it. But I cannot find any
> function which realises this.
> I have only samples, so I use only SsUt... -stuff.

Try setting the pitch to zero (using SsUtSetPitch()), then resetting back
to normal when you want to restart.
--MESSAGE FILE 15999 END: ./1 SCEE/yaroze/programming/sound/000000146html.html

--MESSAGE FILE 16000 START: ./1 SCEE/yaroze/programming/sound/000000147html.html
Path: chuka.playstation.co.uk!news
From: Eric Bleinagel <bleinagel@creatron.de>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Pause Sound
Date: Mon, 08 Jun 1998 18:18:14 +0200
Organization: CREATRON GmbH

Lines: 19
Message-ID: <357C0EC6.7E757E83@creatron.de>
References: <357BD35A.A6CC16E1@creatron.de> <357BF34F.B976E4BA@scee.sony.co.uk>
NNTP-Posting-Host: 193.30.95.254
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [de] (Win95; I)

Hey, it works (with SsUtChangePitch())!
Thanks!

Eric

James Russell schrieb:
>
> Eric Bleinagel wrote:
> >
> > After very hard work I got all my sound samples running and it sounds
> > good. But now I want to pause a sound sample and if I start it again, it
> > should start at the place where I paused it. But I cannot find any
> > function which realises this.
> > I have only samples, so I use only SsUt... -stuff.
>
> Try setting the pitch to zero (using SsUtSetPitch()), then resetting back
> to normal when you want to restart.
--MESSAGE FILE 16000 END: ./1 SCEE/yaroze/programming/sound/000000147html.html

--MESSAGE FILE 16001 START: ./1 SCEE/yaroze/programming/sound/000000148html.html
Path: chuka.playstation.co.uk!news
From: Ben James <elvis@enterprise.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Soundtracker Format
Date: Mon, 22 Jun 1998 16:32:56 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <358E7928.1E1B@enterprise.net>
Reply-To: elvis@enterprise.net
NNTP-Posting-Host: ppp189.enterprise.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Hi,

Does anyone have a full description of the old SoundTracker / ProTracker
format from the Amiga? I am attempting to write a player for the PSX. Or
better still, has anyone already programmed one?

Cheers,

Ben.

--MESSAGE FILE 16001 END: ./1 SCEE/yaroze/programming/sound/000000148html.html

--MESSAGE FILE 16002 START: ./1 SCEE/yaroze/programming/sound/000000149html.html
Path: chuka.playstation.co.uk!news
From: "Mark Wilson" <m.wilson@dial.pipex.com>
Newsgroups: scee.yaroze.programming.sound

Subject: Re: Soundtracker Format
Date: Mon, 22 Jun 1998 18:37:57 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 149
Message-ID: <6mm4qu$khq7@chuka.playstation.co.uk>
References: <358E7928.1E1B@enterprise.net>
NNTP-Posting-Host: userm328.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 5.00.0518.4
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0518.4

Here's the Protracker 1.1B module format.

Someone in the "dodgy" developer's scene (you know, those people who seem to have tRouBlE wIth thEiR CaPs lOCk keY) has done a mod player, and Elliot Lee's DMS player will play S3Ms which are quite closely realted to mods.

Mark

Ben James <elvis@enterprise.net> wrote in message
358E7928.1E1B@enterprise.net...
>Hi,
>
>Does anyone have a full description of the old SoundTracker / ProTracker
>format from the Amiga? I am attempting to write a player for the PSX. Or
>better still, has anyone already programmed one?
>
>Cheers,
>
>Ben.
>


```
begin 666 Modform.zip
M4$L#!!0````(`+2PJAP^`!@^$!4``%%#```+````34]$1D]232Y46%3%6^ER
MVTB2_J\(O4.UUS$MCT@8!R]I_XP.LMO=[2/:]G3L."8Z( (4T0(!+@[+VM>:
M%]C8V)?8?9K],K,*!P%:LN6-0=@BB:K*RLH[LZH.#]YD:9'YRYLP4X[EG*NW
M:7+]_&4:E'&H%FFV\8O3PP-U>/!ZM<K#0JGSNR+,E;H,\V46;8LH3="LE*WH
M<?F#0"3^)K34K^$FW%P!=)&J;5DHS!3%47*MDC*.U16#\O%Z':HP"2S+XJE>
M)"N>&+ 5OJG<WVR!C3/TG(?@XFI<7,:%QQ(V+5"6>N,'ZC8JU@U4:'8UXF$8
M7H_&^&MT;(]_6Z19&"@_!P!>8KI2MVD6")36\[*,BV@;WV$65=RF1(QKH)^%
M?FP`ZBFBI(G)2(8[].>7]!9SK-(R4U=1`:IE(9-M%25A42:A^NC'93A0>866
MK_+H.@F##CH&B$;<4N\`I]QN._"3M%!E'@8#Y2==,/DZ+>- 786*>($U_4>8
MI=W%_Y7P.E5JH1$][?0PPD-?>AH=_7GL]#2ZIM'M:?1,H]?3.#*-HY[&L6D<
M]S1.3..DIW%J&J<]C3/].9SU-)Z8QKZ19Z:Q;\YST]B'[85I[%OGI6GLH]#<
M-/;1=F$:'=9(T%/3C-GUUS0N.QKWJY]<ARK*U5/;'CX=V0.%9GLX&:D@7$8;
M/Q:IU^1ESOX:;D/8AVT:)<5#]0]?R#ITQ3Y+-U //RNHJP"R]NFFP-C1QUD7
MLU^^R#0`7@>M.$VW>]'(0C)>+32ZYI',0!)^*I1G:R1R66>NUF&&-;XHOL_5
M'V5>J#BZ$;,1`08-/CRHT'Z 91V+HGIBY66@*U9;S7K:/-VF=O_.3OIZV]+]
MQ.UK=+CQ'@Q/-(8BA>2'Q+ VA,\9.NZ,IQD[C;Z_A7&,&4 <](FCHL"<1',F
M(8W31LYQIS"R8- :W$_CKEG4SC2'<X%?R4,_6Z[1.TO+Z[7R\6KK%T68)>BP
M!FOCU _@$+MV\U4:84KMF6&%<T&-<2*N9R'S>*"NX%=O0Q6DR?>%K(L%%*ND
M#Z(!]">/B$(YU T+L-3<!U)KH \OH664U0/:Z/'2NLL"?7(6'8/3+5% +X;]
M>^S?B3-GC949@9!C:]$0DTO.AMU,'-+07#UY:?UL/5%#M&!]1.ET$V*MP/NE
MOTZ3\$[]2?WLWQ1EWL$J2O(P*Z!K3$M@=X=72SA6>"W1BTH!C6;0.CMPG#&M
M`#*F7JQ41.I"OJ\@W@\8SH8#HN<Y49.9@1$:8@>85LF"5'(-(W 5`K<LW*0?
M":E4;7RMA (4?;* 0Z0.) @V61.P.0MOB.:(H4"PQ2_O1D]H&OHV>R)X$BV*
MT _N51+P@QGAV"Y]7OJ%SP)E6&G;O3K["0^DLJ)G)<8ZX@#CPG\O$=$4*2]N
M'5VO(:*FGS#"K#!B9JF\*9RJ\*] C2._LKZ0Y*%C3T^>\9I89L$6T<;*Q([$
M-'*,POK%PD7].+0,:50U!=E?FMBLE:(<`VJ%-](])8+RG+8-N53+M9\X\N'*
MAR<?<*FV<V\/][X>8;'DV5YHHRQ8T!).Z;7ZG1Y6?(>_@H#TRZ4OC4:OV3CZ
M_?#@N=I]GG>^U$VT6MNN7]"OH:T?^;FGD9!\7\>/BHR/1)&T&-4*7O',5ZMP
M6:AENMF 9U@Y=Q45!:68Q0`6I8&%WLW&PP-R!29L[3R-1D+I#<,0J2)$WI4)
M&17$':_(?\8DC!=#AP3V'!^G:C:>#&;V;#"=N(.I:P\FT]E@@CAE8H\&XZD]
M&'NSP1CMHYD]&(T]&>_*>!?C1R[:T->;.0-O8@\\[V3@`8YGNP-W-AZXDY.!
```

```
M.QX-7,!TW8F,]V2\A_&N@S;T=4[L@8,Y',SI`(XS=@;.R!LXWGA _L<!3,?Q
M:(WO4@1/$-P-HFNQR$P^@$1X?@M/M?23RONP56)RE$D1Q>HN+2E_"$0G<LJ1
MA.ZD5_0*QK=2;PE!X#Y=2[W/3101A)]H,@0Q-X<'Y9:Z^8P"95RYS,;,,,:=
MA@5D<FJX-(#XP>; 0JB[)0<3B'70@0QG:AA[>-#V'6_.+GY^(CXP$A>H;I+T
M%K[MMK8PF%9 GJI_PY)!DL,#BJZD0YDM0PAC$%;!U#(KDR5,P'/$I?JKN,<2
M2U@QV9*0<"\&$%Y,_4)/78(>&3!.J.U?U8OO/X82=\'X;GF P/$3-C'&E=9Y
M+V@A3F' IDRSA?U6PU1E,*V%-E@-:T9DM3HB0:[!-\&IIB8A"%A;6$U:3*G9
M*9TH-$186&3ELB@191AC?15>1PEK$+114D\RU[P@;;!=^QFR27)OOA8)G=QO
MBM^C!*N''!:$E@9)(8-^)?8;V'S/49.F&[$Q0C "#H+"H9#I%Y\X_[>S-T_4
MC_XF"Y^?;:)K7RVR,(S]9 D.<+?AWH>;%RFX)<%*D"Z1K22%X<-+/[M1/ZF+
M])/:#Z3SJ(WUA[6VENFGOUQE?@!A"BQ_:96@POLD^@BTHN*.:'>N6S\+7%TM
MIY[[EV4<?J15!=8*RT,&;85!*1@>2M[5>.:+Q?SBG;IX_?+EV:O+MSNM.Q.@
MM6V(8643M:VK09+?H]L5J<<&0A:1Z6!-).%LB3"G)N0L7X%-S\^R;7A]':4\
M[PQO_ZQ>O7ZGWK^=7ZH_HR/YS#=I5OA$]52]WW+'$[R5:/^UR>#<=L?+]#91
ME P/=8;Y-HX"V 1D^@@?,7.CKZ*\F$:+Z_^IW&S1<41#(_!'>NCG@F:&_ I0
M=!L;>.J87O(TE"T#GNC:.6),XL#$P&MUG./MRRA?6NIB$Y T3@D>A8!Q<]J%
MGO;M-N0R39>C#&D//UL,11L%UG/#S#KP]&/@RX$G^BS3I/"A?!O8D9KO4()$
M:?6:VT.UB&B,>IT\!R,$C5F'AW-GR#6=G)>L6:CF)T.DQ@4L%"2A(%+.W68_
MS4$U/Y.WH!G&4C=OJ'Z(HSP'1BE4+RDR-,W/ZVXTE#J.:@Z:;H!W,>0)+TH2
MF_E8"&MJ3AJW2^ES"86ZHUZ3BIV4A!N*SZNW5<=IS;W&E(NA>I% KPO$-^FV
MYA]XKFSX,:,$'SCW/'UJ#Y\NGO/?OU.WX?T/NKW/?8Q53VT(F$,6T8]7[.+]
MH)U['BN7V=YJKG" `2US23_R:%/&/KHLUZ9<:9PSV5BJ0&3^-@KB.XY/K\GB
ML^=5VZA 7'H5%K<D6-X1W*7[3 41S$@&G9.@F^"]*,BODFB!/'=X'^5W;-^O
M,T@?C" Q<I-B.=J[B0=/;\@$;5+ (43PGZ'-/W&G4PJ6$&V.IA0V;?P_,#TO
MH551/+HXGA__P$G8Q?'H>%I1)'_6[":@/ $5)?M 7?X+8#$H;Q=4@]E43:X-
M#Z*@#ZS1IUSG6CR8VTUV.^#GMH:9:PO1GD8J#-&&ZD:B7L(G[>R%72522!WU
ML +GVF1R?I:)[B/\_$X=2;RL$%D^ZU#=L3TJE.@`3EN.04L`881U<XTXXTT\
MQ,SS4S91C54Q_N1=X$XXF2.I\"$?143!HPY"&8:).3A$-!*["?TD%Q=N`@<J
M'?#@M?^15@E=+<EKT:I)D/WELH3IB.\XT\<H]&$I#QMSD8M#5+(K_DPY#"9Q
M12PCU.<HXLJO]BXJH7!;0A&0W6N(Q1=(15,LW'ZQ^*FJ[1GS[PQ4^&D9;G4Y
MADI'Z,?Q/*U"\XD%A%&KBP?JZ"P@GR!9O.0#E(!WA0@AWJV1(.11W]%8+4/(
MI+HRY)(,N5\O0_*/:.M9[)V'#5)T5>Y^PM)3$_<RS(LAV\YC]=3#'Z&4)C$+
MG*$NL]XOBY2JL"2]=Y5:<3C,N5,<5+D8_4["6T-%219(0JGQ-LU@(_TKDKC;
M=;1<HU<098C,N"B2"NA!G7:D"<W'\1'++/-"J 2RJ)LPW)(=U2)/!.98.@]C
MBO8:M)=E2KVG8M79T-49_R+*J'[#93U>BG6X:T$]>RPYK.::7G";IWBT=4H'
MROL,\_$05N-:%=ML'UF5YX=/+;1+'5QNB_5IY5?O9SD]#9T:@08?!2PI=_TK
M@/JL.U(\FCE4R=PGQ3/3TC);&J)T8_VL<F&:9*<;&[B:D?*66-EDI.9^Q<J1
ML)(&U@8-G<S4+#^DOQP0\EA:+J&D<<C454JE<LKN#5B*MB1RK(VDACB\A0#3
M3D2;26.K&3GG,6EFL!O\W,\@>AI,&@-<N16:'K/)VJ^8%.1&22G(PMQ3;$+4
M`E8-@\$YL'&:ZJ.)_'7"RL40\B2\FT-[,*S8K]ZY5EM=6";&9-F\-N=[M$ A
MGTX:T_$ZNDHU'MD-"=L/K7ID&7!)\/4M7DRL9G+RK7@Q>3POM CU,D&SX/#@
M"YDP(5LT_E9,F'PS)DRM*GGXAE9K"M(7`E9;+?W+6"TSIY!:>WQ9<I=VTY,1
M;5WO,VHGO49-3U@;M5&O4=/==HR:O+W/J$WW&#4S]5<:M6G7J&F(>XS:B26)
M>J,ZH3[0YV,"CJ<G6)V K+:LNQK$_E>JAI2CY"'E3HT-#6.NMK&NH='.E=[D
MHJ:J;"?G/&AS66KD>K]&=Z/W*W;XIE6#E@U4]#(1N-XX_Q%SW<G&-X1BN1X>
MFL2C)VD[<6$@W]!*=&[2NPO'CRXE/G4]"4QJ)IQ9ND CJE9%?(^S9F=[K5E[
M"6??U+R</=*\U/F4-#PJE2(@.I27UV;/,ZN""%E+-0OK#46B]595(_UA;IU;
M5>UM^$>Y05*,GZ(N4TE^'L"K!I_..?4Q6X5I[5EXL[K-JW/;H>K?9S,-?JHP
MK &YIYO>:Z_H@SFK)+2=$\1Y2CD361#EDZ)*)6EX1?5"=42%;1<OKT.JSH'H
MK<Q*ZO -F#HK`\?0RR#A<Z$V:1P/D.H)F4+B.EE3>%FS-]"P%.OPTW<[7+H0
MPZ;Y^T'TZU0?T/D*+EV 2\ATZGB*SE4,9%64$:W\311'?M8B&[KE>CM&AP@&
M(?#YCO9[I/0G/H+3G'6]P:R[8@*@3.0\`R/DI>R:9.$6M".2!)H*G.:^R=+K
MS-]LR-8%*:F6-(I3H5VD[[HY[(5C4[EXGV2A-6IZ6G7D3,SIIF=-#='DO[1,
MK5$DQ+1],&_!OE.;3F4,#)B_FSX/Y,@EZ4T-+=(G95JRRQZ8E+3*^^D\$5$<
MPEZ-$O=B]"YGSW38R'CU+)7$$1EA<9;1ZJ[K$2XIPZ2B_,Z,]+1F;4UJYFP\
M//WNU.8,`Y[7F9G1<Q\W8^],`-JHG53L)>;.;5&NE933&V5@1S/Q<RS<8>.<
M"L ":0@[((=AVDP,LQL2>*Y(U?NE4J(::B2H+I!"+L_&-@$\HUS?Z(QLZ/!F
MVA"F"&JACWA*S,:5=3KX`8)P*:TQ4U1T.3PG(QQ$.2B90&USC7V;>_P<D<^$
M/+$/^F5^23% MUH[)XFY'U@/M*11KQ7..%9C3X(*MHT2_5=8O3F5:_D`[BY3
M;E-B2NOL';KH_>YMLYK;*MBA#^R1%'JD7E=2U+SDPWRP5B$?4#H\J,74%#B#
M,M,52W.FF)T'R[OVTCML<L"FMX803IU]M9_.[J^!=O1#1@<A*1"D@U=4I^!:
M>HGXDO<7=ZOE<[=)?"F,[I+_?NJWZ>\^EOZ$QCT<8$S_GWC@3AH\F'PQ#YK4
M]:SF/EJ1Q5W#<S]MV]2E*F$%<_C66)]Z&HXY$!?R%I,Q/5QP(3@-,ILS/^HW
M.J]W70'@ZK2_+**/R-Z"P6ZM1DKMNL+J-S:Y$ UQA#MHA$H<=^5TTX!.2?"H
```

```
M'HI[D/IW%*K7JTA[XO0Y'4+=[;=:];CR^4B'4KJT81))TZ?!!>]+??B\4:,<
M-@#OK(ER"D(AAW8=!>'*+^.B94?YF=.]@DLN06>R4_O;HKOND2.P?L4,9NMU
M%\[X(7!<@?,6N686WLJNS"Z@R4,`>08A\*";.\YI6[ +Y+!I]<?&'^M=X<=:
M_3&[9 $V-.9GAR=C3<=J4H@&G[769ZAR?22+(Z]5=%TB8*6=`-'_-G0:5EVC
M4,=3=3Q1QT "T@$5A0UTJAL4YM;%E*\KC/GL+>^^*-VGAC-TU-!50T\-1VHX
M5L.)&DZK&PK5[0V^#G#)UPG.^3K"B5*S70)/JG"6=L35!_J;?SU]J=!8'^"E
M/?I.T,.6@7?O?81F<K2_D7?U*/Y$*PF#HX2J1^DG7ATI,O#V]0C)J:]("\,J
M'!+K<;AC%*8B<KJZ]&V-0J,$^!FC,'V849@^Q"A,[S<*TX<8A>D#C,+T(49A
M>H]1F'[6* B+3BQS8H5]R@<1^8;0WB^U3:Y04>]=M+PAV6G"W5<RT(@5:[WI
MD,BQF1WI,OD*>\Y,[['IH4&X#?7QK6*GR'-XH ]5RF:W&<$NVJ%\5SK34=2B
M.CQJJCS4E:H\$RWP?'F%MI"Y5QZG144Y3+V.AH"0?]>1P(4]T1*HJUQJTJ-R
M)YXRP"CZ(0+VW4G"0]81JYOL%ISF9Y8Y*Y3'WR*H/_NJH/)CHT3Y3XSJSSP3
M4>I*! 7W-4'U-M>#(LKS)EV_3;Q^_FC2_I,#]O/)#GF#IC6</)2^1G0O+'51
M%GL-T#WT;5+VHF%^*I#[;,]2`@UC<\S>IRZSL18.JJP.'6" X&]"(C$RO,:!
MKZ_1^ M(*&%8J;LN,?0\1MU?\?&"M5]C3>4VVO"@N[1T8*VD(]G<6I<%69JH
M* !<3#5^A_Z75GTR\"L8T.(`%=QH01S1!0S1<+W+`6EO\$#7IEH\^%H*7YI-
M%Y,L$;!^"GO[S>K<:IV'5!^(4H^(ZN84U:5%V*!/(UK['(ET-\W@BD1FPPK8
M[Q'(^7Q&EZ :4ZGV#5S!IS>BJRMCNIRA3^)SN9\R5N*:N7Y6@8\(&IL6FC7L
M*0XNK.;IT=9NUM>$'0M05>#MWXSGTT.^UMU8SJP>/77L@6L/1O9@9BNZB23W
MJ9XI.9K$PO="GW:+!&&VDX0TWPBYNN-/ZO=6#GU>\>T,Q0?#5F5RD_%=63DA
MM\.8Q8S%&( K2>;+F>]2V4A#KLW3R<R\74Q;!>C1'")7B:G*CQ53R>-8_:U#
M\875T)B>$YI?5(XE<N\GM-G-Z W%%%V'.3SXW_]^S/-?[9^'!_]09PFD6&X%
M@R5\AV$1Q@&P4D?EB3.R3Z9_R8LRH(L.2S^!RF0^W2:P_%+]X_#@/_LG>N#S
M/W+')R37!RK,>(LP"6.ZSL(717)]3KC>+M!.'1UDK_F6TJ.[G*^\.<]D6S*Z
M3GRZA$+U'-(F?5>TOB+(ETM!_C!B%7TRN?CQE5R-G-$W"($KH(QB\MTCN03%
MV1]7LIO@1G++)L=*`&:F30-?E8:(R'5"#:O:!&C<=OT_4$L!`A0`% ````@`
MM+"J'#X`&#X0%0``44,```L`````````0`@`+:!`````$U/1$9/4DTN5%A4
64$L%!@`````!``$`.0```#D5````````
`
end

--MESSAGE FILE 16002 END: ./1 SCEE/yaroze/programming/sound/000000149html.html


--MESSAGE FILE 16003 START: ./1 SCEE/yaroze/programming/sound/000000150html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Soundtracker Format
Date: Mon, 22 Jun 1998 12:28:43 -0700
Organization: Cisco Systems
Lines: 47
Message-ID: <358EB06B.55C9258@jps.net>
References: <358E7928.1E1B@enterprise.net> <6mm4qu$khq7@chuka.playstation.co.uk>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-246.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Yup, I wrote a system for this and it works okay---some tempo probs.
Write me for the latest version of it where I actually fixed the
pitch sliding.  :)  (tenchi@shell.jps.net)

You will need to convert your MOD to an S3M format.  Why?  Because
it seemed to be the most common ground somewhere between the ProTracker
and IT/XM formats.  I suggest using Impulse Tracker to handle the
conversion to S3M.

The main things not yet supported are certain effects like portamento
(Gxx), vibrato (Hxx), and appregio (Qxx?).  There's other stuff in
it like enabling hardware reverb and resampling your instruments to
save space/re-tune them.
```

I'm using DMS in a group project right now and it seems to hold up
pretty well.

Mark Wilson wrote:
>
> Here's the Protracker 1.1B module format.
>
> Someone in the "dodgy" developer's scene (you know, those people who seem to
> have tRouBlE wIth thEiR CaPs lOCk keY) has done a mod player, and Elliot
> Lee's DMS player will play S3Ms which are quite closely realted to mods.
>
> Mark
>
> Ben James <elvis@enterprise.net> wrote in message
> 358E7928.1E1B@enterprise.net...
> >Hi,
> >
> >Does anyone have a full description of the old SoundTracker / ProTracker
> >format from the Amiga? I am attempting to write a player for the PSX. Or
> >better still, has anyone already programmed one?
> >
> >Cheers,
> >
> >Ben.
>   Name: Modform.zip
>   Modform.zip   Type: Zip Compressed Data (application/x-zip-compressed)
>   Encoding: x-uuencode

Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16003 END: ./1 SCEE/yaroze/programming/sound/000000150html.html

--MESSAGE FILE 16004 START: ./1 SCEE/yaroze/programming/sound/000000151html.html
Path: chuka.playstation.co.uk!news
From: asc@netlink.ch (Yannick Suter)
Newsgroups: scee.yaroze.programming.sound
Subject: vabsplit
Date: Wed, 24 Jun 1998 23:57:29 GMT
Organization: Nowadays
Lines: 49
Message-ID: <359190d6.13833227@news.playstation.co.uk>
Reply-To: asc@netlink.ch
NNTP-Posting-Host: pppb217.netlink.ch
X-Newsreader: Forte Free Agent 1.1/32.230

hihoe..
well.. my prob is that after splitting my vabFile, the size of the
resulting *.vb file is always 0 (NULL) .. is this normal? - well, my
player is not able to play the waves.. =(

strange is, that the size of the *.vh file is equal to the size of the
vabfile!

the problem could be my define.def file to generate the vabfile .. for
one *wav file..

VabHdr
    form = 'VABp'
    ver = 0x7

```
    id = 0
    fsize = 0
        ps = 1
        ts = 1
        vs = 1

ProgAtr 0
    tones = 1
    mvol = 127
    mpan = 64

VagAtr 0 0
    prior = 0
    mode = 0
    vol = 127
    pan = 64
        center = 90
    shift = 0
    min = 0
        max = 127
    pbmin = 0
        pbmax = 0
        ar = 127
        dr = 15
    sr = 0
    rr = 31
    sl = 15
    prog = 0
        vag = 1
vsize
        0

yan
asC . nowadayS . www.netlink.ch/nowadayS
Yan . Net!Yaroze . www.netyaroze-europe.com/~yannick/
--MESSAGE FILE 16004 END: ./1 SCEE/yaroze/programming/sound/000000151html.html


--MESSAGE FILE 16005 START: ./1 SCEE/yaroze/programming/sound/000000152html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: vabsplit
Date: Thu, 25 Jun 1998 14:46:55 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 66
Message-ID: <359254CF.F64CEF6@ndirect.co.uk>
References: <359190d6.13833227@news.playstation.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-29.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)



Yannick Suter wrote:

> hihoe..
> well.. my prob is that after splitting my vabFile, the size of the
> resulting *.vb file is always 0 (NULL) .. is this normal? - well, my
> player is not able to play the waves.. =(
>
```

> strange is, that the size of the *.vh file is equal to the size of the
> vabfile!
>
> the problem could be my define.def file to generate the vabfile .. for
> one *wav file..
>
> VabHdr
>   form = 'VABp'
>   ver = 0x7
>   id = 0
>   fsize = 0
>   ps = 1
>   ts = 1
>   vs = 1
>
> ProgAtr 0
>   tones = 1
>   mvol = 127
>   mpan = 64
>
> VagAtr 0 0
>   prior = 0
>   mode = 0
>   vol = 127
>   pan = 64
>   center = 90
>   shift = 0
>   min = 0
>   max = 127
>   pbmin = 0
>   pbmax = 0
>   ar = 127
>   dr = 15
>   sr = 0
>   rr = 31
>   sl = 15
>   prog = 0
>   vag = 1
> vsize
>   0
>
> yan
> asC . nowadayS . www.netlink.ch/nowadayS
> Yan . Net!Yaroze . www.netyaroze-europe.com/~yannick/

Right. I haven't actually seen this problem before, but I suggest you use VabTool (which can be downlaoded the SCEE/SCEA sites). VabTool is a Windows util which compiles VAGs into a single VAB and bypasses the need to create a DEF file. I've had no troubles with Vabsplit with VABs created by VabTool.

Hope that sorts you.

Herbs

--MESSAGE FILE 16005 END: ./1 SCEE/yaroze/programming/sound/000000152html.html

--MESSAGE FILE 16006 START: ./1 SCEE/yaroze/programming/sound/000000153html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.programming.sound

Subject: Re: vabsplit
Date: Fri, 26 Jun 1998 17:13:55 -0700
Organization: Cisco Systems
Lines: 84
Message-ID: <35943943.A05DD8D4@jps.net>
References: <359190d6.13833227@news.playstation.co.uk>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-246.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Something is probably screwed up with your DEF file. Make sure that you follow the header stuff EXACTLY. Use TABS to indent. The mkvab utility is very very picky.

After you've made sure everything is okay, run mkvab. Then go one step further: extract the header. Do something like:

```
mkvab -r -o TEST.DEF MYVAB.VAB
```

Now, check the TEST.DEF file and make sure that it looks very close to the original .DEF file you created. If TEST.DEF has weird things in it or is 0, then you know you screwed up.

Some things I noticed about the DEF file you posted:

In the VagAtr 0 0 section:
- set "prior = 127"
- set "center = 90"
- put a blank line after "vag = 1"

In the vsize section:
- take all of that out. completely. it will be generated for you.

Try that and let us know if it works...

Yannick Suter wrote:
>
> hihoe..
> well.. my prob is that after splitting my vabFile, the size of the
> resulting *.vb file is always 0 (NULL) .. is this normal? - well, my
> player is not able to play the waves.. =(
>
> strange is, that the size of the *.vh file is equal to the size of the
> vabfile!
>
> the problem could be my define.def file to generate the vabfile .. for
> one *wav file..
>
> VabHdr
>   form = 'VABp'
>   ver = 0x7
>   id = 0
>   fsize = 0
>   ps = 1
>   ts = 1
>   vs = 1
>
> ProgAtr 0
>   tones = 1
>   mvol = 127

```
>         mpan = 64
>
> VagAtr 0 0
>         prior = 0
>         mode = 0
>         vol = 127
>         pan = 64
>         center = 90
>         shift = 0
>         min = 0
>         max = 127
>         pbmin = 0
>         pbmax = 0
>         ar = 127
>         dr = 15
>         sr = 0
>         rr = 31
>         sl = 15
>         prog = 0
>         vag = 1
> vsize
>         0
>
> yan
> asC . nowadayS . www.netlink.ch/nowadayS
> Yan . Net!Yaroze . www.netyaroze-europe.com/~yannick/

--
Mata ne,           ...                                          ...
- e!             ::'              tenchi@shell.jps.net            '::
  (Protocol)    ::  ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis  ::
  (Tenchikun)    ::.           http://www.jps.net/tenchi          .::
                   '''                                          '''
--MESSAGE FILE 16006 END: ./1 SCEE/yaroze/programming/sound/000000153html.html


--MESSAGE FILE 16007 START: ./1 SCEE/yaroze/programming/sound/000000154html.html
Path: chuka.playstation.co.uk!news
From: Kevin <kevin@reality-bytesX.demon.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: VAB Tools, Help Please
Date: Sun, 28 Jun 1998 13:03:51 +0100
Organization: Reality-Bytes Coding Group
Lines: 26
Message-ID: <35963127.EAF612AB@reality-bytesX.demon.co.uk>
NNTP-Posting-Host: reality-bytes.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Hi, just download the new soundtools and although you are probably very
busy, I wondered if you could answer a couple of questions for me.

I was having a lot of trouble with the old command line tools and to see
something a little more intuitive arrive on the scene is very
encouraging.

I think my difficulties now are arising because I am unsure of the
definition of a few terms in use.

What is a program ?
what is a tone   ?
```

I have managed to make a vag file called PING.VAG, using WAV2VAG.EXE
it also produced PING.RAW.

When I run vabtool.exe, it runs fine (I'm running my display at 1280 X
1024) so no problems seeing the whole picture. how do I get PING.WAV in
to the VAB file ?

Any help you can offer, I would be very gratefull for.

Kevin

Remove X from Address if you wish to Email me.

--MESSAGE FILE 16007 END: ./1 SCEE/yaroze/programming/sound/000000154html.html

--MESSAGE FILE 16008 START: ./1 SCEE/yaroze/programming/sound/000000155html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB Tools, Help Please
Date: Sun, 28 Jun 1998 12:28:26 -0700
Organization: SCEA News Server
Lines: 80
Message-ID: <3596995A.ADF6D85@shell.jps.net>
References: <35963127.EAF612AB@reality-bytesX.demon.co.uk>
NNTP-Posting-Host: oak-port655.jps.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Kevin wrote:
    [...]
> I think my difficulties now are arising because I am unsure of the
> definition of a few terms in use.
>
> What is a program ?
> what is a tone   ?

Program and Tone are two things that make up a particular sound in the
MIDI world. Say you have a bank of sound samples (pianos, guitars,
guitars, etc.). A Program is an "instrument" made up of those sound
samples. The Tones are the sound samples that are incorporated in the
Program.

For example, say you have a General Midi Drum program. It usually
consists of 48-70 different Tones, each tone being a different sound
sample. You would configure the Tones so that only certain keys
respond to certain Tones---e.g. if hitting C3 played the bass drum,
you probably wounldn't want the cymbal to be played at the same time.

Another example, say you have an instrument which is a piano
with strings and bells all played at the same time. You would create
a Program with 3 Tones, one tone for the piano, one for the strings,
and one for the bells.

So why do they call it a Tone instead of just an audio wave sample?
The reason is that a Tone is more complicated than just keeping the
audio data. A tone describes how quickly the Attack or Decay (see
the ADSR envelope in the User's Guide, I think) or the amount of
reverb and so on. In the old days when memory was extremely precious,
you had things like the Roland MT32 MIDI box. Each sound sample was
like 1K - 4K long and was looped. So, the Tone parameters were used

to create a soft attack and long decay for, say, the violin sound.
Then the Programs combined multiple Tones to create a nice warm
sound.

> I have managed to make a vag file called PING.VAG, using WAV2VAG.EXE
> it also produced PING.RAW.

(Believe it or not, AIFF2VAG works with WAV files.)

> When I run vabtool.exe, it runs fine (I'm running my display at 1280 X
> 1024) so no problems seeing the whole picture. how do I get PING.WAV in
> to the VAB file ?

I don't know how VabTool works, so I'll describe my process of making
sound effects:

1) I start with a directory of sound samples.
2) I convert each one of them (some RAW, some WAV) into VAGs.
3) I create a DEF file and list each one of the VAGs in there.
   For sound effects, almost all programs have 1 tone.
4) I run MKVAB and that produces my VAB file.
5) I run MKVAB with the "-r" option to extract the DEF file from
   the VAB and I compare that against the DEF file I originally
   wrote. If both files are about the same, then the VAB-
   making process succeeded. If not, usually there was an
   error in the DEF file (e.g. typo, not enough spacing,
   not using tab characters for delimiters).
6) I run VABSPLIT to make the final product.

If you're converting some MIDI stuff to SEQ format and need to create
the sound banks (if you're not using the supplied General Midi banks),
then you may end up having to do a lot of handiwork to create the
multiple tones for each program.

I hope that helps a little....

> Any help you can offer, I would be very gratefull for.
>
> Kevin
>
> Remove X from Address if you wish to Email me.

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 16008 END: ./1 SCEE/yaroze/programming/sound/000000155html.html

--MESSAGE FILE 16009 START: ./1 SCEE/yaroze/programming/sound/000000156html.html
Path: chuka.playstation.co.uk!news
From: Kevin <kevin@reality-bytesX.demon.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB Tools, Help Please
Date: Sun, 28 Jun 1998 22:06:29 +0100
Organization: Reality-Bytes Coding Group
Lines: 16
Message-ID: <3596B055.5BA8F90B@reality-bytesX.demon.co.uk>
References: <35963127.EAF612AB@reality-bytesX.demon.co.uk>
<3596995A.ADF6D85@shell.jps.net>
NNTP-Posting-Host: reality-bytes.demon.co.uk
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Thanks for help, I'm gonna work through this lot and see how I get on. Will keep you posted.

Sound is one major thing missing from my latest game and to get it sorted would be great.

Thanks.

Kevin.

Remove 'X' from address to Email me.

--MESSAGE FILE 16009 END: ./1 SCEE/yaroze/programming/sound/000000156html.html

--MESSAGE FILE 16010 START: ./1 SCEE/yaroze/programming/sound/000000157html.html
Path: chuka.playstation.co.uk!news
From: "michael.resch" <michael.resch@metronet.de>
Newsgroups: scee.yaroze.programming.sound
Subject: TOC
Date: Mon, 29 Jun 1998 23:53:06 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <35980CC2.3F5B@metronet.de>
NNTP-Posting-Host: md33-078.mun.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Hi,

does anyone know how i can get the TOC (TableOfContest) of an
Audio CD ???

cu
 Mike
--MESSAGE FILE 16010 END: ./1 SCEE/yaroze/programming/sound/000000157html.html

--MESSAGE FILE 16011 START: ./1 SCEE/yaroze/programming/sound/000000158html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: TOC
Date: Tue, 30 Jun 1998 18:03:27 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <35991A5F.8258FED4@ndirect.co.uk>
References: <35980CC2.3F5B@metronet.de>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-39.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

michael.resch wrote:

> Hi,
>
> does anyone know how i can get the TOC (TableOfContest) of an
> Audio CD ???
>
> cu
> Mike

Sorry, no. This is one of those unanswered questions. It doesn't
appear to be possible.

Herbs

--MESSAGE FILE 16011 END: ./1 SCEE/yaroze/programming/sound/000000158html.html

--MESSAGE FILE 16012 START: ./1 SCEE/yaroze/programming/sound/000000159html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: TOC
Date: Wed, 1 Jul 1998 15:42:32 -0400
Organization: SCEA News Server
Lines: 17
Message-ID: <6ne2hf$57l12@scea>
References: <35980CC2.3F5B@metronet.de>
NNTP-Posting-Host: sud-tcs1-port20.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Yup....   I have a freeware util called TOC.EXE that will give you the full
table of contents for an audio CD....   The only catch is that it's for SCSI
drive's only...

Still interested???

michael.resch wrote in message <35980CC2.3F5B@metronet.de>...
>Hi,
>
>does anyone know how i can get the TOC (TableOfContest) of an
>Audio CD ???
>
>cu
> Mike

--MESSAGE FILE 16012 END: ./1 SCEE/yaroze/programming/sound/000000159html.html

--MESSAGE FILE 16013 START: ./1 SCEE/yaroze/programming/sound/000000160html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: TOC
Date: Wed, 1 Jul 1998 15:45:49 -0400
Organization: SCEA News Server
Lines: 21

Message-ID: <6ne2o8$57l13@scea>
References: <35980CC2.3F5B@metronet.de>
NNTP-Posting-Host: sud-tcs1-port20.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

The original address for the utils is

http://www.goldenhawk.com/products/freeware.htm

I think it's under CDTOOLS.EXE or something like that..

Later
Steve Tolin
titan@vianet.on.ca

michael.resch wrote in message <35980CC2.3F5B@metronet.de>...
>Hi,
>
>does anyone know how i can get the TOC (TableOfContest) of an
>Audio CD ???
>
>cu
> Mike

--MESSAGE FILE 16013 END: ./1 SCEE/yaroze/programming/sound/000000160html.html

--MESSAGE FILE 16014 START: ./1 SCEE/yaroze/programming/sound/000000161html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: TOC
Date: Wed, 1 Jul 1998 16:14:05 -0400
Organization: SCEA News Server
Lines: 29
Message-ID: <6ne4dj$57l14@scea>
References: <35980CC2.3F5B@metronet.de> <6ne2hf$57l12@scea>
NNTP-Posting-Host: sud-tcs1-port10.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Sorry about that the new version supports many IDE drives..

Hope this helps..

Steve Tolin wrote in message <6ne2hf$57l12@scea>...
>Yup....   I have a freeware util called TOC.EXE that will give you the
full
>table of contents for an audio CD....   The only catch is that it's for
SCSI
>drive's only...
>
>Still interested???
>
>
>michael.resch wrote in message <35980CC2.3F5B@metronet.de>...
>>Hi,
>>

>>does anyone know how i can get the TOC (TableOfContest) of an
>>Audio CD ???
>>
>>cu
>> Mike
>
>

--MESSAGE FILE 16014 END: ./1 SCEE/yaroze/programming/sound/000000161html.html

--MESSAGE FILE 16015 START: ./1 SCEE/yaroze/programming/sound/000000162html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: TOC
Date: Fri, 03 Jul 1998 19:01:03 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <359D1C5F.270EB608@ndirect.co.uk>
References: <35980CC2.3F5B@metronet.de> <35991A5F.8258FED4@ndirect.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-01.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Alex Herbert wrote:

> michael.resch wrote:
>
> > Hi,
> >
> > does anyone know how i can get the TOC (TableOfContest) of an
> > Audio CD ???
> >
> > cu
> > Mike
>
> Sorry, no. This is one of those unanswered questions. It doesn't
> appear to be possible.
>

I assumed that Mike meant from within Yaroze code. Did I assume wrong?

Herbs

--MESSAGE FILE 16015 END: ./1 SCEE/yaroze/programming/sound/000000162html.html

--MESSAGE FILE 16016 START: ./1 SCEE/yaroze/programming/sound/000000163html.html
Path: chuka.playstation.co.uk!news
From: Chris Chadwick <xjk18@dial.pipex.com>
Newsgroups: scee.yaroze.programming.sound
Subject: SsVabTransfer locks up!
Date: Sat, 04 Jul 1998 12:36:41 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <359E8449.860@dial.pipex.com>

NNTP-Posting-Host: userm538.uk.uudial.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

Hi

I think Ive asked for help on this before but
didnt get any response. Anyway, Ill try again so here goes...

Can anyone tell me why SsVabTransfer fails and causes the
Yaroze to lock-up when I have the stack setup in the DCache.
Everything works fine when I have the stack in main memory.

Any help would be greatly appreciated!

-Chris
--MESSAGE FILE 16016 END: ./1 SCEE/yaroze/programming/sound/000000163html.html

--MESSAGE FILE 16017 START: ./1 SCEE/yaroze/programming/sound/000000164html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.programming.sound
Subject: Converting .WAV files
Date: Mon, 20 Jul 1998 20:32:08 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <35b3a86d.799038@news.playstation.co.uk>
NNTP-Posting-Host: p58-finch-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

Is there a size limit on the files that the wav2vag program can create
? I tried converting some samples at the weekend which the source
WAV file size varied from 198,000 to about 480,000 bytes and once run
through wav2vag the vag file is always 83,504 bytes no matter the size
of the .WAV file.

In the end I had to split up the samples which allowed me to create
something even wierder than the original plan but thats another
story....

Richard.

http://www.netyaroze-europe.com/~rcutting

--MESSAGE FILE 16017 END: ./1 SCEE/yaroze/programming/sound/000000164html.html

--MESSAGE FILE 16018 START: ./1 SCEE/yaroze/programming/sound/000000165html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Converting .WAV files
Date: Mon, 20 Jul 1998 17:31:26 -0700
Organization: Cisco Systems
Lines: 29
Message-ID: <35B3E15E.502E9B07@jps.net>
References: <35b3a86d.799038@news.playstation.co.uk>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Try feeding your WAV through the AIFF2VAG converter? (It will handle
the WAV files just fine, IMO.) As for a sample THAT large?! You're
not recording background music are you? If so there are a few other
options...

- e!

Richard Cutting wrote:
>
> Is there a size limit on the files that the wav2vag program can create
> ? I tried converting some samples at the weekend which the source
> WAV file size varied from 198,000 to about 480,000 bytes and once run
> through wav2vag the vag file is always 83,504 bytes no matter the size
> of the .WAV file.
>
> In the end I had to split up the samples which allowed me to create
> something even wierder than the original plan but thats another
> story....
>
> Richard.
>
> http://www.netyaroze-europe.com/~rcutting

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16018 END: ./1 SCEE/yaroze/programming/sound/000000165html.html

--MESSAGE FILE 16019 START: ./1 SCEE/yaroze/programming/sound/000000166html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Converting .WAV files
Date: Tue, 21 Jul 1998 17:48:20 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 52
Message-ID: <35b4d2e9.622707@news.playstation.co.uk>
References: <35b3a86d.799038@news.playstation.co.uk> <35B3E15E.502E9B07@jps.net>
NNTP-Posting-Host: p40-buzzard-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Mon, 20 Jul 1998 17:31:26 -0700, Elliott Lee <tenchi@jps.net>
wrote:

>Try feeding your WAV through the AIFF2VAG converter? (It will handle
>the WAV files just fine, IMO.) As for a sample THAT large?! You're
>not recording background music are you? If so there are a few other
>options...
>
>- e!
>
>Richard Cutting wrote:
>>
>> Is there a size limit on the files that the wav2vag program can create
>> ? I tried converting some samples at the weekend which the source
>> WAV file size varied from 198,000 to about 480,000 bytes and once run

>> through wav2vag the vag file is always 83,504 bytes no matter the size
>> of the .WAV file.
>>
>> In the end I had to split up the samples which allowed me to create
>> something even wierder than the original plan but thats another
>> story....
>>
>> Richard.
>>
>> http://www.netyaroze-europe.com/~rcutting
>
>--
>Mata ne, ...
>- e!   ::'   tenchi@shell.jps.net   '::
> (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
> (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
>   '''   '''

Nope it's not for background music, I was just arseing around on
Sunday afternoon with a large scrolling alien thingy and I thought it
would be fun to stick some sounds on to go with it and having just
sussed out how to get the Yaroze singing that week I wanted an outlet
for my new found skills. What I've been doing is to take samples off
of a music CD which get captured in .WAV format and use them on the
Yaroze. As it happens splitting them up gets an even groovier effect
as they are played at random so in effect you get random bits of
sound.

For anyone who's interested I've knocked up a quick and dirty sound
tutorial on my web page as I did go through some pain in getting it to
work and hopefully it'll help others avoid it ! You can find it under
the 'help' button.

Richard.

http://www.netyaroze-europe.com/~rcutting

--MESSAGE FILE 16019 END: ./1 SCEE/yaroze/programming/sound/000000166html.html

--MESSAGE FILE 16020 START: ./1 SCEE/yaroze/programming/sound/000000167html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.programming.sound
Subject: MIDI_EDITOR
Date: 1 Aug 1998 09:08:41 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <01bdbd2d$254e2c20$88a1f7c2@manolo>
NNTP-Posting-Host: ip008.pool-05.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Hi,i'm searching a program to create music in midi format,if someone know
where i can find one,please help me!

Diotallevi Emanuele

--MESSAGE FILE 16020 END: ./1 SCEE/yaroze/programming/sound/000000167html.html

--MESSAGE FILE 16021 START: ./1 SCEE/yaroze/programming/sound/000000168html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.programming.sound

Subject: Standard_VB_VH
Date: 1 Aug 1998 09:11:23 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <01bdbd2d$85f2c5e0$88a1f7c2@manolo>
NNTP-Posting-Host: ip008.pool-05.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

I have the standard .vb and .vh files ,but i want to use the standard .vab
file in vabtool but i didn't find it ,if someone have the Std.vab,please
help me!

Thanks,Diotallevi emanuele

--MESSAGE FILE 16021 END: ./1 SCEE/yaroze/programming/sound/000000168html.html

--MESSAGE FILE 16022 START: ./1 SCEE/yaroze/programming/sound/000000169html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: MIDI_EDITOR
Date: Sat, 01 Aug 1998 12:04:40 -0700
Organization: SCEA News Server
Lines: 20
Message-ID: <35C366C8.8B101B1E@sinclair.net>
References: <01bdbd2d$254e2c20$88a1f7c2@manolo>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Check out http://www.midisoft.com for Midisoft Recording Studio. They
have free demos, I'm not sure how limited they are.

Emanuele Diotallevi wrote:
>
> Hi,i'm searching a program to create music in midi format,if someone know
> where i can find one,please help me!
>
> Diotallevi Emanuele

--
-   Joshua Meeds
  Dreamwriter Dragon
      -=UDIC=-
____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 16022 END: ./1 SCEE/yaroze/programming/sound/000000169html.html

--MESSAGE FILE 16023 START: ./1 SCEE/yaroze/programming/sound/000000170html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Standard_VB_VH
Date: Sat, 01 Aug 1998 19:26:05 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16

Message-ID: <35c36a6f.2171113@news.playstation.co.uk>
References: <01bdbd2d$85f2c5e0$88a1f7c2@manolo>
NNTP-Posting-Host: p41-griffon-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

On 1 Aug 1998 09:11:23 GMT, "Emanuele Diotallevi" <g.mork@flashnet.it>
wrote:

>I have the standard .vb and .vh files ,but i want to use the standard .vab
>file in vabtool but i didn't find it ,if someone have the Std.vab,please
>help me!
>
>Thanks,Diotallevi emanuele
>

You already have it ! std0.vab would simply be std0.vh and std0.vb
concatenated into the single file std0.vab.

Richard.
http://www.netyaroze-europe.com/~rcutting

--MESSAGE FILE 16023 END: ./1 SCEE/yaroze/programming/sound/000000170html.html

--MESSAGE FILE 16024 START: ./1 SCEE/yaroze/programming/sound/000000171html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: MIDI_EDITOR
Date: Mon, 03 Aug 1998 17:23:59 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <35C5E41F.BCA7FF72@ndirect.co.uk>
References: <01bdbd2d$254e2c20$88a1f7c2@manolo>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-10.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Emanuele Diotallevi wrote:

> Hi,i'm searching a program to create music in midi format,if someone know
> where i can find one,please help me!
>

Are you wanting a decent cormercial package, or free stuff off the net? BTW
Midi editors are more widely known as Midi Sequencers.

Comercial titles worth checking out:

Steinberg (spelling?) Cubase - very common in recording studios in Europe. I
beleive they have a cheap, cut-down but very adequate version called Cubasis.

Emagic Logic Audio - serious stuff! (expensive too)
Cakewalk Express - Personally I don't like it, but it's standard stuff in the
US.

Or you might like to try searching WebCrawler for "Free MIDI Sequencer" or
something... You never know. :)

Herbs

--MESSAGE FILE 16024 END: ./1 SCEE/yaroze/programming/sound/000000171html.html

--MESSAGE FILE 16025 START: ./1 SCEE/yaroze/programming/sound/000000172html.html
Path: chuka.playstation.co.uk!news
From: "Colin Hughes" <colin_hughes@playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: MIDI_EDITOR
Date: Mon, 3 Aug 1998 17:39:31 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 37
Message-ID: <6q4pm9$7vo1@chuka.playstation.co.uk>
References: <01bdbd2d$254e2c20$88a1f7c2@manolo>
<35C5E41F.BCA7FF72@ndirect.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I've just bought Computer Shopper Issue 127 which has a Midi Sequencer call
Evolution Audio Lite, this may be usefull..

Colin.
Alex Herbert wrote in message <35C5E41F.BCA7FF72@ndirect.co.uk>...
>
>
>Emanuele Diotallevi wrote:
>
>> Hi,i'm searching a program to create music in midi format,if someone know
>> where i can find one,please help me!
>>
>
>Are you wanting a decent cormercial package, or free stuff off the net?
BTW
>Midi editors are more widely known as Midi Sequencers.
>
>Comercial titles worth checking out:
>
>Steinberg (spelling?) Cubase - very common in recording studios in Europe.
I
>beleive they have a cheap, cut-down but very adequate version called
Cubasis.
>
>Emagic Logic Audio - serious stuff! (expensive too)
>Cakewalk Express - Personally I don't like it, but it's standard stuff in
the
>US.
>
>Or you might like to try searching WebCrawler for "Free MIDI Sequencer" or
>something... You never know. :)
>
>Herbs
>
>

--MESSAGE FILE 16025 END: ./1 SCEE/yaroze/programming/sound/000000172html.html

--MESSAGE FILE 16026 START: ./1 SCEE/yaroze/programming/sound/000000173html.html
Path: chuka.playstation.co.uk!news
From: "Colin Hughes" <colin_hughes@playstation.sony.com>

Newsgroups: scee.yaroze.programming.sound
Subject: Re: SsVabTransfer locks up!
Date: Mon, 3 Aug 1998 17:42:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <6q4pr4$7vo2@chuka.playstation.co.uk>
References: <359E8449.860@dial.pipex.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

The D-cache stack is only 1k in size, so you should only use it for tight
code loops, not your whole game

Colin.

Chris Chadwick wrote in message <359E8449.860@dial.pipex.com>...
>Hi
>
>I think Ive asked for help on this before but
>didnt get any response. Anyway, Ill try again so here goes...
>
>Can anyone tell me why SsVabTransfer fails and causes the
>Yaroze to lock-up when I have the stack setup in the DCache.
>Everything works fine when I have the stack in main memory.
>
>Any help would be greatly appreciated!
>
>-Chris

--MESSAGE FILE 16026 END: ./1 SCEE/yaroze/programming/sound/000000173html.html

--MESSAGE FILE 16027 START: ./1 SCEE/yaroze/programming/sound/000000174html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.programming.sound
Subject: Standard_VAB_Names
Date: 4 Aug 1998 09:55:58 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <01bdbf8f$41340a40$7bbff7c2@manolo>
NNTP-Posting-Host: ip059.pool-02.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Hi guys,thank fo all informations ,now i 'll to know the name of each
standard tone,and if someone know how i can create a new bank.
Thanks ,Emanuele Diotallevi

--MESSAGE FILE 16027 END: ./1 SCEE/yaroze/programming/sound/000000174html.html

--MESSAGE FILE 16028 START: ./1 SCEE/yaroze/programming/sound/000000175html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Standard_VAB_Names
Date: Tue, 04 Aug 1998 17:18:45 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 42
Message-ID: <35C73464.8B687FA@ndirect.co.uk>
References: <01bdbf8f$41340a40$7bbff7c2@manolo>
Reply-To: aherbert@ndirect.co.uk

NNTP-Posting-Host: dialin2-52.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Emanuele Diotallevi wrote:

> Hi guys,thank fo all informations ,now i 'll to know the name of each
> standard tone,and if someone know how i can create a new bank.
> Thanks ,Emanuele Diotallevi

Just to let you know...

The standard vab follows the GM (General Midi) standard. GM was introduced by Roland (who make audio-production stuff, synths etc) so that compositions recorded on one synth can play with the correct sounds on another synth. (As long as they are both synths are GM.)

All GM synths have the same first 128 instruments (programs). Not all GM synths sound the same, but at least the sounds will be similar. GM is like the synth equivalent to ASCII.

GM synths tend to have much more memory for their wave tables than the PSX, which means that the standard vab has a lot of duplication of sounds. E.g. many of the guitar sounds in the standard vab sound identical, whereas on a synth there would be subtle differences between them.

Fortunately, there are a lot of people with GM synths and soundcards, and there are thousands of tunes to be found on the net in GM format. So, you can download a midi file, convert it to a .SEQ file, and play it without modification on the PSX using the standard VAB. Cool eh?

But, because of the shortage of wave table memory on the PSX, the tunes hardly ever sound as good as they should. Having said that though, it's unlikely that a tune will use anything like the 128 GM programs available. This means that you can build banks of sounds yourself which only contain the sounds used in the midi file.

I can dig out a copy of the GM program specification if you like. Let me know and I'll post a copy here.

Herbs

--MESSAGE FILE 16028 END: ./1 SCEE/yaroze/programming/sound/000000175html.html

--MESSAGE FILE 16029 START: ./1 SCEE/yaroze/programming/sound/000000176html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Standard_VAB_Names
Date: Tue, 04 Aug 1998 17:32:16 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 181
Message-ID: <35C7378F.7FAA87E8@ndirect.co.uk>
References: <01bdbf8f$41340a40$7bbff7c2@manolo> <35C73464.8B687FA@ndirect.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-52.ndirect.co.uk
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Alex Herbert wrote:

> I can dig out a copy of the GM program specification if you like. Let me
> know and I'll post a copy here.
>

Just found this in a earlier post from Mario Perdue. Does this help at all?

> TABLE 1 - General MIDI Instrument Patch Map
>
> (groups sounds into sixteen families, w/8 instruments in each family)
>
>
> Prog# Instrument Prog# Instrument
>
> (1-8 PIANO) (9-16 CHROM PERCUSSION)
> 1 Acoustic Grand 9 Celesta
> 2 Bright Acoustic 10 Glockenspiel
> 3 Electric Grand 11 Music Box
> 4 Honky-Tonk 12 Vibraphone
> 5 Electric Piano 1 13 Marimba
> 6 Electric Piano 2 14 Xylophone
> 7 Harpsichord 15 Tubular Bells
> 8 Clav 16 Dulcimer
>
> (17-24 ORGAN) (25-32 GUITAR)
> 17 Drawbar Organ 25 Acoustic Guitar(nylon)
> 18 Percussive Organ 26 Acoustic Guitar(steel)
> 19 Rock Organ 27 Electric Guitar(jazz)
> 20 Church Organ 28 Electric Guitar(clean)
> 21 Reed Organ 29 Electric Guitar(muted)
> 22 Accoridan 30 Overdriven Guitar
> 23 Harmonica 31 Distortion Guitar
> 24 Tango Accordian 32 Guitar Harmonics
>
> (33-40 BASS) (41-48 STRINGS)
> 33 Acoustic Bass 41 Violin
> 34 Electric Bass(finger) 42 Viola
> 35 Electric Bass(pick) 43 Cello
> 36 Fretless Bass 44 Contrabass
> 37 Slap Bass 1 45 Tremolo Strings
> 38 Slap Bass 2 46 Pizzicato Strings
> 39 Synth Bass 1 47 Orchestral Strings
> 40 Synth Bass 2 48 Timpani
>
> (49-56 ENSEMBLE) (57-64 BRASS)
> 49 String Ensemble 1 57 Trumpet
> 50 String Ensemble 2 58 Trombone
> 51 SynthStrings 1 59 Tuba
> 52 SynthStrings 2 60 Muted Trumpet
> 53 Choir Aahs 61 French Horn
> 54 Voice Oohs 62 Brass Section
> 55 Synth Voice 63 SynthBrass 1
> 56 Orchestra Hit 64 SynthBrass 2
>
> (65-72 REED) (73-80 PIPE)
> 65 Soprano Sax 73 Piccolo

> 66 Alto Sax 74 Flute
> 67 Tenor Sax 75 Recorder
> 68 Baritone Sax 76 Pan Flute
> 69 Oboe 77 Blown Bottle
> 70 English Horn 78 Skakuhachi
> 71 Bassoon 79 Whistle
> 72 Clarinet 80 Ocarina
>
> (81-88 SYNTH LEAD) (89-96 SYNTH PAD)
> 81 Lead 1 (square) 89 Pad 1 (new age)
> 82 Lead 2 (sawtooth) 90 Pad 2 (warm)
> 83 Lead 3 (calliope) 91 Pad 3 (polysynth)
> 84 Lead 4 (chiff) 92 Pad 4 (choir)
> 85 Lead 5 (charang) 93 Pad 5 (bowed)
> 86 Lead 6 (voice) 94 Pad 6 (metallic)
> 87 Lead 7 (fifths) 95 Pad 7 (halo)
> 88 Lead 8 (bass+lead) 96 Pad 8 (sweep)
>
> (97-104 SYNTH EFFECTS) (105-112 ETHNIC)
> 97 FX 1 (rain) 105 Sitar
> 98 FX 2 (soundtrack) 106 Banjo
> 99 FX 3 (crystal) 107 Shamisen
> 100 FX 4 (atmosphere) 108 Koto
> 101 FX 5 (brightness) 109 Kalimba
> 102 FX 6 (goblins) 110 Bagpipe
> 103 FX 7 (echoes) 111 Fiddle
> 104 FX 8 (sci-fi) 112 Shanai
>
> (113-120 PERCUSSIVE) (121-128 SOUND
> EFFECTS)
> 113 Tinkle Bell 121 Guitar Fret Noise
> 114 Agogo 122 Breath Noise
> 115 Steel Drums 123 Seashore
> 116 Woodblock 124 Bird Tweet
> 117 Taiko Drum 125 Telephone Ring
> 118 Melodic Tom 126 Helicopter
> 119 Synth Drum 127 Applause
> 120 Reverse Cymbal 128 Gunshot
>
> TABLE 2 - General MIDI Percussion Key Map
>
> (assigns drum sounds to note numbers. MIDI Channel 10 is for
> percussion)
>
>
> MIDI Drum Sound MIDI Drum Sound
> Key Key
>
> 35 Acoustic Bass Drum 59 Ride Cymbal 2
> 36 Bass Drum 1 60 Hi Bongo
> 37 Side Stick 61 Low Bongo
> 38 Acoustic Snare 62 Mute Hi Conga
> 39 Hand Clap 63 Open Hi Conga
> 40 Electric Snare 64 Low Conga
> 41 Low Floor Tom 65 High Timbale
> 42 Closed Hi-Hat 66 Low Timbale
> 43 High Floor Tom 67 High Agogo
> 44 Pedal Hi-Hat 68 Low Agogo
> 45 Low Tom 69 Cabasa
> 46 Open Hi-Hat 70 Maracas
> 47 Low-Mid Tom 71 Short Whistle
> 48 Hi-Mid Tom 72 Long Whistle
> 49 Crash Cymbal 1 73 Short Guiro
> 50 High Tom 74 Long Guiro

> 51 Ride Cymbal 1 75 Claves
> 52 Chinese Cymbal 76 Hi Wood Block
> 53 Ride Bell 77 Low Wood Block
> 54 Tambourine 78 Mute Cuica
> 55 Splash Cymbal 79 Open Cuica
> 56 Cowbell 80 Mute Triangle
> 57 Crash Cymbal 2 81 Open Triangle
> 58 Vibraslap
>
> TABLE 3 - General MIDI minimum sound module specs
>
> Voices:
> A minimum of either 24 fully dynamically allocated voices
> available simultaneously for both melodic and percussive sounds or 16
> dynamically allocated voices for melody plus eight for
> percussion.
> Channels:
> General MIDI mode supports all sixteen MIDI channels. Each
> channel can play a variable number of voices (polyphony). Each channel
> can play a different instrument (timbre). Keybased Percussion is
> always on Channel 10.
> Instruments:
> A minimum of sixteen different timbres playing various instrument
> sounds. A minimum of 128 preset for Intruments (MIDI program
> numbers).
> Note on/Note off:
> Octabe Registration: Middle C(C3) = MIDI key 60. All Voices
> including percussion respond to velocity.
> Controllers:
>
> Controller # Description
> 1 Modulation
> 7 Main Volume
> 10 Pan
> 11 Expression
> 64 Sustain
> 121 Reset All Controllers
> 123 All Notes Off
>
> Registered Description
> Parameter #
> 0 Pitch Bend Sensitivity
> 1 Fine Tuning
> 2 Coarse Tuning
>
> Additional Channel Messages:
> Channel Pressure (Aftertouch)
> Pitch Bend
> Power-Up Defaults:
> Pitch Bend Amount = 0
> Pitch Bend Sensitivity = +-2 semitones
> Volume = 90
> All Other Controllers = reset

--MESSAGE FILE 16029 END: ./1 SCEE/yaroze/programming/sound/000000176html.html

--MESSAGE FILE 16030 START: ./1 SCEE/yaroze/programming/sound/000000177html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Gerrit Goossen <gerrit@funnytown.com>
Newsgroups: scee.yaroze.programming.sound

Subject: Re: Mac Sound Tools
Date: Fri, 07 Aug 1998 04:46:34 -0400
Organization: SCEA News Server
Lines: 22
Message-ID: <35CABEE9.1922@funnytown.com>
NNTP-Posting-Host: 38.165.241.13
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-MACOS8 (Macintosh; I; PPC)

>I have a few questions about sound tools for the Mac.

>Are there any available? If not, are there any technical docs for
>VAG, VB,VH and SEQ files?

I found a handy sound conversion tool on the SCEE website called
AIFF2VAG. It does a slick drag n' drop conversion of 16-bit AIFF sound
to VAG files :) (Note: I haven't had any luck with it's "preview"
option... it always seems to freeze my machine.)

You can grab it at:
<http://www.netyaroze-europe.com/yaroze/ftp/utils/mac/aiff2vag/aiff2vag.zip>

As for other tools, there are none for the Yaroze that I'm aware of. I
heard a vicious rumor that the pro kit has plenty of Mac sound tools
(for the obvious reason that sound techs frequently use Macs), but some
bit of hardware is required to use them...

- Gerrit

PS - If you've turned up any other Mac sound tools I'd like to know
about 'em! Thanks. <gerrit@funnytown.com>
--MESSAGE FILE 16030 END: ./1 SCEE/yaroze/programming/sound/000000177html.html

--MESSAGE FILE 16031 START: ./1 SCEE/yaroze/programming/sound/000000178html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Mac Sound Tools
Date: 7 Aug 1998 10:42:08 GMT
Organization: SCEE
Lines: 32
Message-ID: <01bdc18c$6985cac0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6irgag$6r8@scea>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

Check the Net Yaroze ftp site under utils for mac tools. For
the technical docs you can download the "fileformat.pdf" file from
the SCEA members website along with a "sound.html" file. The
SCEA website is very organised you should be able to find it no
problem!

Regards,

George@SCEE

Mark Andrade <reewq@andradearts.com> wrote in article <6irgag$6r8@scea>...

> I have a few questions about sound tools for the Mac.
>
> Are there any available? If not, are there any technical docs for VAG,
VB,VH
> and SEQ files? Perhaps the souce for the PC tools? I would like to
write
> some tools if there aren't any. For example I'd like to write a plug-in
for
> SoundEditPro to import and export vh and vb sound files and to create
vabs.
> If I do succeed in
> writing them I'll make them available to everyone of course. Thanks in
> advance.
>
> Mark Andrade
> mark@andradearts.com
>
--MESSAGE FILE 16031 END: ./1 SCEE/yaroze/programming/sound/000000178html.html

--MESSAGE FILE 16032 START: ./1 SCEE/yaroze/programming/sound/000000179html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@nospam.easynet.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Standard_VAB_Names
Date: Wed, 12 Aug 1998 13:58:23 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <35D1916F.6CD8B38F@nospam.easynet.co.uk>
References: <01bdbf8f$41340a40$7bbff7c2@manolo> <35C73464.8B687FA@ndirect.co.uk>
<35C7378F.7FAA87E8@ndirect.co.uk>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

>

Just to add to what Alex wrote, when using STD0.VAB, drums have to be assigned
to GM prog# 127, or the PSX won't play them properly.

Any midi files downloaded from the Net that contain drum tracks *have* to have
their drum tracks reassigned to GM #127. You'll need a midi sequencer to do
this.

Unmodified midi -> seq files with drum tracks tend to sound like a drunken brass
band. Try it and you'll see what I mean!

Phil

--MESSAGE FILE 16032 END: ./1 SCEE/yaroze/programming/sound/000000179html.html

--MESSAGE FILE 16033 START: ./1 SCEE/yaroze/programming/sound/000000180html.html
Path: chuka.playstation.co.uk!news
From: Ben James <elvis@enterprise.net>
Newsgroups: scee.yaroze.programming.sound
Subject: SMF Format-0
Date: Wed, 19 Aug 1998 00:58:31 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <35DA1527.E7A43D22@enterprise.net>

NNTP-Posting-Host: ppp116.enterprise.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Help! I've got a cool format-0 .MID file I want to put in my GDUK entry
but SMF2SEQ only supports format-1. Is there an alternative converter
around? Or, something to convert from format-0 to format -1.
Any assistance would be greatly appreciated!

Cheers
Ben

...
elvis@enterprise.net
(~madmonk)
--MESSAGE FILE 16033 END: ./1 SCEE/yaroze/programming/sound/000000180html.html

--MESSAGE FILE 16034 START: ./1 SCEE/yaroze/programming/sound/000000181html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: SMF Format-0
Date: Wed, 19 Aug 1998 14:33:54 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <35DAD442.BFC199F0@ndirect.co.uk>
References: <35DA1527.E7A43D22@enterprise.net>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-13.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Ben James wrote:

> Help! I've got a cool format-0 .MID file I want to put in my GDUK entry
> but SMF2SEQ only supports format-1. Is there an alternative converter
> around? Or, something to convert from format-0 to format -1.
> Any assistance would be greatly appreciated!
>

Most sequencing software that I've used will save in format 1, so you could
convert it that way. If it's a GM file (and you're using the STD sound
bank) then you have to insert a program change to get the drums to work
right anyway - so I'm told. (Chan 10, Prog 127 - Can this be right? I
thought drums were on Prog. 128, but that would require a bank select as
MIDI prog numbers are 7-bit.)

Herbs

--MESSAGE FILE 16034 END: ./1 SCEE/yaroze/programming/sound/000000181html.html

--MESSAGE FILE 16035 START: ./1 SCEE/yaroze/programming/sound/000000182html.html
Path: chuka.playstation.co.uk!news
From: Ben James <elvis@enterprise.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: SMF Format-0
Date: Wed, 19 Aug 1998 23:32:13 +0100

Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <35DB526D.6A718A3C@enterprise.net>
References: <35DA1527.E7A43D22@enterprise.net> <35DAD442.BFC199F0@ndirect.co.uk>
NNTP-Posting-Host: max01-059.enterprise.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Alex Herbert wrote:
>
> Ben James wrote:
>
> > Help! I've got a cool format-0 .MID file I want to put in my GDUK entry
> > but SMF2SEQ only supports format-1. Is there an alternative converter
> > around? Or, something to convert from format-0 to format -1.
> > Any assistance would be greatly appreciated!
> >
>
> Most sequencing software that I've used will save in format 1, so you could
> convert it that way. If it's a GM file (and you're using the STD sound
> bank) then you have to insert a program change to get the drums to work
> right anyway - so I'm told. (Chan 10, Prog 127 - Can this be right? I
> thought drums were on Prog. 128, but that would require a bank select as
> MIDI prog numbers are 7-bit.)
>
> Herbs

A-ha! Thanks Herbs, my sequencer took it upon itself to save my MIDI
file as type 0 because there's only 1 track in it. I'm using Magix Music
Studio.

It's definitely channel 10, program 127 on my CS1x. But that uses XG
sounds so it might be different for GM/GS synths.
--MESSAGE FILE 16035 END: ./1 SCEE/yaroze/programming/sound/000000182html.html

--MESSAGE FILE 16036 START: ./1 SCEE/yaroze/programming/sound/000000183html.html
Path: chuka.playstation.co.uk!news
From: "LEVET Yoann" <LEVET_YOANN@COMPUSERVE.COM>
Newsgroups: scee.yaroze.programming.sound
Subject: MIDI translate...
Date: 2 Sep 1998 17:10:09 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <01bdd696$09067ae0$d74ae8c3@custom-p200>
NNTP-Posting-Host: pd10-215.par.compuserve.com
X-Newsreader: Microsoft Internet News 4.70.1155

When I convert a MIDI file, the drums parts is not replay correctly with
the PSX...
How to convert a MIDI file with the drums...
--MESSAGE FILE 16036 END: ./1 SCEE/yaroze/programming/sound/000000183html.html

--MESSAGE FILE 16037 START: ./1 SCEE/yaroze/programming/sound/000000184html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: MIDI translate...
Date: Wed, 02 Sep 1998 12:08:30 -0700
Organization: Cisco Systems

Lines: 15
Message-ID: <35ED97AE.250F9D78@jps.net>
References: <01bdd696$09067ae0$d74ae8c3@custom-p200>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Pull your MIDI into any MIDI seq program and reassign the drums to
instrument 127.

LEVET Yoann wrote:
>
> When I convert a MIDI file, the drums parts is not replay correctly with
> the PSX...
> How to convert a MIDI file with the drums...

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16037 END: ./1 SCEE/yaroze/programming/sound/000000184html.html

--MESSAGE FILE 16038 START: ./1 SCEE/yaroze/programming/sound/000000185html.html
Path: chuka.playstation.co.uk!news
From: "Levet Yoann" <LEVET_YOANN@COMPUSERVE.COM>
Newsgroups: scee.yaroze.programming.sound
Subject: Mkvab.exe
Date: 3 Sep 1998 11:37:38 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <01bdd730$c08537c0$7741e8c3@custom-p200>
NNTP-Posting-Host: pd01-119.par.compuserve.com
X-Newsreader: Microsoft Internet News 4.70.1155

Is my Mkvab.exe file bugged???
When I want to insert more than 10 vags file in my vab files, mkvab reply
to me: VAG(10) not found...
I type:
mkvab -f simple.def -o effects.vab key.vag boing.vag ... win.vag dec.vag
and all this vag files exist...
If you have a recently version of mkvab thanks to send him to me...
My mkvab is a 28.04.96 version...
E-Mail me at: YOANN_LEVET@COMPUSERVE.COM
Thanks...
--MESSAGE FILE 16038 END: ./1 SCEE/yaroze/programming/sound/000000185html.html

--MESSAGE FILE 16039 START: ./1 SCEE/yaroze/programming/sound/000000186html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Mkvab.exe
Date: 3 Sep 1998 13:21:10 GMT
Organization: SCEE
Lines: 23
Message-ID: <01bdd6da$7f779580$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bdd730$c08537c0$7741e8c3@custom-p200>
NNTP-Posting-Host: mailgate.scee.sony.co.uk

X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

Try using VABTOOL which is located on the members website under "tools"

Regards,

George@SCEE

Levet Yoann <LEVET_YOANN@COMPUSERVE.COM> wrote in article
<01bdd730$c08537c0$7741e8c3@custom-p200>...
> Is my Mkvab.exe file bugged???
> When I want to insert more than 10 vags file in my vab files, mkvab reply
> to me: VAG(10) not found...
> I type:
> mkvab -f simple.def -o effects.vab key.vag boing.vag ... win.vag dec.vag
> and all this vag files exist...
> If you have a recently version of mkvab thanks to send him to me...
> My mkvab is a 28.04.96 version...
> E-Mail me at: YOANN_LEVET@COMPUSERVE.COM
> Thanks...
>
--MESSAGE FILE 16039 END: ./1 SCEE/yaroze/programming/sound/000000186html.html

--MESSAGE FILE 16040 START: ./1 SCEE/yaroze/programming/sound/000000187html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Mkvab.exe
Date: Thu, 03 Sep 1998 13:29:58 -0700
Organization: Cisco Systems
Lines: 26
Message-ID: <35EEFC46.F8DE0965@jps.net>
References: <01bdd730$c08537c0$7741e8c3@custom-p200>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

This is usually because you ran out of environment space somewhere.
Shorten all filenames to things like 0.VAG, 1.VAG, etc. I've packed
in dozens of instruments/effects like this... Otherwise, check your
.DEF file to see if there's some bad entries in it.

- e!

Levet Yoann wrote:
>
> Is my Mkvab.exe file bugged???
> When I want to insert more than 10 vags file in my vab files, mkvab reply
> to me: VAG(10) not found...
> I type:
> mkvab -f simple.def -o effects.vab key.vag boing.vag ... win.vag dec.vag
> and all this vag files exist...
> If you have a recently version of mkvab thanks to send him to me...
> My mkvab is a 28.04.96 version...
> E-Mail me at: YOANN_LEVET@COMPUSERVE.COM
> Thanks...

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16040 END: ./1 SCEE/yaroze/programming/sound/000000187html.html

--MESSAGE FILE 16041 START: ./1 SCEE/yaroze/programming/sound/000000188html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scee.yaroze.programming.sound
Subject: A great idea for a utility
Date: Sat, 5 Sep 1998 12:22:35 -0500
Organization: Ed Federmeyer
Lines: 25
Message-ID: <6srrru$7v93@scea>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hey gang! I've got an idea for a Net Yaroze music utility, but I really,
really don't want to program it. Part laziness, and part because I don't
want to program Net Yaroze tools.

BUT, if you want fame, fortune and eternal gratitude (ok, maybe not the
fortune part! :-) how about this:

A program that takes a standard MIDI file (mysong.MID) and a "SoundFont"
file (mysounds.SBK or mysounds.SF2) and outputs a Yaroze SEQ file (with the
drum track automagically corrected: mysong.SEQ) and a VH/VB file
(mysounds.VH, mysounds.VB) with only the samples needed to play that song.
[Ideally, it can take several MIDI and "SoundFont" files so that the VH/VB
file created can be used with all the songs.]

You can get info on the "SoundFont" file format from the Emu web site
http://www.emu.com and looking through the support section. It looks to me
like there is more than enough info inside a "SoundFont" format file to
create the VAB (VH/VB) files we need.

This is a tool that I think everyone would use! Anyone else interested?
Comment here to hopefully drum up interest!

Ed Federmeyer

--MESSAGE FILE 16041 END: ./1 SCEE/yaroze/programming/sound/000000188html.html

--MESSAGE FILE 16042 START: ./1 SCEE/yaroze/programming/sound/000000189html.html
Path: chuka.playstation.co.uk!news
From: "Levet Yoann" <LEVET_YOANN@COMPUSERVE.COM>
Newsgroups: scee.yaroze.programming.sound
Subject: Please help me!
Date: 6 Sep 1998 12:13:00 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 42
Message-ID: <01bdd991$3664c160$da46e8c3@custom-p200>
NNTP-Posting-Host: pd06-218.par.compuserve.com
X-Newsreader: Microsoft Internet News 4.70.1155

I have a problem:

I want to send my SoundBanks into the PSX:

-This program run with no bug:

```
#include "Sound.h"       //Sound subroutine
#include "Address.h"     //Definition of address

static int gSoundBank, gSoundBank2;

void InitSoundEffects(void)
{
   gSoundBank = LoadSound(EFFECTSVH, EFFECTSVB);
}
```

-This program run with no bug:

```
#include "Sound.h"       //Sound subroutine
#include "Address.h"     //Definition of address

static int gSoundBank, gSoundBank2;

void InitSoundEffects(void)
{
   gSoundBank2 = LoadSound(EFFECTS2VH, EFFECTS2VB);
}
```

-But this program made one assertion failed!!!:

```
#include "Sound.h"       //Sound subroutine
#include "Address.h"     //Definition of address

static int gSoundBank, gSoundBank2;

void InitSoundEffects(void)
{
   gSoundBank = LoadSound(EFFECTSVH, EFFECTSVB);
   gSoundBank2 = LoadSound(EFFECTS2VH, EFFECTS2VB); //Error into this
line!!!!!!!!!!
}
```

Please help me, this is the last bug of my game!
--MESSAGE FILE 16042 END: ./1 SCEE/yaroze/programming/sound/000000189html.html

--MESSAGE FILE 16043 START: ./1 SCEE/yaroze/programming/sound/000000190html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: A great idea for a utility
Date: Mon, 07 Sep 1998 04:05:33 -0700
Organization: SCEA News Server
Lines: 37
Message-ID: <35F3BDFD.EE62C921@shell.jps.net>
References: <6srrru$7v93@scea>
NNTP-Posting-Host: 209-239-203-11.oak.jps.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

The only drawback i can see is that don't you need an EMU-based
wavetable card? Other than that, it might work out pretty good.

- e?

Ed Federmeyer wrote:
>
> Hey gang! I've got an idea for a Net Yaroze music utility, but I really,
> really don't want to program it. Part laziness, and part because I don't
> want to program Net Yaroze tools.
>
> BUT, if you want fame, fortune and eternal gratitude (ok, maybe not the
> fortune part! :-) how about this:
>
> A program that takes a standard MIDI file (mysong.MID) and a "SoundFont"
> file (mysounds.SBK or mysounds.SF2) and outputs a Yaroze SEQ file (with the
> drum track automagically corrected: mysong.SEQ) and a VH/VB file
> (mysounds.VH, mysounds.VB) with only the samples needed to play that song.
> [Ideally, it can take several MIDI and "SoundFont" files so that the VH/VB
> file created can be used with all the songs.]
>
> You can get info on the "SoundFont" file format from the Emu web site
> http://www.emu.com and looking through the support section. It looks to me
> like there is more than enough info inside a "SoundFont" format file to
> create the VAB (VH/VB) files we need.
>
> This is a tool that I think everyone would use! Anyone else interested?
> Comment here to hopefully drum up interest!
>
> Ed Federmeyer

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 16043 END: ./1 SCEE/yaroze/programming/sound/000000190html.html

--MESSAGE FILE 16044 START: ./1 SCEE/yaroze/programming/sound/000000191html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Please help me!
Date: Mon, 07 Sep 1998 04:07:10 -0700
Organization: SCEA News Server
Lines: 56
Message-ID: <35F3BE5E.4CD89C54@shell.jps.net>
References: <01bdd991$3664c160$da46e8c3@custom-p200>
NNTP-Posting-Host: 209-239-203-11.oak.jps.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Not enough info here. Can you either post the LoadSound function
or send me all the files?

- e?

Levet Yoann wrote:
>
> I have a problem:
> I want to send my SoundBanks into the PSX:
>
> -This program run with no bug:
>

```
> #include "Sound.h"              //Sound subroutine
> #include "Address.h"            //Definition of address
>
> static int gSoundBank, gSoundBank2;
>
> void InitSoundEffects(void)
> {
>         gSoundBank = LoadSound(EFFECTSVH, EFFECTSVB);
> }
>
> -This program run with no bug:
>
> #include "Sound.h"              //Sound subroutine
> #include "Address.h"            //Definition of address
>
> static int gSoundBank, gSoundBank2;
>
> void InitSoundEffects(void)
> {
>         gSoundBank2 = LoadSound(EFFECTS2VH, EFFECTS2VB);
> }
>
> -But this program made one assertion failed!!!:
>
> #include "Sound.h"              //Sound subroutine
> #include "Address.h"            //Definition of address
>
> static int gSoundBank, gSoundBank2;
>
> void InitSoundEffects(void)
> {
>         gSoundBank = LoadSound(EFFECTSVH, EFFECTSVB);
>         gSoundBank2 = LoadSound(EFFECTS2VH, EFFECTS2VB); //Error into this
> line!!!!!!!!!!!
> }
>
> Please help me, this is the last bug of my game!

--
Mata ne,             ...                                  ...
- e!               ::'         tenchi@shell.jps.net       '::
  (Protocol)       ::  ACiD -/- ACS -/- pHluid -/- Yaroze  ::
  (Tenchikun)      ::.      http://www.jps.net/tenchi     .::
                    '''                                  '''
--MESSAGE FILE 16044 END: ./1 SCEE/yaroze/programming/sound/000000191html.html


--MESSAGE FILE 16045 START: ./1 SCEE/yaroze/programming/sound/000000192html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.programming.sound
Subject: VAB_TOOL_HELP!!!
Date: 7 Sep 1998 14:31:11 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <01bdc211$43a28980$2ca1f7c2@manolo>
NNTP-Posting-Host: ip044.pool-04.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Hello world,i've downloaded and installed the new release of vab tool but
it doesn'tn work
at all !!

When i load a vab file (Created with the old vabtool) ,and then i tried to
```

play vag the windows system say:" DEVICE ID NO EXIST!"

"error OPEN DRIVE "

" error get SPU MEMORY Base Addr"

" Access violation at address 004A1FBF read of address FFFFFFFF"

Help me please...

Thanks Emanuele!!

--MESSAGE FILE 16045 END: ./1 SCEE/yaroze/programming/sound/000000192html.html

--MESSAGE FILE 16046 START: ./1 SCEE/yaroze/programming/sound/000000193html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB_TOOL_HELP!!!
Date: 9 Sep 1998 10:24:36 GMT
Organization: SCEE
Lines: 33
Message-ID: <01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

The tool works fine. Don't install it on top of the old version. Put it
in a new directory.

Regards,

George@SCEE

Emanuele Diotallevi <g.mork@flashnet.it> wrote in article
<01bdc211$43a28980$2ca1f7c2@manolo>...
> Hello world,i've downloaded and installed the new release of vab tool but
> it doesn'tn work
> at all !!
>
> When i load a vab file (Created with the old vabtool) ,and then i tried
to
> play vag the windows system say:" DEVICE ID NO EXIST!"
>
>   "error OPEN DRIVE "
>
>   " error get SPU MEMORY Base Addr"
>
>   " Access violation at address 004A1FBF read of address FFFFFFFF"
>
> Help me please...
>
> Thanks Emanuele!!
>
>
>
--MESSAGE FILE 16046 END: ./1 SCEE/yaroze/programming/sound/000000193html.html

--MESSAGE FILE 16047 START: ./1 SCEE/yaroze/programming/sound/000000194html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: A great idea for a utility
Date: Thu, 10 Sep 1998 22:25:44 -0500
Organization: Ed Federmeyer
Lines: 35
Message-ID: <6te6gt$abv2@scea>
References: <6srrru$7v93@scea> <35F3BDFD.EE62C921@shell.jps.net>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Elliott Lee wrote in message <35F3BDFD.EE62C921@shell.jps.net>...
>The only drawback i can see is that don't you need an EMU-based
>wavetable card? Other than that, it might work out pretty good.
>- e?

Actually, the SoundFont specs are supposed to be pretty generic
across sound cards and technologies. The samples themselves
should be able to be converted to the PlayStation "SPU" format
used in the VH/VB VAG file. The idea is that the SoundFont is
a description of all the data available to make a sound, and each
sound card uses as much of that info as possible. The more info
that gets used (like with newer and better technologies), the more
faithfully the sound is produced, but that doesn't stop older cards
and technologies from getting as reasonably close as they can.

I'd bet the PlayStation could do a pretty good job, even compared
to run-of-the mill PC sound cards.

And it would sound a *heck* of alot better then using the ST0 VAG
file from the Yaroze boot CD!

>Ed Federmeyer wrote:
>> A program that takes a standard MIDI file (mysong.MID) and a "SoundFont"
>> file (mysounds.SBK or mysounds.SF2) and outputs a Yaroze SEQ file (with
the
>> drum track automagically corrected: mysong.SEQ) and a VH/VB file
>> (mysounds.VH, mysounds.VB) with only the samples needed to play that
song.
>> [Ideally, it can take several MIDI and "SoundFont" files so that the
VH/VB
>> file created can be used with all the songs.]

--MESSAGE FILE 16047 END: ./1 SCEE/yaroze/programming/sound/000000194html.html

--MESSAGE FILE 16048 START: ./1 SCEE/yaroze/programming/sound/000000195html.html
Path: chuka.playstation.co.uk!news
From: 2bad@lineone.net (Tanvir Khan)
Newsgroups: scee.yaroze.programming.sound
Subject: Vab fail
Date: Mon, 14 Sep 1998 17:27:30 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <35fd51c2.9018638@news.playstation.co.uk>
NNTP-Posting-Host: host5-171-230-69.btinternet.com
X-Newsreader: Forte Free Agent 1.11/32.235

Hi,

I am having problems with getting a tune in my game. The code I use
(George Bain's) works perfectly alone but when put into my game
comes up with the error Vab fail (-1 ERROR). The vab and seq file are
alright. Its just that when I put the code in my game it messes up.
Sorry for the the lack detail but there nothing else to tell you.
Please can anyone help.

Cheers.

Tanvir Khan
EMAG DESIGN

2bad@lineone.net
--MESSAGE FILE 16048 END: ./1 SCEE/yaroze/programming/sound/000000195html.html

--MESSAGE FILE 16049 START: ./1 SCEE/yaroze/programming/sound/000000196html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: A great idea for a utility
Date: Mon, 14 Sep 1998 12:40:54 -0700
Organization: Bwahaha
Lines: 26
Message-ID: <35FD7146.66EC9212@shell.jps.net>
References: <6srrru$7v93@scea> <35F3BDFD.EE62C921@shell.jps.net>
<6te6gt$abv2@scea>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Ed Federmeyer wrote:
> Elliott Lee wrote in message <35F3BDFD.EE62C921@shell.jps.net>...
> >The only drawback i can see is that don't you need an EMU-based
> >wavetable card? Other than that, it might work out pretty good.
> >- e?
   [...]
> sound card uses as much of that info as possible. The more info
> that gets used (like with newer and better technologies), the more
> faithfully the sound is produced, but that doesn't stop older cards
> and technologies from getting as reasonably close as they can.
>
> I'd bet the PlayStation could do a pretty good job, even compared
> to run-of-the mill PC sound cards.
>
> And it would sound a *heck* of alot better then using the ST0 VAG
> file from the Yaroze boot CD!
   [...]

That's why I use MOD/S3M files for sound now. (Shameless plug.)

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                  '''   '''
--MESSAGE FILE 16049 END: ./1 SCEE/yaroze/programming/sound/000000196html.html

--MESSAGE FILE 16050 START: ./1 SCEE/yaroze/programming/sound/000000197html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Vab fail
Date: Tue, 15 Sep 1998 14:00:55 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 44
Message-ID: <35FE6507.46B4ECAB@easynet.co.uk>
References: <35fd51c2.9018638@news.playstation.co.uk>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Tanvir Khan wrote:

> Hi,
>
> I am having problems with getting a tune in my game. The code I use
> (George Bain's) works perfectly alone but when put into my game
> comes up with the error Vab fail (-1 ERROR). The vab and seq file are
> alright. Its just that when I put the code in my game it messes up.
> Sorry for the the lack detail but there nothing else to tell you.
> Please can anyone help.
>
> Cheers.
>
> Tanvir Khan
> EMAG DESIGN
>
> 2bad@lineone.net

Tanvir

The Vab fail error suggests that the VAB file has not been read from the CD correctly, or that it has not been transferred to the SPU before attempting to use it, or that the variable you are using to refer to the VAB i.d. has not been correctly assigned, or all sorts of other reasons.

You must be able to give us *some* more information, surely? Are you calling the functions in the correct order? Are you loading in the VAB from the CD first before attempting to play the SEQ file? Are you loading the Vab from the CD into the correct location in memory? Perhaps the memory address for the Vab clashes with something else you are loading in, such as a TIM file, or even the location of your executable. The Yaroze reads from the CD in units of 2048 bytes, so you must allow an extra 2048 bytes when allocating space in memory for your Vab file.

Please give us some more info.

Please, please, don't say that you've just dropped George's code into the middle of your game code and expected it to work!

Phil

--MESSAGE FILE 16050 END: ./1 SCEE/yaroze/programming/sound/000000197html.html

--MESSAGE FILE 16051 START: ./1 SCEE/yaroze/programming/sound/000000198html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB_TOOL_HELP!!!
Date: 17 Sep 1998 08:57:57 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <01bdb619$27804fc0$2802bfc3@manolo>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
<01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: ip040.pool-15.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Thanks,but i tried to use it in a new directory and the problem is always
there it doesn't work what i can do ???

Thanks ,Emanuele Diotallevi

--MESSAGE FILE 16051 END: ./1 SCEE/yaroze/programming/sound/000000198html.html

--MESSAGE FILE 16052 START: ./1 SCEE/yaroze/programming/sound/000000199html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB_TOOL_HELP!!!
Date: 17 Sep 1998 09:29:50 GMT
Organization: SCEE
Lines: 22
Message-ID: <01bde1ba$bf0cdda0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
<01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdb619$27804fc0$2802bfc3@manolo>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

Just try making new vags and open them up in the new version of VAB TOOL.
The tool does work with old and new vags...I tested it. What version of
windows are you running?

Regards,

George@SCEE

Emanuele Diotallevi <g.mork@flashnet.it> wrote in article
<01bdb619$27804fc0$2802bfc3@manolo>...
> Thanks,but i tried to use it in a new directory and the problem is always
> there it doesn't work what i can do ???
>
> Thanks ,Emanuele Diotallevi
>
>
>
>
--MESSAGE FILE 16052 END: ./1 SCEE/yaroze/programming/sound/000000199html.html

--MESSAGE FILE 16053 START: ./1 SCEE/yaroze/programming/sound/000000200html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound,scea.yaroze.programming.sound
Subject: Specify sound loop points?
Date: Thu, 17 Sep 1998 11:27:51 -0700
Organization: Bwahaha
Lines: 12
Message-ID: <360154A7.C86279D7@shell.jps.net>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.programming.sound:200
scea.yaroze.programming.sound:194

Heya,

Is it possible to set specific loop points on a VAG? I know the
sound can be successfully looped over the entire waveform, but it would
be nice to only loop a section of it.

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16053 END: ./1 SCEE/yaroze/programming/sound/000000200html.html

--MESSAGE FILE 16054 START: ./1 SCEE/yaroze/programming/sound/000000201html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Rob Vawter <robert_vawter@playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound,scea.yaroze.programming.sound
Subject: Re: Specify sound loop points?
Date: Thu, 17 Sep 1998 16:51:34 -0700
Organization: SCEA News Server
Lines: 12
Message-ID: <36019117.C7F@playstation.sony.com>
References: <360154A7.C86279D7@shell.jps.net>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.programming.sound:201
scea.yaroze.programming.sound:195

Elliott Lee wrote:
> Is it possible to set specific loop points on a VAG? I know the
> sound can be successfully looped over the entire waveform, but it
> would be nice to only loop a section of it.

You may change the loop start point to a position other than the start
point, but not the loop end point. You must first set up loop markers in
your source file. It's best to use source aiff file format for this
procedure or a editing program which can convert to aiff, since aiff2vag
does a better job of converting looping aiff files than looping wavs.

- Rob

--MESSAGE FILE 16054 END: ./1 SCEE/yaroze/programming/sound/000000201html.html

--MESSAGE FILE 16055 START: ./1 SCEE/yaroze/programming/sound/000000202html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound,scea.yaroze.programming.sound
Subject: Re: Specify sound loop points?
Date: Thu, 17 Sep 1998 17:23:07 -0700
Organization: Bwahaha
Lines: 33
Message-ID: <3601A7EB.EB8B61EC@shell.jps.net>
References: <360154A7.C86279D7@shell.jps.net>
<36019117.C7F@playstation.sony.com>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.programming.sound:202
scea.yaroze.programming.sound:196

Heya,

Thanks for the quick response. I read that about the start marker as well,
but I'm at a loss to say which program can generate them. Is
this part of the AIFF spec? Do you know where I can find the info?

I'd like to modify some of my current utilities to take advantage of
moving the start point around. :)

Big thanks,
- e!

Rob Vawter wrote:
>
> Elliott Lee wrote:
> > Is it possible to set specific loop points on a VAG? I know the
> > sound can be successfully looped over the entire waveform, but it
> > would be nice to only loop a section of it.
>
> You may change the loop start point to a position other than the start
> point, but not the loop end point. You must first set up loop markers in
> your source file. It's best to use source aiff file format for this
> procedure or a editing program which can convert to aiff, since aiff2vag
> does a better job of converting looping aiff files than looping wavs.
>
> - Rob

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                  '''   '''
--MESSAGE FILE 16055 END: ./1 SCEE/yaroze/programming/sound/000000202html.html

--MESSAGE FILE 16056 START: ./1 SCEE/yaroze/programming/sound/000000203html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Rob Vawter <robert_vawter@playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound,scea.yaroze.programming.sound
Subject: Re: Specify sound loop points?

Date: Fri, 18 Sep 1998 12:35:19 -0700
Organization: SCEA News Server
Lines: 377
Message-ID: <3602B5F7.61E2@playstation.sony.com>
References: <360154A7.C86279D7@shell.jps.net>
<36019117.C7F@playstation.sony.com> <3601A7EB.EB8B61EC@shell.jps.net>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------3B612F33B2B"
X-Mailer: Mozilla 3.0Gold (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.programming.sound:203
scea.yaroze.programming.sound:197

This is a multi-part message in MIME format.

--------------3B612F33B2B
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Elliott Lee wrote:
"Thanks for the quick response. I read that about the start marker as
well, but I'm at a loss to say which program can generate them. Is
this part of the AIFF spec? Do you know where I can find the info?"

Here you go... (I have no idea where I got the c code or header file)

--------------3B612F33B2B
Content-Type: application/x-zip-compressed; name="aiffform.zip"
Content-Transfer-Encoding: base64
Content-Disposition: inline; filename="aiffform.zip"

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Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <01bdb957$ddaf7a00$7802bfc3@manolo>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
<01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdb619$27804fc0$2802bfc3@manolo>
<01bde1ba$bf0cdda0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: ip056.pool-16.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

It doesn't work!!
I have win 95 OS.
Thanks,Emanuele Diotallevi .

> Just try making new vags and open them up in the new version of VAB TOOL.
> The tool does work with old and new vags...I tested it. What version of
> windows are you running?

--MESSAGE FILE 16057 END: ./1 SCEE/yaroze/programming/sound/000000204html.html

--MESSAGE FILE 16058 START: ./1 SCEE/yaroze/programming/sound/000000205html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB_TOOL_HELP!!!
Date: 21 Sep 1998 13:26:12 GMT
Organization: SCEE
Lines: 39
Message-ID: <01bde500$82f818e0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
<01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

Your sound card is either configured wrong or not very good. Also,
you can't be using the sound card with another application while
trying to play the VAG using VABTOOL.

Regards,

George@SCEE

> Emanuele Diotallevi <g.mork@flashnet.it> wrote in article
> <01bdc211$43a28980$2ca1f7c2@manolo>...
> > Hello world,i've downloaded and installed the new release of vab tool
but
> > it doesn'tn work
> > at all !!
> >
> > When i load a vab file (Created with the old vabtool) ,and then i tried
> to
> > play vag the windows system say:" DEVICE ID NO EXIST!"
> >
> >   "error OPEN DRIVE "
> >
> >   " error get SPU MEMORY Base Addr"
> >
> >   " Access violation at address 004A1FBF read of address
FFFFFFFF"
> >
> > Help me please...
> >
> > Thanks Emanuele!!
> >
> >
> >
>
--MESSAGE FILE 16058 END: ./1 SCEE/yaroze/programming/sound/000000205html.html

--MESSAGE FILE 16059 START: ./1 SCEE/yaroze/programming/sound/000000206html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB_TOOL_HELP!!!
Date: 25 Sep 1998 14:33:51 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 47
Message-ID: <01bdb8a3$968f5dc0$3104bfc3@manolo>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
<01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bde500$82f818e0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: ip049.pool-07.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

It doesn't work...
Thanks,Emanuele.

George Bain <George_Bain@Playstation.sony.com> scritto nell'articolo
<01bde500$82f818e0$f2e832a2@gbain.wav.scee.sony.co.uk>...
>
> Hi there,
>
> Your sound card is either configured wrong or not very good. Also,
> you can't be using the sound card with another application while
> trying to play the VAG using VABTOOL.
>
> Regards,
>
> George@SCEE
>
>
>
>

> > Emanuele Diotallevi <g.mork@flashnet.it> wrote in article
> > <01bdc211$43a28980$2ca1f7c2@manolo>...
> > > Hello world,i've downloaded and installed the new release of vab tool
> but
> > > it doesn'tn work
> > > at all !!
> > >
> > > When i load a vab file (Created with the old vabtool) ,and then i
tried
> > to
> > > play vag the windows system say:" DEVICE ID NO EXIST!"
> > >
> > >   "error OPEN DRIVE "
> > >
> > >   " error get SPU MEMORY Base Addr"
> > >
> > >   " Access violation at address 004A1FBF read of address
> FFFFFFFF"
> > >
> > > Help me please...
> > >
> > > Thanks Emanuele!!
> > >
> > >
> > >
> > >
> >
>
--MESSAGE FILE 16059 END: ./1 SCEE/yaroze/programming/sound/000000206html.html

--MESSAGE FILE 16060 START: ./1 SCEE/yaroze/programming/sound/000000207html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB_TOOL_HELP!!!
Date: 25 Sep 1998 14:46:11 GMT
Organization: SCEE
Lines: 25
Message-ID: <01bde82f$4921c9e0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
<01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bde500$82f818e0$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdb8a3$968f5dc0$3104bfc3@manolo>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

Can you by any chance give more detail instead of
saying "it doesn't work" all the time. We can't help
you out if you don't be more specific.

Regards,

George@SCEE

Emanuele Diotallevi <g.mork@flashnet.it> wrote in
> It doesn't work...
> Thanks,Emanuele.

> > > Emanuele Diotallevi <g.mork@flashnet.it> wrote

> > > > Hello world,i've downloaded and installed the new release of vab
tool
> > but
> > > > it doesn'tn work
> > > > at all !!

--MESSAGE FILE 16060 END: ./1 SCEE/yaroze/programming/sound/000000207html.html

--MESSAGE FILE 16061 START: ./1 SCEE/yaroze/programming/sound/000000208html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB_TOOL_HELP!!!
Date: 25 Sep 1998 15:45:34 GMT
Organization: Sony Computer Entertainment Europe
Lines: 31
Message-ID: <01bde836$c4b4c060$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
<01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bde500$82f818e0$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdb8a3$968f5dc0$3104bfc3@manolo>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

I talked to the programmer and he knows how to fix your
problem. Well, looks like you tried to run the
"Sound Artist Board" which I know for certain you don't
own. You should be using the Sound Blaster compatible
board. So now you have to make some minor changes.

1: Edit "vabtool.ini" and make the following changes.

c:\windows\vabtool.ini

2: Make sure the "SoundMode" = 1.

[Settings]
SoundMode=1

3: Now open up the VABTOOL and open a VAB. Next
    under "Preview" choose "Select Mode" "Sound Blaster Preview".
    This should solve your problems. Let me know your results.

Regards,

George@SCEE

Emanuele Diotallevi <g.mork@flashnet.it> wrote in article
<01bdb8a3$968f5dc0$3104bfc3@manolo>...
> It doesn't work...
> Thanks,Emanuele.
>

--MESSAGE FILE 16061 END: ./1 SCEE/yaroze/programming/sound/000000208html.html

--MESSAGE FILE 16062 START: ./1 SCEE/yaroze/programming/sound/000000209html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.programming.sound

Subject: Re: VAB_TOOL_HELP!!!
Date: 26 Sep 1998 19:32:50 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <01bdb996$8560f9c0$6ea1f7c2@manolo>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
<01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bde500$82f818e0$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdb8a3$968f5dc0$3104bfc3@manolo>
<01bde836$c4b4c060$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: ip046.pool-06.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

I said only "It doesn't work" because i didn't have any idea on what was
happening on my computer!!!
i've told you all what i know ,and i'm really grateful to you because you
spent your time to solve my problem.
I'll test this way and i'll send you the effects...

Thank you very much ,Emanuele!!!

--MESSAGE FILE 16062 END: ./1 SCEE/yaroze/programming/sound/000000209html.html

--MESSAGE FILE 16063 START: ./1 SCEE/yaroze/programming/sound/000000210html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB_TOOL_HELP!!!
Date: 27 Sep 1998 10:56:29 GMT
Organization: Sony Computer Entertainment Europe
Lines: 21
Message-ID: <01bde9a1$919c7bc0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
<01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bde500$82f818e0$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdb8a3$968f5dc0$3104bfc3@manolo>
<01bde836$c4b4c060$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdb996$8560f9c0$6ea1f7c2@manolo>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi there,

Great. Let me know you it works out. I managed to get your
exact error messges and corrected it by changing the "vabtool.ini".

Regards,

George@SCEE

Emanuele Diotallevi <g.mork@flashnet.it> wrote in article
<01bdb996$8560f9c0$6ea1f7c2@manolo>...
> I said only "It doesn't work" because i didn't have any idea on what was
> happening on my computer!!!
> i've told you all what i know ,and i'm really grateful to you because you
> spent your time to solve my problem.
> I'll test this way and i'll send you the effects...
>
> Thank you very much ,Emanuele!!!
>
>
--MESSAGE FILE 16063 END: ./1 SCEE/yaroze/programming/sound/000000210html.html

--MESSAGE FILE 16064 START: ./1 SCEE/yaroze/programming/sound/000000211html.html
Path: chuka.playstation.co.uk!news
From: "Emanuele Diotallevi" <g.mork@flashnet.it>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAB_TOOL_HELP!!!
Date: 29 Sep 1998 22:51:14 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <01bdbc0d$ae2503a0$ae04bfc3@manolo>
References: <01bdc211$43a28980$2ca1f7c2@manolo>
<01bddb78$ee744e40$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bde500$82f818e0$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdb8a3$968f5dc0$3104bfc3@manolo>
<01bde836$c4b4c060$f2e832a2@gbain.wav.scee.sony.co.uk>
<01bdb996$8560f9c0$6ea1f7c2@manolo>
<01bde9a1$919c7bc0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: ip174.pool-07.flashnet.it
X-Newsreader: Microsoft Internet News 4.70.1155

Thanks,it
works!!!

Content-Type: text/plain; charset="US-ASCII"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Outlook Express for Macintosh - 4.01 (295)

Hi,

does anyone know how the ADPCM-Compression of the VAG-Files work. I'm
programming a plugin for CoolEdit,from which you can load and save VAG-Files
directly under CoolEdit. But I haven't found any information about the
compression. I have tried to decode them with the IMA-ADPCM compression and
the Microsoft version, but I only got some noise and not the original sound.

_____
David Mittag
E-Mail-Address: dmittag@donau.de
--MESSAGE FILE 16065 END: ./1 SCEE/yaroze/programming/sound/000000212html.html

--MESSAGE FILE 16066 START: ./1 SCEE/yaroze/programming/sound/000000213html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAG-Plugin for CoolEdit
Date: Tue, 06 Oct 1998 22:26:25 -0700
Organization: SCEA News Server
Lines: 26
Message-ID: <361AFB81.8BB58BE7@shell.jps.net>
References: <6vee4f$rda7@chuka.playstation.co.uk>
NNTP-Posting-Host: svalliap-isdn2.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

That would be awesome, but I was under the impression that rev.
engr. was a violation of the Yaroze contract. I'd love to get the
specs and sanctioned approval for this stuff, too. ^_^

- e!

David Mittag wrote:
>
> Hi,
>
> does anyone know how the ADPCM-Compression of the VAG-Files work. I'm
> programming a plugin for CoolEdit,from which you can load and save VAG-Files
> directly under CoolEdit. But I haven't found any information about the
> compression. I have tried to decode them with the IMA-ADPCM compression and
> the Microsoft version, but I only got some noise and not the original sound.
>
> _____
> David Mittag
> E-Mail-Address: dmittag@donau.de

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 16066 END: ./1 SCEE/yaroze/programming/sound/000000213html.html

--MESSAGE FILE 16067 START: ./1 SCEE/yaroze/programming/sound/000000214html.html

Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: VAG-Plugin for CoolEdit
Date: Wed, 07 Oct 1998 10:57:15 +0100
Organization: Sony Computer Entertainment Europe
Lines: 21
Message-ID: <361B3AFB.346E984B@scee.sony.co.uk>
References: <6vee4f$rda7@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b2 [en] (Win95; I)
X-Accept-Language: en

David Mittag wrote:
>
> does anyone know how the ADPCM-Compression of the VAG-Files work. I'm
> programming a plugin for CoolEdit,from which you can load and save VAG-Files
> directly under CoolEdit. But I haven't found any information about the
> compression. I have tried to decode them with the IMA-ADPCM compression and
> the Microsoft version, but I only got some noise and not the original sound.

The ADPCM compression used is proprietry to Sony, and we cannot divulge how it works. However, there
is a new VAGedit tool that has just been completed and is undergoing beta-testing. We'll make that
available when it's ready.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

At the border: "What's in the trunk?" "Oh, nobody!"
--MESSAGE FILE 16067 END: ./1 SCEE/yaroze/programming/sound/000000214html.html

--MESSAGE FILE 16068 START: ./1 SCEE/yaroze/programming/sound/000000215html.html
Path: chuka.playstation.co.uk!news
From: "Doglife" <doglife@cyberdude.com>
Newsgroups: scee.yaroze.programming.sound
Subject: 2 vb and vh files?
Date: Thu, 15 Oct 1998 16:29:26 +0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <704c6f$nec10@chuka.playstation.co.uk>
NNTP-Posting-Host: 202.12.95.99
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Hi

I am trying to load 2 VB and VH files but the second one always returns me -1 error. Can I load 2 VB and Vh files in the first place?

Doglife

--MESSAGE FILE 16068 END: ./1 SCEE/yaroze/programming/sound/000000215html.html

--MESSAGE FILE 16069 START: ./1 SCEE/yaroze/programming/sound/000000216html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: 2 vb and vh files?
Date: Thu, 15 Oct 1998 18:55:09 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <362636FD.72AB44A@ndirect.co.uk>
References: <704c6f$nec10@chuka.playstation.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: th-usr01-31.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Doglife wrote:

> Hi
>
> I am trying to load 2 VB and VH files but the second one always returns
> me -1 error. Can I load 2 VB and Vh files in the first place?
>
> Doglife

There's no problem with loading more than one. Are you keeping your VH
data in tact in main RAM? Do your VBs both fit in the sound RAM?
Otherwise I can't think of any reasons why it should fail.

Herbs

--MESSAGE FILE 16069 END: ./1 SCEE/yaroze/programming/sound/000000216html.html

--MESSAGE FILE 16070 START: ./1 SCEE/yaroze/programming/sound/000000217html.html
Path: chuka.playstation.co.uk!news
From: "Doglife" <doglife@cyberdude.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: 2 vb and vh files?
Date: Fri, 16 Oct 1998 08:33:10 +0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <7064lb$nec15@chuka.playstation.co.uk>
References: <704c6f$nec10@chuka.playstation.co.uk>
<362636FD.72AB44A@ndirect.co.uk>
NNTP-Posting-Host: 202.12.95.99
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Hi,

I try loading them and each time, the second one will return me -1 error, no
matter which one I load second, and the VH and VB are fine since the one
loaded first will play, but the one loaded second will not.

I checked, it maybe the file size... the file size (both VHs and VBs) add up

to be over 600K... is there a way to over come this?

Alex Herbert wrote in message <362636FD.72AB44A@ndirect.co.uk>...
>
>
>Doglife wrote:
>
>> Hi
>>
>> I am trying to load 2 VB and VH files but the second one always returns
>> me -1 error. Can I load 2 VB and Vh files in the first place?
>>
>> Doglife
>
>
>There's no problem with loading more than one. Are you keeping your VH
>data in tact in main RAM? Do your VBs both fit in the sound RAM?
>Otherwise I can't think of any reasons why it should fail.
>
>
>Herbs
>
>

--MESSAGE FILE 16070 END: ./1 SCEE/yaroze/programming/sound/000000217html.html

--MESSAGE FILE 16071 START: ./1 SCEE/yaroze/programming/sound/000000218html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: 2 vb and vh files?
Date: Thu, 15 Oct 1998 20:15:19 -0700
Organization: SCEA News Server
Lines: 48
Message-ID: <3626BA47.36234426@shell.jps.net>
References: <704c6f$nec10@chuka.playstation.co.uk>
<362636FD.72AB44A@ndirect.co.uk> <7064lb$nec15@chuka.playstation.co.uk>
NNTP-Posting-Host: svalliap-isdn4.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

OH. The limit is 512kb. You can't load more than that into memory.
(Besides that's a killer long time to transfer 512kb from the PC to
the Yaroze over the serial cable!) Try to size down your VAB files.
Reduce sample quality, use things with long, constant tones to
increase compression ratio, use shorter instruments/sfx that can be
looped.

- e!

Doglife wrote:
>
> Hi,
>
> I try loading them and each time, the second one will return me -1 error, no
> matter which one I load second, and the VH and VB are fine since the one
> loaded first will play, but the one loaded second will not.
>
> I checked, it maybe the file size... the file size (both VHs and VBs) add up
> to be over 600K... is there a way to over come this?

>
> Alex Herbert wrote in message <362636FD.72AB44A@ndirect.co.uk>...
> >
> >
> >Doglife wrote:
> >
> >> Hi
> >>
> >> I am trying to load 2 VB and VH files but the second one always returns
> >> me -1 error. Can I load 2 VB and Vh files in the first place?
> >>
> >> Doglife
> >
> >
> >There's no problem with loading more than one. Are you keeping your VH
> >data in tact in main RAM? Do your VBs both fit in the sound RAM?
> >Otherwise I can't think of any reasons why it should fail.
> >
> >
> >Herbs
> >
> >

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 16071 END: ./1 SCEE/yaroze/programming/sound/000000218html.html

--MESSAGE FILE 16072 START: ./1 SCEE/yaroze/programming/sound/000000219html.html
Path: chuka.playstation.co.uk!news
From: "Doglife" <doglife@cyberdude.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: 2 vb and vh files?
Date: Fri, 16 Oct 1998 20:03:40 +0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <707d3u$nec17@chuka.playstation.co.uk>
References: <704c6f$nec10@chuka.playstation.co.uk>
<362636FD.72AB44A@ndirect.co.uk> <7064lb$nec15@chuka.playstation.co.uk>
<3626BA47.36234426@shell.jps.net>
NNTP-Posting-Host: 202.12.95.99
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Argh.. thanks for the help, I think I am stuck...

Huh? u mean u can change the sampling rate? I thought the converter
(wav2vag.exe) can only take in 44KHz Mono wave file?

Doglife

Elliott Lee wrote in message <3626BA47.36234426@shell.jps.net>...
>OH. The limit is 512kb. You can't load more than that into memory.
>(Besides that's a killer long time to transfer 512kb from the PC to
>the Yaroze over the serial cable!) Try to size down your VAB files.
>Reduce sample quality, use things with long, constant tones to
>increase compression ratio, use shorter instruments/sfx that can be
>looped.
>
>- e!

>

--MESSAGE FILE 16072 END: ./1 SCEE/yaroze/programming/sound/000000219html.html

--MESSAGE FILE 16073 START: ./1 SCEE/yaroze/programming/sound/000000220html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: 2 vb and vh files?
Date: Fri, 16 Oct 1998 13:22:28 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <36273A83.46539866@ndirect.co.uk>
References: <704c6f$nec10@chuka.playstation.co.uk>
<362636FD.72AB44A@ndirect.co.uk> <7064lb$nec15@chuka.playstation.co.uk>
<3626BA47.36234426@shell.jps.net>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: th-usr02-51.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Elliott Lee wrote:

> OH. The limit is 512kb. You can't load more than that into memory.
> (Besides that's a killer long time to transfer 512kb from the PC to
> the Yaroze over the serial cable!) Try to size down your VAB files.
> Reduce sample quality, use things with long, constant tones to
> increase compression ratio, use shorter instruments/sfx that can be
> looped.
>
> - e!
>

Constant tones will increase the compression ratio? Is that right? My understanding of ADPCM is that the number of samples doesn't change, but the bit resolution is reduced, normally to 4-bits per sample. Thus, the compression ratio
is fixed. Ok, I don't know the ins and outs of the PSX ADPCM format, but every other ADPCM format I've worked with is fundamentally the same.

Herbs

--MESSAGE FILE 16073 END: ./1 SCEE/yaroze/programming/sound/000000220html.html

--MESSAGE FILE 16074 START: ./1 SCEE/yaroze/programming/sound/000000221html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: 2 vb and vh files?
Date: Fri, 16 Oct 1998 13:44:43 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <36273FBB.30E0D293@ndirect.co.uk>
References: <704c6f$nec10@chuka.playstation.co.uk>

<362636FD.72AB44A@ndirect.co.uk> <7064lb$nec15@chuka.playstation.co.uk>
<3626BA47.36234426@shell.jps.net> <707d3u$nec17@chuka.playstation.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: th-usr02-51.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Doglife wrote:

> Argh.. thanks for the help, I think I am stuck...
>
> Huh? u mean u can change the sampling rate? I thought the converter
> (wav2vag.exe) can only take in 44KHz Mono wave file?
>
> Doglife
>

You can use almost any sample rate you like. The PSX changes the sample rate depending on which note is played. If you go up an octave (12 semi-tones) the sample rate doubles, and down an octave halves the sample rate. So, a 22KHz sample needs to be played 12 semi-tones lower than a 44KHz sample to keep the same pitch/duration.

You can choose the sample rate depending on the type of sound. A 44KHz sample has a frequency range of 22KHz which is what the human ear is capable of hearing. A 11KHz sample has a frequency range of 5.5KHz which may be enough for lower frequency sounds, such as bass notes. This is all well and good in theory, but in practise it doesn't work quite so well, as many lower frequency sounds do have a higher frequency harmonic content. As a result, you get quantization noise. At the end of the day it's best to experiment, but remember that bright, crisp sounds tend to need a high sample rate to sound good, and dark, dull sounds don't.

Herbs

--MESSAGE FILE 16074 END: ./1 SCEE/yaroze/programming/sound/000000221html.html

--MESSAGE FILE 16075 START: ./1 SCEE/yaroze/programming/sound/000000222html.html
Path: chuka.playstation.co.uk!news
From: Jake Turner <jaket@revolution.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Real-time sound effects
Date: Sun, 18 Oct 1998 09:34:37 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <3629A81D.5659472C@revolution.co.uk>
NNTP-Posting-Host: 62.172.91.248
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

I was wondering what real-time sound effects anybody had managed to get out of the Yaroze e.g. reverb, echo, pitch bend, pitch offseting, change sampling rate, playing backwards .....
--

Jake Turner : Token Rocket Scientist
==========
Practive VI it may save your life one day

--MESSAGE FILE 16075 END: ./1 SCEE/yaroze/programming/sound/000000222html.html

--MESSAGE FILE 16076 START: ./1 SCEE/yaroze/programming/sound/000000223html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Real-time sound effects
Date: Sun, 18 Oct 1998 15:39:28 -0700
Organization: SCEA News Server
Lines: 29
Message-ID: <362A6E20.44C5581D@shell.jps.net>
References: <3629A81D.5659472C@revolution.co.uk>
NNTP-Posting-Host: svalliap-isdn4.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Reverb: yes. Hardware.
Echo: yes. Simulated by using more than one channel.
Pbend: yes. Use SsUtChangePitch().
Poffs: yes. It's the fine tuning parameter.
Sampr: yes. I preprocess my instruments. Remember that the sampling
        rate does change with pitch. e.g. a 22Khz sample at C4 plays
        at 22Khz, but at C5 plays at 44Khz.
Backw: no.   You'd have to preprocess the sample. You can't do it
        with our Yaroze libraries.

- e!

Jake Turner wrote:
>
> I was wondering what real-time sound effects anybody had managed to get
> out of the Yaroze e.g. reverb, echo, pitch bend, pitch offseting, change
> sampling rate, playing backwards .....
> --
>
> Jake Turner : Token Rocket Scientist
> ==========
> Practive VI it may save your life one day

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 16076 END: ./1 SCEE/yaroze/programming/sound/000000223html.html

--MESSAGE FILE 16077 START: ./1 SCEE/yaroze/programming/sound/000000224html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: 2 vb and vh files?
Date: Sun, 18 Oct 1998 15:43:17 -0700
Organization: SCEA News Server
Lines: 46

Message-ID: <362A6F05.A87AA392@shell.jps.net>
References: <704c6f$nec10@chuka.playstation.co.uk>
<362636FD.72AB44A@ndirect.co.uk> <7064lb$nec15@chuka.playstation.co.uk>
<3626BA47.36234426@shell.jps.net> <707d3u$nec17@chuka.playstation.co.uk>
NNTP-Posting-Host: svalliap-isdn4.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

No. The WAV2VAG.EXE works best with 16-bit, mono, 22KHz samples.
Same goes for AIFF2VAG. Sure you can have any sampling rate you
want, but you'll have to compensate when you key on the instrument.

Rate considerations:

  For bass instruments, long strings or warm synth sounds, use
  lower sampling rates (8Khz - 16Khz).

  For leads, pianos, guitars, and most synth sounds, use higher
  rates (16Khz - 32Khz). This includes digitized voice samples.

  For very crisp, clear samples (cymbals, hi-hats, snares,
  complex synths) spend the extra memory and splurge (28Khz-44Khz).

If you stick to something basic like this, you'll be able to recreate
music faithfully without having to spend unnecessary memory.

- e!

Doglife wrote:
>
> Argh.. thanks for the help, I think I am stuck...
>
> Huh? u mean u can change the sampling rate? I thought the converter
> (wav2vag.exe) can only take in 44KHz Mono wave file?
>
> Doglife
>
> Elliott Lee wrote in message <3626BA47.36234426@shell.jps.net>...
> >OH. The limit is 512kb. You can't load more than that into memory.
> >(Besides that's a killer long time to transfer 512kb from the PC to
> >the Yaroze over the serial cable!) Try to size down your VAB files.
> >Reduce sample quality, use things with long, constant tones to
> >increase compression ratio, use shorter instruments/sfx that can be
> >looped.
> >
> >- e!
> >

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 16077 END: ./1 SCEE/yaroze/programming/sound/000000224html.html

--MESSAGE FILE 16078 START: ./1 SCEE/yaroze/programming/sound/000000225html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: 2 vb and vh files?

Date: Fri, 30 Oct 1998 13:19:20 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <3639BCD7.90610E08@ndirect.co.uk>
References: <704c6f$nec10@chuka.playstation.co.uk>
<362636FD.72AB44A@ndirect.co.uk> <7064lb$nec15@chuka.playstation.co.uk>
<3626BA47.36234426@shell.jps.net> <707d3u$nec17@chuka.playstation.co.uk>
<362A6F05.A87AA392@shell.jps.net>
NNTP-Posting-Host: th-usr02-59.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Elliott Lee wrote:

> Sure you can have any sampling rate you
> want, but you'll have to compensate when you key on the instrument.
>

Or a neater way is to pre-compensate by adjusting the note's centre point
in VabTool.
Also, we have VagEdit now which means we don't have to use WAV2VAG any
more. :)

Herbs

--MESSAGE FILE 16078 END: ./1 SCEE/yaroze/programming/sound/000000225html.html

--MESSAGE FILE 16079 START: ./1 SCEE/yaroze/programming/sound/000000226html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.programming.sound
Subject: Sound Problems
Date: Tue, 17 Nov 1998 21:14:38 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <3651a62f.166898943@news.playstation.co.uk>
NNTP-Posting-Host: p28-hornbill-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

I'm just getting around to sticking the in-game music into my game and
I've come across a little problem. If I load STD0.VB and STD0.VH via
siocons everything works fine, but if I try to load them from the CD (
using CdReadFile etc...) when I go to play my .SEQ file I get a
message saying 'Old SEQ format' and the Yaroze hangs.

Anyone got any ideas ?

Richard.
http://www.netyaroze-europe.com/~rcutting

--MESSAGE FILE 16079 END: ./1 SCEE/yaroze/programming/sound/000000226html.html

--MESSAGE FILE 16080 START: ./1 SCEE/yaroze/programming/sound/000000227html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound Problems

Date: Thu, 19 Nov 1998 16:34:58 +0000
Organization: The Hex Heroes
Lines: 26
Message-ID: <365448B2.9B6BDAD@writeme.com>
References: <3651a62f.166898943@news.playstation.co.uk>
NNTP-Posting-Host: janus.dai.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (X11; I; SunOS 5.5.1 sun4u)

Hi R,

The only thing I can think of (and /yes/, this isn't very helpful) is
that you're loading the SEQ into a different memory address or
overwriting the SEQ with one of your other files.

The error you report, I think, happens when the SEQ header is anything
but what the PSX is expecting.

Illuminating, huh?

...No, I agree =;o)

James.

> I'm just getting around to sticking the in-game music into my game and
> I've come across a little problem. If I load STD0.VB and STD0.VH via
> siocons everything works fine, but if I try to load them from the CD (
> using CdReadFile etc...) when I go to play my .SEQ file I get a
> message saying 'Old SEQ format' and the Yaroze hangs.
>
> Anyone got any ideas ?
>
> Richard.
> http://www.netyaroze-europe.com/~rcutting

--MESSAGE FILE 16080 END: ./1 SCEE/yaroze/programming/sound/000000227html.html

--MESSAGE FILE 16081 START: ./1 SCEE/yaroze/programming/sound/000000228html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound Problems
Date: Thu, 19 Nov 1998 18:09:35 +0000
Organization: Sony Computer Entertainment Europe
Lines: 22
Message-ID: <36545EDF.3A376F26@scee.sony.co.uk>
References: <3651a62f.166898943@news.playstation.co.uk>
<365448B2.9B6BDAD@writeme.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b2 [en] (Win95; I)
X-Accept-Language: en

James Rutherford wrote:
>
> The only thing I can think of (and /yes/, this isn't very helpful) is
> that you're loading the SEQ into a different memory address or
> overwriting the SEQ with one of your other files.
>

> The error you report, I think, happens when the SEQ header is anything
> but what the PSX is expecting.

That sounds very likely - You get that error if the first byte of the SEQ file
is not 'S' or 'p'.
The value of the first byte on the CD files is 'p'.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

How do you make Windows faster? Throw it harder.
--MESSAGE FILE 16081 END: ./1 SCEE/yaroze/programming/sound/000000228html.html

--MESSAGE FILE 16082 START: ./1 SCEE/yaroze/programming/sound/000000229html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound Problems
Date: Sat, 21 Nov 1998 09:49:20 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <36568c64.787064@news.playstation.co.uk>
References: <3651a62f.166898943@news.playstation.co.uk>
<365448B2.9B6BDAD@writeme.com> <36545EDF.3A376F26@scee.sony.co.uk>
NNTP-Posting-Host: p30-jacana-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Thu, 19 Nov 1998 18:09:35 +0000, James Russell
<James_Russell@scee.sony.co.uk> wrote:

>James Rutherford wrote:
>>
>> The only thing I can think of (and /yes/, this isn't very helpful) is
>> that you're loading the SEQ into a different memory address or
>> overwriting the SEQ with one of your other files.
>>
>> The error you report, I think, happens when the SEQ header is anything
>> but what the PSX is expecting.
>
>That sounds very likely - You get that error if the first byte of the SEQ file
is not 'S' or 'p'.
>The value of the first byte on the CD files is 'p'.
>
>Cheers,
>
>James
>
>
>--
>== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
>== Developer Support Engineer - Sony Computer Entertainment Europe
>
>How do you make Windows faster? Throw it harder.

A sort of followup question. When I read from the CD do I need to
allocate more space than the actual size of the file ? (i.e when you
do a CdReadFile does it only read in blocks of a certain size ?).

Richard.

--MESSAGE FILE 16082 END: ./1 SCEE/yaroze/programming/sound/000000229html.html

--MESSAGE FILE 16083 START: ./1 SCEE/yaroze/programming/sound/000000230html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound Problems
Date: 23 Nov 1998 08:34:45 GMT
Organization: Sony Computer Entertainment Europe
Lines: 20
Message-ID: <73b6n5$no81@chuka.playstation.co.uk>
References: <3651a62f.166898943@news.playstation.co.uk>
<365448B2.9B6BDAD@writeme.com> <36545EDF.3A376F26@scee.sony.co.uk>
<36568c64.787064@news.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

Hi there,

The data file must be a multiple of 2048 bytes. So make sure that
you allocate enough memory to store file.

Regards,

George@SCEE

In article <36568c64.787064@news.playstation.co.uk>, richard.cutting@virgin.net
says...

>A sort of followup question. When I read from the CD do I need to
>allocate more space than the actual size of the file ? (i.e when you
>do a CdReadFile does it only read in blocks of a certain size ?).
>
>Richard.
>

--MESSAGE FILE 16083 END: ./1 SCEE/yaroze/programming/sound/000000230html.html

--MESSAGE FILE 16084 START: ./1 SCEE/yaroze/programming/sound/000000231html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: MOD player: DMS v1.1.1 Quick Update
Date: Wed, 02 Dec 1998 15:46:32 -0800
Organization: .
Lines: 24
Message-ID: <3665D158.C5F22F77@shell.jps.net>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Hiya,

I've been really unproductive the past few months but did manage to
do a quick update on the DMS MOD player stuff I wrote back in
September or so. You can download it at:

    http://www.jps.net/tenchi/etc/dms_111.zip

The only real fix is that the pitch sliding commands (Exx and Fxx)
are now active. The sliding isn't perfect because of timing issues,
but I think the pitch is pretty close. (Previous version v1.1.0
didn't have Exx and Fxx.)

For those curious about the internals: the old representation used
integers (0..127) to represent the note values (e.g. 48=Middle C).
The code was slightly modified to use fixed-point vectors so that
note values were left-shifted 16-bits. That should provide the
ability to add in detuning, pitch portamento (Gxx), and vibrato
(Hxx) in the near future.

Until later,
- e!
  tenchi@shell.jps.net
  SCEA
--MESSAGE FILE 16084 END: ./1 SCEE/yaroze/programming/sound/000000231html.html

--MESSAGE FILE 16085 START: ./1 SCEE/yaroze/programming/sound/000000234html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.programming.sound,scee.yaroze.programming.sound
Subject: Determining # of tracks
Date: Mon, 25 Jan 1999 17:15:03 -0800
Organization: SCEA News Server
Lines: 7
Message-ID: <36AD1717.E9B4FC38@vmlabs.com>
NNTP-Posting-Host: vmlabs28.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.programming.sound:203
scee.yaroze.programming.sound:234

Posted this in the "programming" group, but figure it belongs here too.

How does one determine how many music tracks there are on an audio CD
from within your program? When using CdPlay() I'd like to avoid
accessing non-existant tracks if I can.

Scott
--MESSAGE FILE 16085 END: ./1 SCEE/yaroze/programming/sound/000000234html.html

--MESSAGE FILE 16086 START: ./1 SCEE/yaroze/programming/sound/000000235html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scea.yaroze.programming.sound,scee.yaroze.programming.sound
Subject: Re: Determining # of tracks
Date: Tue, 26 Jan 1999 15:23:31 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <36ADDDF3.571BC230@manc.u-net.com>
References: <36AD1717.E9B4FC38@vmlabs.com>
NNTP-Posting-Host: manc.u-net.com

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.programming.sound:204
scee.yaroze.programming.sound:235

Hi Scott,
I found this problem too and posted numerous messages to try and find a
solution, to no avail. I'm SURE there is a way though -- someone's just
not letting on!

The result was the CD Player in Grav always thinks there are exactly 20
tracks on a CD (I guessed 20 was ample without being too many). Bit of a
pain, but what y'gonna do. The biggest problem with CDPlay() is that it
seems to always find dummy tracks, and loves skipping all over the place,
and not going to the next track properly. Strange when the PSX's built-in
CD Player plays all CDs perfectly. Just an iffy Yaroze lib function of
course, but I'm just glad they let us have this much!

Jim

Scott Cartier wrote:

> Posted this in the "programming" group, but figure it belongs here too.
>
> How does one determine how many music tracks there are on an audio CD
> from within your program? When using CdPlay() I'd like to avoid
> accessing non-existant tracks if I can.
>
> Scott

--MESSAGE FILE 16086 END: ./1 SCEE/yaroze/programming/sound/000000235html.html

--MESSAGE FILE 16087 START: ./1 SCEE/yaroze/programming/sound/000000236html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.programming.sound,scee.yaroze.programming.sound
Subject: Re: Determining # of tracks
Date: Tue, 26 Jan 1999 08:49:48 -0800
Organization: SCEA News Server
Lines: 23
Message-ID: <36ADF22C.283CCADA@vmlabs.com>
References: <36AD1717.E9B4FC38@vmlabs.com> <36ADDDF3.571BC230@manc.u-net.com>
NNTP-Posting-Host: vmlabs30.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.programming.sound:205
scee.yaroze.programming.sound:236

James,

I've seen an error message printed to SIOCONS when it tries to access
an unavailable track. Perhaps there's some way of trapping this error?
At any rate I'll make do with what we're given.

Scott

> Hi Scott,
> I found this problem too and posted numerous messages to try and find a
> solution, to no avail. I'm SURE there is a way though -- someone's just
> not letting on!
>
> The result was the CD Player in Grav always thinks there are exactly 20
> tracks on a CD (I guessed 20 was ample without being too many). Bit of a
> pain, but what y'gonna do. The biggest problem with CDPlay() is that it
> seems to always find dummy tracks, and loves skipping all over the place,
> and not going to the next track properly. Strange when the PSX's built-in
> CD Player plays all CDs perfectly. Just an iffy Yaroze lib function of
> course, but I'm just glad they let us have this much!
>
> Jim
--MESSAGE FILE 16087 END: ./1 SCEE/yaroze/programming/sound/000000236html.html

--MESSAGE FILE 16088 START: ./1 SCEE/yaroze/programming/sound/000000237html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Rob Vawter <robert_vawter@playstation.sony.com>
Newsgroups: scea.yaroze.programming.sound,scee.yaroze.programming.sound
Subject: Re: Determining # of tracks
Date: Mon, 01 Feb 1999 14:56:53 -0800
Organization: SCEA News Server
Lines: 6
Message-ID: <36B63135.2BE9@playstation.sony.com>
References: <36AD1717.E9B4FC38@vmlabs.com> <36ADDDF3.571BC230@manc.u-net.com>
NNTP-Posting-Host: 208.247.15.29
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.programming.sound:206
scee.yaroze.programming.sound:237

James Shaughnessy wrote:
"Strange when the PSX's built-in CD Player plays all CDs perfectly."

Ah, but it doesn't actually. If you leave the lid open and then put in a
CD and close the lid back down, non-audio tracks will show up as options
to be played on the CD player!
--MESSAGE FILE 16088 END: ./1 SCEE/yaroze/programming/sound/000000237html.html

--MESSAGE FILE 16089 START: ./1 SCEE/yaroze/programming/sound/000000238html.html
Path: chuka.playstation.co.uk!news
From: Ed Fear <gookaloo@yahoo.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Sound newbie seeks advice
Date: Tue, 09 Feb 1999 20:17:30 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <36C097D9.9FE74F5@yahoo.com>
NNTP-Posting-Host: ppp-1-9-57.access.telinco.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Heya all!

I'm loading my .seq file into memory, and in order to play it I need to
have a .vb and .vh file into memory. The tutorial that I am using,
Sound For Dummies, loads a set of .vb and .vh files called std0.vb and

std0.vh - but the .vb file is 300kb, and this completley mucks up
everything because I need more space! Can you make a 1 second sound
file, split it up into .vb and .vh files and use these instead?

I'm a newbie, so can you explain this in as plain english as you can?

Cheers in advance,

Ed :)
http://www.netyaroze-europe.com/~gookaloo

--MESSAGE FILE 16089 END: ./1 SCEE/yaroze/programming/sound/000000238html.html

--MESSAGE FILE 16090 START: ./1 SCEE/yaroze/programming/sound/000000239html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound newbie seeks advice
Date: Tue, 09 Feb 1999 18:25:01 -0800
Organization: .
Lines: 53
Message-ID: <36C0EDFD.D95B7006@shell.jps.net>
References: <36C097D9.9FE74F5@yahoo.com>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Ed Fear wrote:
>
> Heya all!
>
> I'm loading my .seq file into memory, and in order to play it I need to
> have a .vb and .vh file into memory. The tutorial that I am using,
> Sound For Dummies, loads a set of .vb and .vh files called std0.vb and
> std0.vh - but the .vb file is 300kb, and this completley mucks up
> everything because I need more space! Can you make a 1 second sound
> file, split it up into .vb and .vh files and use these instead?
>
> I'm a newbie, so can you explain this in as plain english as you can?
>
> Cheers in advance,
>
> Ed :)
> http://www.netyaroze-europe.com/~gookaloo

Well, the 300kb is the amount of sound RAM that is required to hold the
entire general MIDI set for the Yaroze. Not bad, but eats up the space.
The alternative is to use your own instrument set. I use MODs, so I
only load what instruments I need.

As for the 1 second sound file, all you need to do is turn that waveform
into an instrument and then "key on" the instrument. So...

  1) save your waveform in something that's either AIFF or WAV format
      (16-bit, mono)

  2) run WAV2VAG to convert that waveform into a .VAG file

  3) snag someone's VAB header file and edit it so that you only have
      1 instrument and 1 "program".

  4) run MKVAB and create the .VAB file

  5) run VABSPLIT to create your final .VH and .VB files

  6) load the .VH and .VB into memory somewhere in your SIOCONS batch
      file

  7) in your program, initialize the new VAB (.VH and .VB) and be sure
      you get that sound handle back!

  8) you then just use SsUtKeyOn() to play back your sound. Pick a
      middle note like 48 or 60 and a volume of like 128 (both left and
      right channels).

Does that help?

- e!
  tenchi@shell.jps.net
  SCEA
--MESSAGE FILE 16090 END: ./1 SCEE/yaroze/programming/sound/000000239html.html

--MESSAGE FILE 16091 START: ./1 SCEE/yaroze/programming/sound/000000240html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Sound newbie seeks advice
Date: Sun, 14 Feb 1999 15:28:22 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <7a6qdn$6p31@chuka.playstation.co.uk>
References: <36C097D9.9FE74F5@yahoo.com>
NNTP-Posting-Host: th-usr00-11.ndirect.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Ed Fear wrote in message <36C097D9.9FE74F5@yahoo.com>...
>Heya all!
>
>I'm loading my .seq file into memory, and in order to play it I need to
>have a .vb and .vh file into memory. The tutorial that I am using,
>Sound For Dummies, loads a set of .vb and .vh files called std0.vb and
>std0.vh - but the .vb file is 300kb, and this completley mucks up
>everything because I need more space! Can you make a 1 second sound
>file, split it up into .vb and .vh files and use these instead?
>
>I'm a newbie, so can you explain this in as plain english as you can?
>
>Cheers in advance,
>
>Ed :)
>http://www.netyaroze-europe.com/~gookaloo
>

Just a couple of points.

As the std0 files are on the boot CD (and are also present on the OPSM cover
disks etc), you can safely load them at run time. So, once you've
transferred your TIM files into VRAM, you can load the std0 files over the
top of your TIMs.

Also, once the vb file has been loaded into SRAM, the copy in main RAM is no

longer required, so you could reuse that memory. You could, for example, put your GPU packet workspace here. Don't destroy the memory occupied by the vh file though 'cos the sound functions need that data to work.

Herbs

--MESSAGE FILE 16091 END: ./1 SCEE/yaroze/programming/sound/000000240html.html

--MESSAGE FILE 16092 START: ./1 SCEE/yaroze/programming/sound/000000241html.html
Path: chuka.playstation.co.uk!news
From: Scott Campbell <escotia@escotia.freeserve.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: mid2smf convertor needed
Date: Wed, 31 Mar 1999 00:22:28 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <37015CB4.7BAB5B4D@escotia.freeserve.co.uk>
NNTP-Posting-Host: modem-61.ytterbium.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

I don't suppose anyone knows of a convertor for changing .mid files to .smf .

I'm trying to do some music but the Yaroze tells me that I'm using an old midi format when my program runs. (I was quite impressed - it's not normally so friendly when it fails)

Cheers

ScoTT

--MESSAGE FILE 16092 END: ./1 SCEE/yaroze/programming/sound/000000241html.html

--MESSAGE FILE 16093 START: ./1 SCEE/yaroze/programming/sound/000000242html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Rob Vawter <rob_vawter@playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mid2smf convertor needed
Date: Tue, 30 Mar 1999 18:55:14 -0800
Organization: SCEA
Lines: 21
Message-ID: <37018E92.F4859052@playstation.sony.com>
References: <37015CB4.7BAB5B4D@escotia.freeserve.co.uk>
NNTP-Posting-Host: 208.247.15.29
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; U)
X-Accept-Language: en

Scott,

Many MIDI editing\playback\creation programs allow you to save as MIDI format 1 (smf).However, if you are getting this message: "This is an old SEQ Data Format.", the problem may be something else.

- RV

Scott Campbell wrote:

> I don't suppose anyone knows of a convertor for changing .mid files to
> .smf .
>
> I'm trying to do some music but the Yaroze tells me that I'm using an
> old midi format when my program runs. (I was quite impressed - it's not
> normally so friendly when it fails)
>
> Cheers
>
> ScoTT

--MESSAGE FILE 16093 END: ./1 SCEE/yaroze/programming/sound/000000242html.html

--MESSAGE FILE 16094 START: ./1 SCEE/yaroze/programming/sound/000000243html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Rob Vawter <rob_vawter@playstation.sony.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re:midi2smf converter question
Date: Tue, 30 Mar 1999 18:58:17 -0800
Organization: SCEA
Lines: 27
Message-ID: <37018F49.9C651E3@playstation.sony.com>
NNTP-Posting-Host: 208.247.15.29
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; U)
X-Accept-Language: en
CC: escotia@escotia.freeserve.co.uk

Scott,

The newgroups are wigging, so I'm reposting this and issuing you a copy.

Many MIDI editing\playback\creation programs allow you to save as MIDI
format 1 (smf).However, if you are getting this message: "This is an old

SEQ Data Format.", the problem may be something else.

- RV

Scott Campbell wrote:

> I don't suppose anyone knows of a convertor for changing .mid files to

> .smf .
>
> I'm trying to do some music but the Yaroze tells me that I'm using an
> old midi format when my program runs. (I was quite impressed - it's
not
> normally so friendly when it fails)
>
> Cheers
>
> ScoTT

--MESSAGE FILE 16094 END: ./1 SCEE/yaroze/programming/sound/000000243html.html

--MESSAGE FILE 16095 START: ./1 SCEE/yaroze/programming/sound/000000244html.html
Path: chuka.playstation.co.uk!news
From: Scott Campbell <escotia@escotia.freeserve.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mid2smf convertor needed
Date: Thu, 01 Apr 1999 02:00:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 43
Message-ID: <3702C536.832CB28E@escotia.freeserve.co.uk>
References: <37015CB4.7BAB5B4D@escotia.freeserve.co.uk>
<37018E92.F4859052@playstation.sony.com>
NNTP-Posting-Host: modem-8.thulium.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

I can play the SEQs using seqplay.bat, but I still get the 'old SEQ format' message when I try my own code.

The code I'm using looks something like:

```
standardSounds = SsVabTransfer( ( u_char * ) STANDARD_VH_ADDRESS,
         ( u_char * ) STANDARD_VB_ADDRESS, -1, 1 );

 music = SsSeqOpen( ( u_long * ) seqAddress, standardSounds);

 SsSeqPlay( music, SSPLAY_PLAY, SSPLAY_INFINITY );
```

which owes a lot to the 'Sound for Dummies' document.

I think the PS complains when I try to open the SEQ i.e. SsSeqOpen().

I'm ready to join a lunatic asylum.

ScoTT

Rob Vawter wrote:

> Scott,
>
> Many MIDI editing\playback\creation programs allow you to save as MIDI
> format 1 (smf).However, if you are getting this message: "This is an old
> SEQ Data Format.", the problem may be something else.
>
> - RV
>
> Scott Campbell wrote:
>
> > I don't suppose anyone knows of a convertor for changing .mid files to
> > .smf .
> >
> > I'm trying to do some music but the Yaroze tells me that I'm using an
> > old midi format when my program runs. (I was quite impressed - it's not
> > normally so friendly when it fails)
> >
> > Cheers
> >
> > ScoTT

--MESSAGE FILE 16095 END: ./1 SCEE/yaroze/programming/sound/000000244html.html

--MESSAGE FILE 16096 START: ./1 SCEE/yaroze/programming/sound/000000245html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mid2smf convertor needed - Nothing to do with the problem just an observation
Date: Wed, 28 Apr 1999 15:30:58 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <7g75so$ftl1@chuka.playstation.co.uk>
References: <37015CB4.7BAB5B4D@escotia.freeserve.co.uk>
<37018E92.F4859052@playstation.sony.com>
<3702C536.832CB28E@escotia.freeserve.co.uk>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

>I'm ready to join a lunatic asylum.
>

Show me a Yaroze member who isn't and I'll give you £10 ;0)

Bob
298rcs@tay.ac.uk

>ScoTT

--MESSAGE FILE 16096 END: ./1 SCEE/yaroze/programming/sound/000000245html.html

--MESSAGE FILE 16097 START: ./1 SCEE/yaroze/programming/sound/000000246html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: PC Software like 'Music'
Date: Sat, 8 May 1999 16:39:18 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <7h1lvg$2qc7@chuka.playstation.co.uk>
NNTP-Posting-Host: th-gt141-097.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Can anyone tell if there are any PC programs which allow you to compose
musical pieces like Codemaster's Music for the PSX? I want something which
is easy to use, and allows you to choose what clip of music to put where,
rather than having to play the notes into the PC with the keyboard, which is
all I seem to get my MIDI software to do, which doesn't help my lack of
musical ability.

Rikki

--MESSAGE FILE 16097 END: ./1 SCEE/yaroze/programming/sound/000000246html.html

--MESSAGE FILE 16098 START: ./1 SCEE/yaroze/programming/sound/000000247html.html
Path: chuka.playstation.co.uk!news

From: "Ed Fear" <ed@directxbeginners.freeserve.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: PC Software like 'Music'
Date: Wed, 19 May 1999 20:24:18 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <7hv2t9$1181@chuka.playstation.co.uk>
References: <7h1lvg$2qc7@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-117.name37.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Try either Magix Music Maker 3.0 (just like music), or Dance eJay 2 (my
current fave - some amazing stuff can be made with this)

Problem is, these both save the files as .wav's (obviously), and this takes
up a lot of space... a LOT of space...

Hope this helps :)

Ed :)

--MESSAGE FILE 16098 END: ./1 SCEE/yaroze/programming/sound/000000247html.html

--MESSAGE FILE 16099 START: ./1 SCEE/yaroze/programming/sound/000000248html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups:
scee.yaroze.announce,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yar
oze.mydemos,scee.yaroze.problems.internet,scee.yaroze.problems.mac,scee.yaroze.p
roblems.pc,scee.yaroze.profile,scee.yaroze.programming.2d_graphics,scee.yaroze.p
rogramming.3d_graphics,scee.yaroze.programming.codewarrior,scee.yaroze.programmi
ng.gnu_compiler,scee.yaroze.programming.libraries,scee.yaroze.programming.sound,
scee.yaroze.event
Subject: test
Date: 18 Jun 1999 07:26:57 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <7kcsc1$4fj10@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:222 scee.yaroze.beginners:851
scee.yaroze.freetalk.english:4196 scee.yaroze.mydemos:447
scee.yaroze.problems.internet:88 scee.yaroze.problems.mac:42
scee.yaroze.problems.pc:205 scee.yaroze.profile:167
scee.yaroze.programming.2d_graphics:999 scee.yaroze.programming.3d_graphics:1360
scee.yaroze.programming.codewarrior:483 scee.yaroze.programming.gnu_compiler:323
scee.yaroze.programming.libraries:220 scee.yaroze.programming.sound:248
scee.yaroze.event:135

this is a test

--MESSAGE FILE 16099 END: ./1 SCEE/yaroze/programming/sound/000000248html.html

--MESSAGE FILE 16100 START: ./1 SCEE/yaroze/programming/sound/000000249html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)

Newsgroups:
scee.yaroze.announce,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.mydemos,scee.yaroze.problems.internet,scee.yaroze.problems.mac,scee.yaroze.problems.pc,scee.yaroze.profile,scee.yaroze.programming.2d_graphics,scee.yaroze.programming.3d_graphics,scee.yaroze.programming.codewarrior,scee.yaroze.programming.gnu_compiler,scee.yaroze.programming.libraries,scee.yaroze.programming.sound,scee.yaroze.event
Subject: test
Date: 19 Jun 1999 13:05:03 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <7kg4hv$4fj20@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:223 scee.yaroze.beginners:857 scee.yaroze.freetalk.english:4199 scee.yaroze.mydemos:449 scee.yaroze.problems.internet:89 scee.yaroze.problems.mac:43 scee.yaroze.problems.pc:206 scee.yaroze.profile:170 scee.yaroze.programming.2d_graphics:1000 scee.yaroze.programming.3d_graphics:1361 scee.yaroze.programming.codewarrior:484 scee.yaroze.programming.gnu_compiler:324 scee.yaroze.programming.libraries:221 scee.yaroze.programming.sound:249 scee.yaroze.event:136

Mike test 2

--MESSAGE FILE 16100 END: ./1 SCEE/yaroze/programming/sound/000000249html.html

--MESSAGE FILE 16101 START: ./1 SCEE/yaroze/programming/sound/000000250html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@eidosnet.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: sound question
Date: Thu, 15 Jul 1999 00:07:12 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <7mj588$bjc3@chuka.playstation.co.uk>
NNTP-Posting-Host: p31s03a01.client.global.net.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

This sound stuff is pretty darn tricky.

I understand that for a 44khz sample, note 60 (middle C) plays the sample at the correct speed, and that a 22khz sample must be played an octave lower (note 48) to get the same speed.

I've been using VabTool to create a VAB of my sound effects and find that 44khz samples play back correctly at note 64 and 22 khz samples at note 52. Why is this? I notice in George Bain's sound tutorial that the the example sound effects are keyed on with note 64.

Looking at a SEQ player example by Jason Page I grabbed from the tutorial section of the website, all the samples in the VAB (t11.vab) play back at the correct speed with note 60. Why does a 44khz sample play back correctly at note 60 in one instance and note 64 in another?

When creating a VAB of samples to use as your 'instruments' (in a SEQ)sampled at different frequencies, I suppose it must be necessary to adjust the position of middle C depending on the frequency of the sample.

If so, how is this done?

Thanks

Derek

--MESSAGE FILE 16101 END: ./1 SCEE/yaroze/programming/sound/000000250html.html

--MESSAGE FILE 16102 START: ./1 SCEE/yaroze/programming/sound/000000251html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <alex@herbs.dabsol.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: sound question
Date: Fri, 16 Jul 1999 20:46:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 47
Message-ID: <7mo1kn$bjc13@chuka.playstation.co.uk>
References: <7mj588$bjc3@chuka.playstation.co.uk>
NNTP-Posting-Host: 195.166.144.99
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Hi Derek,

In the Tone Attribute Table in VabTool, set the "centre" attribute to 60 for 44KHz, 72 for 22KHz etc.

That should do the trick!

Herbs

Derek da Silva <dasi@eidosnet.co.uk> wrote in message news:7mj588$bjc3@chuka.playstation.co.uk...
> This sound stuff is pretty darn tricky.
>
> I understand that for a 44khz sample, note 60 (middle C) plays the sample
> at the correct speed, and that a 22khz sample must be played an octave lower
> (note 48) to get the same speed.
>
> I've been using VabTool to create a VAB of my sound effects and find that
> 44khz samples play back correctly at note 64 and 22 khz samples at note 52.
> Why is this? I notice in George Bain's sound tutorial that the the example
> sound effects are keyed on with note 64.
>
> Looking at a SEQ player example by Jason Page I grabbed from the tutorial
> section of the website, all the samples in the VAB (t11.vab) play back at
> the correct speed with note 60. Why does a 44khz sample play back correctly
> at note 60 in one instance and note 64 in another?
>
> When creating a VAB of samples to use as your 'instruments' (in a
> SEQ)sampled at different frequencies, I suppose it must be necessary to
> adjust the position of middle C depending on the frequency of the sample.

> If so, how is this done?
>
> Thanks
>
> Derek
>
>
>
>

--MESSAGE FILE 16102 END: ./1 SCEE/yaroze/programming/sound/000000251html.html

--MESSAGE FILE 16103 START: ./1 SCEE/yaroze/programming/sound/000000252html.html
Path: chuka.playstation.co.uk!news
From: Bruce McNeish <bruce@mcneish.freeserve.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Sound Problems, George Bain?
Date: Thu, 29 Jul 1999 14:22:56 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <37A055B0.83761EE1@mcneish.freeserve.co.uk>
NNTP-Posting-Host: modem-55.carafate.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.6 [en] (Win98; I)
X-Accept-Language: en

Last night I was trying to make the PS play sound effects. I took the
George Bains sound tutorial and used the functions therein. When I came
to testing it I got nothing.

After several hours debugging I found out that the line

voice_data siren,helli;

After the structure definition was to blame. What is going on?? Am i
doing something stupid. I have verified that the memory is intact and
am using the sample samples, got me beat for now. Any help most
welcome.

Bruce McNeish

==========
| CoolFusion Developments|
==========

--MESSAGE FILE 16103 END: ./1 SCEE/yaroze/programming/sound/000000252html.html

--MESSAGE FILE 16104 START: ./1 SCEE/yaroze/programming/sound/000000253html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups:
scee.yaroze.announce,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yar
oze.mydemos,scee.yaroze.problems.internet,scee.yaroze.problems.mac,scee.yaroze.p
roblems.pc,scee.yaroze.profile,scee.yaroze.programming.2d_graphics,scee.yaroze.p
rogramming.3d_graphics,scee.yaroze.programming.codewarrior,scee.yaroze.programmi
ng.gnu_compiler,scee.yaroze.programming.libraries,scee.yaroze.programming.sound,
scee.yaroze.event
Subject: test
Date: 31 Aug 1999 16:07:15 GMT

Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <7qgujj$702@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scee.yaroze.announce:233 scee.yaroze.beginners:905
scee.yaroze.freetalk.english:4582 scee.yaroze.mydemos:508
scee.yaroze.problems.internet:94 scee.yaroze.problems.mac:44
scee.yaroze.problems.pc:207 scee.yaroze.profile:183
scee.yaroze.programming.2d_graphics:1067
scee.yaroze.programming.3d_graphics:1400 scee.yaroze.programming.codewarrior:489
scee.yaroze.programming.gnu_compiler:343 scee.yaroze.programming.libraries:226
scee.yaroze.programming.sound:253 scee.yaroze.event:169

this is a test

--MESSAGE FILE 16104 END: ./1 SCEE/yaroze/programming/sound/000000253html.html

--MESSAGE FILE 16105 START: ./1 SCEE/yaroze/programming/sound/000000254html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Omar Metwally <Metwally7@aol.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Loading Sounds
Date: Sat, 04 Sep 1999 15:22:45 -0400
Organization: SCEA News Server
Lines: 7
Message-ID: <37D17185.534AC39@aol.com>
NNTP-Posting-Host: 98ABA99C.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.61 [en] (Win98; I)
X-Accept-Language: en

Is there a way I can load a .VAG file directly to my program to be
played? If so, please give me code examples or other people's code
which I can look at. And if I can't load .VAG files directly, what
sound files should I convert my original .WAV to so I can load music
directly into my game (and what tools are needed)?
Thank you.

--MESSAGE FILE 16105 END: ./1 SCEE/yaroze/programming/sound/000000254html.html

--MESSAGE FILE 16106 START: ./1 SCEE/yaroze/programming/sound/000000255html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Omar Metwally <Metwally7@aol.com>
Newsgroups: scee.yaroze.programming.sound
Subject: MkVab
Date: Sat, 04 Sep 1999 21:53:07 -0400
Organization: SCEA News Server
Lines: 4
Message-ID: <37D1CD03.11E3CD15@aol.com>
NNTP-Posting-Host: ABD7E861.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.61 [en] (Win98; I)
X-Accept-Language: en

    How do I use Mkvab to convert .VAG to .VAB? I use the commands I am

supposed to, but I get an EMPTY vab file which has no data. WHAT IN THE
WORLD is the def file which they tell me I should enter?

--MESSAGE FILE 16106 END: ./1 SCEE/yaroze/programming/sound/000000255html.html

--MESSAGE FILE 16107 START: ./1 SCEE/yaroze/programming/sound/000000256html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <alex@herbs.dabsol.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: MkVab
Date: Mon, 6 Sep 1999 18:40:22 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <7r0u97$23b1@chuka.playstation.co.uk>
References: <37D1CD03.11E3CD15@aol.com>
NNTP-Posting-Host: 212.56.110.162
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Omar Metwally <Metwally7@aol.com> wrote in message
news:37D1CD03.11E3CD15@aol.com...
>   How do I use Mkvab to convert .VAG to .VAB? I use the commands I am
> supposed to, but I get an EMPTY vab file which has no data. WHAT IN THE
> WORLD is the def file which they tell me I should enter?
>

Make sure you have downloaded VabTool from the Tools section of the NY
Members site. It's much easier to use than the DOS based utils.

Herbs

--MESSAGE FILE 16107 END: ./1 SCEE/yaroze/programming/sound/000000256html.html

--MESSAGE FILE 16108 START: ./1 SCEE/yaroze/programming/sound/000000257html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <alex@herbs.dabsol.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: Loading Sounds
Date: Mon, 6 Sep 1999 18:47:33 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <7r0un2$23b2@chuka.playstation.co.uk>
References: <37D17185.534AC39@aol.com>
NNTP-Posting-Host: 212.56.110.162
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Omar Metwally <Metwally7@aol.com> wrote in message
news:37D17185.534AC39@aol.com...
> Is there a way I can load a .VAG file directly to my program to be
> played?   If so, please give me code examples or other people's code
> which I can look at. And if I can't load .VAG files directly, what
> sound files should I convert my original .WAV to so I can load music

> directly into my game (and what tools are needed)?
> Thank you.
>

You can't use VAGs directly. VAGs contain the raw sample data. You need to package your VAGs together into a VAB which holds keyboard mapping data. The PSX sound system is very music orientated and more like a synth or pro-sampler in it's configuration. (See my reply to your following post - "Mkvab".)

Herbs

--MESSAGE FILE 16108 END: ./1 SCEE/yaroze/programming/sound/000000257html.html

--MESSAGE FILE 16109 START: ./1 SCEE/yaroze/programming/sound/000000258html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <alex@herbs.dabsol.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: MkVab
Date: Mon, 6 Sep 1999 18:54:09 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <7r0v30$23b3@chuka.playstation.co.uk>
References: <37D1CD03.11E3CD15@aol.com> <7r0u97$23b1@chuka.playstation.co.uk>
NNTP-Posting-Host: 212.56.110.162
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Alex Herbert <alex@herbs.dabsol.co.uk> wrote in message
news:7r0u97$23b1@chuka.playstation.co.uk...
>
>
>
> Make sure you have downloaded VabTool from the Tools section of the NY
> Members site. It's much easier to use than the DOS based utils.
>
>

Oops, I forgot... Make sure you get VagEdit too. It converts WAV to VAG and has some simple edit features.

Herbs

--MESSAGE FILE 16109 END: ./1 SCEE/yaroze/programming/sound/000000258html.html

--MESSAGE FILE 16110 START: ./1 SCEE/yaroze/programming/sound/000000259html.html
Path: chuka.playstation.co.uk!news
From: "Stanley Lim" <lkhemail@bigfoot.com>
Newsgroups: scee.yaroze.programming.sound
Subject: mp3 on yaroze....
Date: Tue, 26 Oct 1999 08:50:18 +0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <7v2toh$6s1@chuka.playstation.co.uk>
NNTP-Posting-Host: qtns03040.singnet.com.sg

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200

Hi everyone,

I'm wondering if anyone have consider the possibly of playing MP3 on a
Yaroze? I wanna try but do not know where to start... Can anyone gave me
some pointers here?

Regards
Stanley

--MESSAGE FILE 16110 END: ./1 SCEE/yaroze/programming/sound/000000259html.html

--MESSAGE FILE 16111 START: ./1 SCEE/yaroze/programming/sound/000000260html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: Tue, 26 Oct 1999 23:53:54 +1300
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <7v4171$6kf1@chuka.playstation.co.uk>
References: <7v2toh$6s1@chuka.playstation.co.uk>
NNTP-Posting-Host: p22-max11.wlg.ihug.co.nz
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Stanley Lim <lkhemail@bigfoot.com> wrote in message
news:7v2toh$6s1@chuka.playstation.co.uk...
> Hi everyone,
>
> I'm wondering if anyone have consider the possibly of playing MP3 on a
> Yaroze? I wanna try but do not know where to start... Can anyone gave me
> some pointers here?

I would suggest that the PSX is not powerful enough to do it in software,
but if you are really keen a good place to start might be

http://mp3tech.free.fr/programmers/programmers.html

Regards

Mario

mario@sidhe.co.nz
http://www.sidhe.co.nz

--MESSAGE FILE 16111 END: ./1 SCEE/yaroze/programming/sound/000000260html.html

--MESSAGE FILE 16112 START: ./1 SCEE/yaroze/programming/sound/000000261html.html
Path: chuka.playstation.co.uk!news
From: "Stanley Lim" <lkhemail@bigfoot.com>

Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: Wed, 27 Oct 1999 23:05:33 +0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <7v7481$f4p1@chuka.playstation.co.uk>
References: <7v2toh$6s1@chuka.playstation.co.uk>
<7v4171$6kf1@chuka.playstation.co.uk>
NNTP-Posting-Host: qtns03707.singnet.com.sg
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200

Issit possible to code in Assembly in Yaroze? Do you have any idea?

Regards
Stanley
Mario Wynands <mario@sidhe.co.nz> wrote in message
news:7v4171$6kf1@chuka.playstation.co.uk...
> Stanley Lim <lkhemail@bigfoot.com> wrote in message
> news:7v2toh$6s1@chuka.playstation.co.uk...
> > Hi everyone,
> >
> > I'm wondering if anyone have consider the possibly of playing MP3 on a
> > Yaroze? I wanna try but do not know where to start... Can anyone gave me
> > some pointers here?
>
> I would suggest that the PSX is not powerful enough to do it in software,
> but if you are really keen a good place to start might be
>
> http://mp3tech.free.fr/programmers/programmers.html
>
>
>
> Regards
>
> Mario
>
> mario@sidhe.co.nz
> http://www.sidhe.co.nz
>
>
>

--MESSAGE FILE 16112 END: ./1 SCEE/yaroze/programming/sound/000000261html.html

--MESSAGE FILE 16113 START: ./1 SCEE/yaroze/programming/sound/000000262html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: Wed, 27 Oct 1999 22:32:30 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 45
Message-ID: <38197cd9.204929122@news.playstation.co.uk>
References: <7v2toh$6s1@chuka.playstation.co.uk>
<7v4171$6kf1@chuka.playstation.co.uk> <7v7481$f4p1@chuka.playstation.co.uk>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Newsreader: Forte Agent 1.5/32.452

I agree... I'm not sure it's THAT impossible... but then again, I really don't know enough about mp3. What I do know is that the resulting data (post processed) needs to sustain only 150k/second (I doubt that the output of mp3 exceeds that of a CD). That doesn't seem like an impossible task.

But then again, I really DON'T know enough about mp3.

Steven

On Wed, 27 Oct 1999 23:05:33 +0800, "Stanley Lim" <lkhemail@bigfoot.com> wrote:

>Issit possible to code in Assembly in Yaroze? Do you have any idea?
>
>Regards
>Stanley
>Mario Wynands <mario@sidhe.co.nz> wrote in message
>news:7v4171$6kf1@chuka.playstation.co.uk...
>> Stanley Lim <lkhemail@bigfoot.com> wrote in message
>> news:7v2toh$6s1@chuka.playstation.co.uk...
>> > Hi everyone,
>> >
>> > I'm wondering if anyone have consider the possibly of playing MP3 on a
>> > Yaroze? I wanna try but do not know where to start... Can anyone gave me
>> > some pointers here?
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>> but if you are really keen a good place to start might be
>>
>> http://mp3tech.free.fr/programmers/programmers.html
>>
>>
>>
>> Regards
>>
>> Mario
>>
>> mario@sidhe.co.nz
>> http://www.sidhe.co.nz
>>
>>
>>
>

--MESSAGE FILE 16113 END: ./1 SCEE/yaroze/programming/sound/000000262html.html

--MESSAGE FILE 16114 START: ./1 SCEE/yaroze/programming/sound/000000263html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: 27 Oct 1999 23:50:30 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 57
Message-ID: <slrn81f3u4.kiq.tjs@longford.cs.monash.edu.au>
References: <7v2toh$6s1@chuka.playstation.co.uk>
<7v4171$6kf1@chuka.playstation.co.uk> <7v7481$f4p1@chuka.playstation.co.uk>
<38197cd9.204929122@news.playstation.co.uk>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)

On Wed, 27 Oct 1999 22:32:30 GMT, Steven Osman <sosman@terratron.com> wrote:
>I agree... I'm not sure it's THAT impossible... but then again, I
>really don't know enough about mp3. What I do know is that the
>resulting data (post processed) needs to sustain only 150k/second (I
>doubt that the output of mp3 exceeds that of a CD). That doesn't seem
>like an impossible task.
>
>But then again, I really DON'T know enough about mp3.

A 486dx2-66 (twice the clock speed of the playstation CPU) can _just_ play
a mono 128k mp3, at pretty much full CPU utilisation.

mp3 playing also relies on floating point operations, and seeing as the PSX
CPU has no FPU, this has to be emulated.

The playstation plays ADPCM samples only. Thus, there's the added overhead
of converting from raw sample data to ADPCM format (which, I might add, is
a SONY proprietary format, information on which is not available to yaroze
members).

All of this adds up to a very slow mp3 player.

That being said, there's a *possibility* that if you could write an integer
based mp3 player that used the GTE for matrix operations in order to
parallelise the decoding of the mp3, there's a chance that you could play
mp3's in realtime. In order to do it, however, you'd need to be very familiar
with mp3 decoding and very familiar with the PSX at a hardware level.

Anyone who's programming a yaroze has access to a PC anyway, so I don't see
why having the playstation play mp3s is so interesting to people (apart, I
guess, from the obvious geek factor).

If you want a component unit that will play mp3s, ripping the guts out of
an old vcr, and sticking an old pentium motherboard with a soundcard,
ethernet and a serial port driven LCD display in their place would be a
much cooler option.

Alternatively, there's apparently a hardware addon like an Action Replay
that will allow the psx to play mp3s. I don't know anything more than that,
though.

>Steven
>
>On Wed, 27 Oct 1999 23:05:33 +0800, "Stanley Lim"
><lkhemail@bigfoot.com> wrote:
>
>>Issit possible to code in Assembly in Yaroze? Do you have any idea?

Definitely, but this won't help you write an mp3 player. If you want to learn
more, get a MIPS programmers manual, and have a look at as.exe (I'm assuming
that the dos compiler has an accessible version of as), which is the assembler
backend for gcc. if you compile a .c file with -S (note, capital s, not
lowercase) the output will be the assembler conversion of the .c file. That's
as good a place as any to start learning about the input format that as
accepts.

Toby.
--MESSAGE FILE 16114 END: ./1 SCEE/yaroze/programming/sound/000000263html.html

--MESSAGE FILE 16115 START: ./1 SCEE/yaroze/programming/sound/000000264html.html
Path: chuka.playstation.co.uk!news
From: "Stanley Lim" <lkhemail@bigfoot.com>

Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: Fri, 29 Oct 1999 18:25:18 +0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 81
Message-ID: <7vbsj3$7l1@chuka.playstation.co.uk>
References: <7v2toh$6s1@chuka.playstation.co.uk>
<7v4171$6kf1@chuka.playstation.co.uk> <7v7481$f4p1@chuka.playstation.co.uk>
<38197cd9.204929122@news.playstation.co.uk>
<slrn81f3u4.kiq.tjs@longford.cs.monash.edu.au>
NNTP-Posting-Host: qtns04311.singnet.com.sg
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200

Toby Sargeant <tjs@cs.monash.edu.au> wrote in message
news:slrn81f3u4.kiq.tjs@longford.cs.monash.edu.au...
> On Wed, 27 Oct 1999 22:32:30 GMT, Steven Osman <sosman@terratron.com>
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> >I agree... I'm not sure it's THAT impossible... but then again, I
> >really don't know enough about mp3. What I do know is that the
> >resulting data (post processed) needs to sustain only 150k/second (I
> >doubt that the output of mp3 exceeds that of a CD). That doesn't seem
> >like an impossible task.
> >
> >But then again, I really DON'T know enough about mp3.
>
> A 486dx2-66 (twice the clock speed of the playstation CPU) can _just_ play
> a mono 128k mp3, at pretty much full CPU utilisation.

I'm not so sure about that.... Let's look at the Philips Nino 312(A Palmtop
PC) having a processor of R3000(same as Yaroze) but with 8mb ram is able to
play MP3. So I think that it is possible.

>
> mp3 playing also relies on floating point operations, and seeing as the
PSX
> CPU has no FPU, this has to be emulated.
>
> The playstation plays ADPCM samples only. Thus, there's the added overhead
> of converting from raw sample data to ADPCM format (which, I might add, is
> a SONY proprietary format, information on which is not available to yaroze
> members).
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> All of this adds up to a very slow mp3 player.
>
> That being said, there's a *possibility* that if you could write an
integer
> based mp3 player that used the GTE for matrix operations in order to
> parallelise the decoding of the mp3, there's a chance that you could play
> mp3's in realtime. In order to do it, however, you'd need to be very
familiar
> with mp3 decoding and very familiar with the PSX at a hardware level.
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> Anyone who's programming a yaroze has access to a PC anyway, so I don't
see
> why having the playstation play mp3s is so interesting to people (apart, I
> guess, from the obvious geek factor).

Well it's a challenge of it to create a MP3 Player on Yaroze.

>
> If you want a component unit that will play mp3s, ripping the guts out of
> an old vcr, and sticking an old pentium motherboard with a soundcard,
> ethernet and a serial port driven LCD display in their place would be a
> much cooler option.
>
> Alternatively, there's apparently a hardware addon like an Action Replay
> that will allow the psx to play mp3s. I don't know anything more than
that,
> though.
>
> >Steven
> >
> >On Wed, 27 Oct 1999 23:05:33 +0800, "Stanley Lim"
> ><lkhemail@bigfoot.com> wrote:
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> >>Issit possible to code in Assembly in Yaroze? Do you have any idea?
>
> Definitely, but this won't help you write an mp3 player. If you want to
learn
> more, get a MIPS programmers manual, and have a look at as.exe (I'm
assuming
> that the dos compiler has an accessible version of as), which is the
assembler
> backend for gcc. if you compile a .c file with -S (note, capital s, not
> lowercase) the output will be the assembler conversion of the .c file.
That's
> as good a place as any to start learning about the input format that as
> accepts.
>
> Toby.

--MESSAGE FILE 16115 END: ./1 SCEE/yaroze/programming/sound/000000264html.html

--MESSAGE FILE 16116 START: ./1 SCEE/yaroze/programming/sound/000000265html.html
Path: chuka.playstation.co.uk!trsoft.demon.co.uk!ARoss
From: Tony Ross <ARoss@trsoft.demon.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: Mon, 1 Nov 1999 15:22:01 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <J5NXSCAZAbH4EwSU@trsoft.demon.co.uk>
References: <7v2toh$6s1@chuka.playstation.co.uk>
 <7v4171$6kf1@chuka.playstation.co.uk> <7v7481$f4p1@chuka.playstation.co.uk>
 <38197cd9.204929122@news.playstation.co.uk>
 <slrn81f3u4.kiq.tjs@longford.cs.monash.edu.au>
 <7vbsj3$7l1@chuka.playstation.co.uk>
NNTP-Posting-Host: trsoft.demon.co.uk
Mime-Version: 1.0
X-Newsreader: Turnpike (32) Version 4.01 <exP12GmtMdbiXSYwoARBCAMIJY>

In article <7vbsj3$7l1@chuka.playstation.co.uk>, Stanley Lim
<lkhemail@bigfoot.com> writes
>I'm not so sure about that.... Let's look at the Philips Nino 312(A Palmtop
>PC) having a processor of R3000(same as Yaroze) but with 8mb ram is able to
>play MP3. So I think that it is possible.
In that case then it is probably do-able (is that a word.....it is
now) but surely you would have to dig into asm and the sound processor
to get it going and I'm not sure that we are allowed to do that. (Hey
what do I know anyway!)

It amazes me that console manufacturers are not tapping into things like playing mp3.
Consoles that are also able to show basic picture formats from a CD so that you can invite your friends round for a go on your PlayStation and then bore them with your holiday snaps.
I know that the Saturn could show Kodak Photo CD's but you had to buy extra software and PCD is very expensive. You could create your own disc with GIF's or whatever on the cheap and play them on any TV using your console. This should be fairly easy to implement.

The same goes for MP3 (Imagine a 100 song CD). Consoles are poor for playing cd's (even apart from quality considerations) since it is quicker to play one on your CD player but the convenience of a 100 track music source would be tempting to all of us with a CD burner and an interest in mp3. I'm sure that CD player manufacturers are looking into this also. Sod minidisc as a smaller solution for music, with mp3's we could bring back the 3" CD (& CDR & CDRW)

Hey....I bet not even Ron Manager could go off at as big a tangent as me.
Oh it's a far cry from small boys in the park, mp3 players for goal-posts.......oh......enduring image isn't it......oh......

--
Tony
--MESSAGE FILE 16116 END: ./1 SCEE/yaroze/programming/sound/000000265html.html

--MESSAGE FILE 16117 START: ./1 SCEE/yaroze/programming/sound/000000266html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: Fri, 05 Nov 1999 04:47:21 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 39
Message-ID: <382360c0.221043974@news.playstation.co.uk>
References: <7v2toh$6s1@chuka.playstation.co.uk>
<7v4171$6kf1@chuka.playstation.co.uk> <7v7481$f4p1@chuka.playstation.co.uk>
<38197cd9.204929122@news.playstation.co.uk>
<slrn81f3u4.kiq.tjs@longford.cs.monash.edu.au>
<7vbsj3$7l1@chuka.playstation.co.uk> <J5NXSCAZAbH4EwSU@trsoft.demon.co.uk>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Mon, 1 Nov 1999 15:22:01 +0000, Tony Ross
<ARoss@trsoft.demon.co.uk> wrote:

>It amazes me that console manufacturers are not tapping into things like
>playing mp3.

I disagree. Consoles are standalone machines. How are you going to get MP3s in there?

If you required people burned them to CD, you're already eliminating 98% of your potential customers. Of the 2% who would spend money on a CDR, 50% are probably techno-freaks and would buy something cool and portable like a diamond rio. Now you're left with 1% of the would-be mp3 market.

Hope you make a tonne of profit on each one!

>I know that the Saturn could show Kodak Photo CD's but you had to buy
>extra software and PCD is very expensive. You could create your own
>disc with GIF's or whatever on the cheap and play them on any TV using
>your console. This should be fairly easy to implement.

Same here.
>
>The same goes for MP3 (Imagine a 100 song CD). Consoles are poor for
>playing cd's (even apart from quality considerations) since it is
>quicker to play one on your CD player but the convenience of a 100 track
>music source would be tempting to all of us with a CD burner and an
>interest in mp3. I'm sure that CD player manufacturers are looking into
>this also. Sod minidisc as a smaller solution for music, with mp3's we
>could bring back the 3" CD (& CDR & CDRW)
>
>Hey....I bet not even Ron Manager could go off at as big a tangent as
>me.
>Oh it's a far cry from small boys in the park, mp3 players for goal-
>posts.......oh......enduring image isn't it......oh......
>

--MESSAGE FILE 16117 END: ./1 SCEE/yaroze/programming/sound/000000266html.html

--MESSAGE FILE 16118 START: ./1 SCEE/yaroze/programming/sound/000000267html.html
Path: chuka.playstation.co.uk!trsoft.demon.co.uk!ARoss
From: Tony Ross <ARoss@trsoft.demon.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: Sun, 7 Nov 1999 13:37:19 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 48
Message-ID: <J9YkiHAPCYJ4EwSG@trsoft.demon.co.uk>
References: <7v2toh$6s1@chuka.playstation.co.uk>
 <7v4171$6kf1@chuka.playstation.co.uk> <7v7481$f4p1@chuka.playstation.co.uk>
 <38197cd9.204929122@news.playstation.co.uk>
 <slrn81f3u4.kiq.tjs@longford.cs.monash.edu.au>
 <7vbsj3$7l1@chuka.playstation.co.uk> <J5NXSCAZAbH4EwSU@trsoft.demon.co.uk>
 <382360c0.221043974@news.playstation.co.uk>
NNTP-Posting-Host: trsoft.demon.co.uk
Mime-Version: 1.0
X-Newsreader: Turnpike (32) Version 4.01 <exP12GmtMdbiXSYwoARBCAMIJY>

In article <382360c0.221043974@news.playstation.co.uk>, Steven Osman
<sosman@terratron.com> writes
>On Mon, 1 Nov 1999 15:22:01 +0000, Tony Ross
><ARoss@trsoft.demon.co.uk> wrote:

>If you required people burned them to CD, you're already eliminating
>98% of your potential customers. Of the 2% who would spend money on a
And 15 years ago the record companies would have been mad to put stuff
out on CD when only a few % had the players or minidisc now with only a
few % of households having the player. Markets like this are CREATED.

Those without CDR burners have the option of having the disc made-up for
them (anyone using Photo CD has to do this). Mp3s could also appear as
samplers on cover disks on various types of magazine whilst still
leaving loads of room for the other stuff.
>CDR, 50% are probably techno-freaks and would buy something cool and
>portable like a diamond rio. Now you're left with 1% of the would-be
The diamond RIO is good but nothing special but if ANY CD or Minidisc
system started having the ability to play mp3 from a disc then RIO type

devices would die quickly.
>mp3 market.
>
>Hope you make a tonne of profit on each one!
If you start the new market then you will get most of the profit if it explodes (OR you could lose a bit of development money when you got your coding team to write a player which nobody uses but that's just business).

SONY are really pushing the boat out on the new console and are going to struggle to bring it to market at a competitive price point. The type of add-ons that I am talking about would be relatively inexpensive but they have real potential.

All new formats have to start somewhere!

15 years ago most of my mates could not understand why I wanted a thing called a CD player when you could hardly get any music for it and it probably would not catch on or 10 years ago why I wanted a business type PC in my home and 7 years ago they again wondered why I wanted access to something called the Internet.

Give me some credit mate!

This is not intended as part of any type of flame war. I am just answering some of your points.
All the best!
--
Tony
--MESSAGE FILE 16118 END: ./1 SCEE/yaroze/programming/sound/000000267html.html

--MESSAGE FILE 16119 START: ./1 SCEE/yaroze/programming/sound/000000268html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: Sun, 07 Nov 1999 17:09:19 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <3825b192.180732249@news.playstation.co.uk>
References: <7v2toh$6s1@chuka.playstation.co.uk>
<7v4171$6kf1@chuka.playstation.co.uk> <7v7481$f4p1@chuka.playstation.co.uk>
<38197cd9.204929122@news.playstation.co.uk>
<slrn81f3u4.kiq.tjs@longford.cs.monash.edu.au>
<7vbsj3$7l1@chuka.playstation.co.uk> <J5NXSCAZAbH4EwSU@trsoft.demon.co.uk>
<382360c0.221043974@news.playstation.co.uk>
<J9YkiHAPCYJ4EwSG@trsoft.demon.co.uk>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Sun, 7 Nov 1999 13:37:19 +0000, Tony Ross
<ARoss@trsoft.demon.co.uk> wrote:
>All new formats have to start somewhere!
>
>15 years ago most of my mates could not understand why I wanted a thing
>called a CD player when you could hardly get any music for it and it
>probably would not catch on or 10 years ago why I wanted a business type
>PC in my home and 7 years ago they again wondered why I wanted access to
>something called the Internet.
>

>Give me some credit mate!
>
>This is not intended as part of any type of flame war. I am just
>answering some of your points.
>All the best!

By all means! I don't mean to discount anyone's opinion. I'm just
uncertain of the success of mp3-on-cd. Perhaps it will work out, or
perhaps not. Maybe we'll be seeing audio on DVDs which can probably
store 50000000 hours per disc.

My point is that mp3 may be reserved for a "download on demand"
environment. For the PS2, this may be a good thing, with all the
available expansion ports, etc, but as for the current psx, I'm not
convinced about mp3 distrubution over CD... just yet...

Steven
--MESSAGE FILE 16119 END: ./1 SCEE/yaroze/programming/sound/000000268html.html

--MESSAGE FILE 16120 START: ./1 SCEE/yaroze/programming/sound/000000269html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <sspiller@microsoft.com>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: Mon, 8 Nov 1999 10:59:20 -0800
Organization: SCEA News Server
Lines: 39
Message-ID: <8076cp$j6n1@scea>
References: <7v2toh$6s1@chuka.playstation.co.uk>
<7v4171$6kf1@chuka.playstation.co.uk> <7v7481$f4p1@chuka.playstation.co.uk>
<38197cd9.204929122@news.playstation.co.uk>
<slrn81f3u4.kiq.tjs@longford.cs.monash.edu.au>
<7vbsj3$7l1@chuka.playstation.co.uk> <J5NXSCAZAbH4EwSU@trsoft.demon.co.uk>
<382360c0.221043974@news.playstation.co.uk>
<J9YkiHAPCYJ4EwSG@trsoft.demon.co.uk>
<3825b192.180732249@news.playstation.co.uk>
NNTP-Posting-Host: tide71.microsoft.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.5600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.5600

Man, I wish I could find the link... But, the other day I saw a news article
about a company that is making a home MP3 player. It will be able to read
up to 500 songs off of a standard CD(/R). It was pretty cool. Much easier
than setting up a PC in the living room, and you get a remote control. :)

-Steve

"Steven Osman" <sosman@terratron.com> wrote in message
news:3825b192.180732249@news.playstation.co.uk...
> On Sun, 7 Nov 1999 13:37:19 +0000, Tony Ross
> <ARoss@trsoft.demon.co.uk> wrote:
> >All new formats have to start somewhere!
> >
> >15 years ago most of my mates could not understand why I wanted a thing
> >called a CD player when you could hardly get any music for it and it
> >probably would not catch on or 10 years ago why I wanted a business type
> >PC in my home and 7 years ago they again wondered why I wanted access to
> >something called the Internet.
> >
> >Give me some credit mate!

> >
> >This is not intended as part of any type of flame war. I am just
> >answering some of your points.
> >All the best!
>
>
> By all means! I don't mean to discount anyone's opinion. I'm just
> uncertain of the success of mp3-on-cd. Perhaps it will work out, or
> perhaps not. Maybe we'll be seeing audio on DVDs which can probably
> store 50000000 hours per disc.
>
> My point is that mp3 may be reserved for a "download on demand"
> environment. For the PS2, this may be a good thing, with all the
> available expansion ports, etc, but as for the current psx, I'm not
> convinced about mp3 distrubution over CD... just yet...
>
> Steven

--MESSAGE FILE 16120 END: ./1 SCEE/yaroze/programming/sound/000000269html.html

--MESSAGE FILE 16121 START: ./1 SCEE/yaroze/programming/sound/000000270html.html
Path: chuka.playstation.co.uk!news
From: sosman@terratron.com (Steven Osman)
Newsgroups: scee.yaroze.programming.sound
Subject: Re: mp3 on yaroze....
Date: Mon, 08 Nov 1999 21:33:59 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 53
Message-ID: <38284159.283075591@news.playstation.co.uk>
References: <7v2toh$6s1@chuka.playstation.co.uk>
<7v4171$6kf1@chuka.playstation.co.uk> <7v7481$f4p1@chuka.playstation.co.uk>
<38197cd9.204929122@news.playstation.co.uk>
<slrn81f3u4.kiq.tjs@longford.cs.monash.edu.au>
<7vbsj3$7l1@chuka.playstation.co.uk> <J5NXSCAZAbH4EwSU@trsoft.demon.co.uk>
<382360c0.221043974@news.playstation.co.uk>
<J9YkiHAPCYJ4EwSG@trsoft.demon.co.uk>
<3825b192.180732249@news.playstation.co.uk> <8076cp$j6n1@scea>
NNTP-Posting-Host: 209.27.57.69
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

I remember hearing something about that as well.

The big problem is that MP3s have no standard on how they are actually
stored on disc.

This makes it hard to make a player that gives you a table of contents
which is anything shorter than a browser for the whole CD. That means
the files have to be self descriptive really.

Steven

On Mon, 8 Nov 1999 10:59:20 -0800, "Steve Spiller"
<sspiller@microsoft.com> wrote:

>Man, I wish I could find the link... But, the other day I saw a news article
>about a company that is making a home MP3 player. It will be able to read
>up to 500 songs off of a standard CD(/R). It was pretty cool. Much easier
>than setting up a PC in the living room, and you get a remote control. :)
>

>-Steve
>
>"Steven Osman" <sosman@terratron.com> wrote in message
>news:3825b192.180732249@news.playstation.co.uk...
>> On Sun, 7 Nov 1999 13:37:19 +0000, Tony Ross
>> <ARoss@trsoft.demon.co.uk> wrote:
>> >All new formats have to start somewhere!
>> >
>> >15 years ago most of my mates could not understand why I wanted a thing
>> >called a CD player when you could hardly get any music for it and it
>> >probably would not catch on or 10 years ago why I wanted a business type
>> >PC in my home and 7 years ago they again wondered why I wanted access to
>> >something called the Internet.
>> >
>> >Give me some credit mate!
>> >
>> >This is not intended as part of any type of flame war. I am just
>> >answering some of your points.
>> >All the best!
>>
>>
>> By all means! I don't mean to discount anyone's opinion. I'm just
>> uncertain of the success of mp3-on-cd. Perhaps it will work out, or
>> perhaps not. Maybe we'll be seeing audio on DVDs which can probably
>> store 50000000 hours per disc.
>>
>> My point is that mp3 may be reserved for a "download on demand"
>> environment. For the PS2, this may be a good thing, with all the
>> available expansion ports, etc, but as for the current psx, I'm not
>> convinced about mp3 distrubution over CD... just yet...
>>
>> Steven
>

--MESSAGE FILE 16121 END: ./1 SCEE/yaroze/programming/sound/000000270html.html

--MESSAGE FILE 16122 START: ./1 SCEE/yaroze/programming/sound/000000271html.html
Path: chuka.playstation.co.uk!news
From: Max <mad.max@which.net>
Newsgroups: scee.yaroze.programming.sound
Subject: A cool sound composer.........
Date: Sun, 16 Jan 2000 18:06:14 +0000
Organization: Max Studios
Lines: 8
Message-ID: <38820896.A8FB840C@which.net>
NNTP-Posting-Host: p38-ibis-gui.tch.which.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.61 [en] (Win95; I)
X-Accept-Language: en

Does anyone know of a good sound composer? One that preferably saves
very small files in WAV format and has a lot of useful options???

Not a very good post I know but this group is so stagnant that I thought
I'd stir it up a little.

Max

--MESSAGE FILE 16122 END: ./1 SCEE/yaroze/programming/sound/000000271html.html

--MESSAGE FILE 16123 START: ./1 SCEE/yaroze/programming/sound/000000272html.html
Path: chuka.playstation.co.uk!news
From: "Matt Verran" <matt@frktl.freeserve.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: A cool sound composer.........
Date: Mon, 17 Jan 2000 15:34:28 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <85vcqg$8ov1@chuka.playstation.co.uk>
References: <38820896.A8FB840C@which.net>
Reply-To: "Matt Verran" <matt@frktl.freeserve.co.uk>
NNTP-Posting-Host: 194.70.71.140
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Well I use SoundForge as a sample *editor* and it's okay but not perfect,
although it is suffixed 'SE' and came free with my SBlive so new versions
might be better. I assume you mean editor not composer which would be
something that actaully makes/generates sounds for you.

What I really want is the audio equivalent of Adobe Photoshop, whereby you
can fade/mix effects and view all your undo levels.

Max <mad.max@which.net> wrote in message news:38820896.A8FB840C@which.net...
> Does anyone know of a good sound composer? One that preferably saves
> very small files in WAV format and has a lot of useful options???
>
> Not a very good post I know but this group is so stagnant that I thought
> I'd stir it up a little.
>
> Max
>

--MESSAGE FILE 16123 END: ./1 SCEE/yaroze/programming/sound/000000272html.html

--MESSAGE FILE 16124 START: ./1 SCEE/yaroze/programming/sound/000000273html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: shade@dragonshadow.com (Scott Cartier)
Newsgroups: scee.yaroze.programming.sound
Subject: Re: A cool sound composer.........
Date: Sun, 16 Jan 2000 19:39:18 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <38821dc9.263889467@news.scea.sony.com>
References: <38820896.A8FB840C@which.net> <85vcqg$8ov1@chuka.playstation.co.uk>
NNTP-Posting-Host: vmlabs36.vmlabs.com
X-Newsreader: Forte Free Agent 1.11/32.235

>What I really want is the audio equivalent of Adobe Photoshop, whereby you
>can fade/mix effects and view all your undo levels.

I'm not sure about the "undo levels" part, but I use Goldwave which
has served me well. It's one of the few shareware's I've actually
registered. http://www.goldwave.com

Scott
--MESSAGE FILE 16124 END: ./1 SCEE/yaroze/programming/sound/000000273html.html

--MESSAGE FILE 16125 START: ./1 SCEE/yaroze/programming/sound/000000274html.html

Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <alex@herbs.dabsol.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: A cool sound composer.........
Date: Mon, 17 Jan 2000 23:42:11 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <8608tp$beu1@chuka.playstation.co.uk>
References: <38820896.A8FB840C@which.net> <85vcqg$8ov1@chuka.playstation.co.uk>
<38821dc9.263889467@news.scea.sony.com>
NNTP-Posting-Host: 212.159.73.124
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Scott Cartier <shade@dragonshadow.com> wrote in message
news:38821dc9.263889467@news.scea.sony.com...
> >What I really want is the audio equivalent of Adobe Photoshop, whereby
you
> >can fade/mix effects and view all your undo levels.
>
> I'm not sure about the "undo levels" part, but I use Goldwave which
> has served me well. It's one of the few shareware's I've actually
> registered. http://www.goldwave.com
>
> Scott

I use Cool Edit for basic WAV editing - lots of processing/effects options
and I think it has plenty of undo levels.

Herbs

--MESSAGE FILE 16125 END: ./1 SCEE/yaroze/programming/sound/000000274html.html

--MESSAGE FILE 16126 START: ./1 SCEE/yaroze/programming/sound/000000275html.html
Path: chuka.playstation.co.uk!news
From: <stuart@macdonald4798.freeserve.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Re: A cool sound composer.........
Date: Tue, 18 Jan 2000 11:06:52 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <861hvs$6j1@chuka.playstation.co.uk>
References: <38820896.A8FB840C@which.net> <85vcqg$8ov1@chuka.playstation.co.uk>
<38821dc9.263889467@news.scea.sony.com> <8608tp$beu1@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-114.atenolol.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Alex Herbert wrote in message <8608tp$beu1@chuka.playstation.co.uk>...
>Scott Cartier <shade@dragonshadow.com> wrote in message
>news:38821dc9.263889467@news.scea.sony.com...
>> I'm not sure about the "undo levels" part, but I use Goldwave which
>> has served me well. It's one of the few shareware's I've actually
>> registered. http://www.goldwave.com
>>
>> Scott
>
>I use Cool Edit for basic WAV editing - lots of processing/effects options

>and I think it has plenty of undo levels.

I've tinkered with both and I agree that they're fine for knocking up some
.wav files for sound effects. In the end I think it was Cool Edit I
preferred.

Stuart.

--MESSAGE FILE 16126 END: ./1 SCEE/yaroze/programming/sound/000000275html.html

--MESSAGE FILE 16127 START: ./1 SCEE/yaroze/programming/sound/000000276html.html
Path: chuka.playstation.co.uk!trsoft.demon.co.uk!ARoss
From: Tony Ross <ARoss@trsoft.demon.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: Cool tool for making sound effects
Date: Sun, 27 Feb 2000 16:48:29 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <fQ7xZDAdVVu4Ewbg@trsoft.demon.co.uk>
NNTP-Posting-Host: trsoft.demon.co.uk
Mime-Version: 1.0
X-Newsreader: Turnpike (32) Version 4.01 <exP12GmtMdbiXSYwoARBCAMIJY>

Download a copy of Anvil Studio from
www.AnvilStudio.com
It's a sequencer type program but it has an option called audio lab for
generating tones in 44kHz mono format. When you copy these you can
paste a 44Khz WAV file into your WAV editor.
It lets you draw a waveform, a pitch envelope and an amplitude envelope.
Some cool sounds can be had from it with little effort. You'll get the
hang of it in no time.

Run it and then choose VIEW->Audio Lab

I have had this software for ages and only found this option today.

Excellent.
--
Tony Ross
--MESSAGE FILE 16127 END: ./1 SCEE/yaroze/programming/sound/000000276html.html

--MESSAGE FILE 16128 START: ./1 SCEE/yaroze/programming/sound/000000277html.html
Path: chuka.playstation.co.uk!trsoft.demon.co.uk!ARoss
From: Tony Ross <ARoss@trsoft.demon.co.uk>
Newsgroups: scee.yaroze.programming.sound
Subject: What on earth?
Date: Fri, 3 Mar 2000 17:35:39 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <U9ZQTLArf$v4Ewx5@trsoft.demon.co.uk>
NNTP-Posting-Host: trsoft.demon.co.uk
Mime-Version: 1.0
X-Newsreader: Turnpike (32) Version 4.01 <exP12GmtMdbiXSYwoARBCAMIJY>

I'm getting confused with playing SEQ's

I converted a mid file with

melody on ch1 prog1
and bass on ch2 prog 2

what parts of my vab should be played?

What's the difference between a program and a tone in a Vab file?

Thanks for any help offered.
--
Tony Ross
--MESSAGE FILE 16128 END: ./1 SCEE/yaroze/programming/sound/000000277html.html

--###############
--###############

--###############
--###############

--###############
--START NEWSGROUP FOLDER: ./1 SCEE/yaroze/test
--###############

--MESSAGE FILE 16129 START: ./1 SCEE/yaroze/test/000000006html.html
Path: chuka.playstation.co.uk!news
From: jim <jim@micronetics.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Mon, 24 Mar 1997 16:58:27 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <3336B2B3.1A5C@micronetics.com>
NNTP-Posting-Host: jim.micronetics.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.0b2 (Win95; I)
X-Priority: 3 (Normal)

just testing

--MESSAGE FILE 16129 END: ./1 SCEE/yaroze/test/000000006html.html

--MESSAGE FILE 16130 START: ./1 SCEE/yaroze/test/000000007html.html
Path: chuka.playstation.co.uk!news
From: William Docherty <xij60@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: TEST-IGNORE
Date: Tue, 25 Mar 1997 10:38:40 -0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <33381BB0.55AE@dial.pipex.com>
NNTP-Posting-Host: ae199.du.pipex.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

Simple text test -Please ignore

William Docherty

--MESSAGE FILE 16130 END: ./1 SCEE/yaroze/test/000000007html.html

--MESSAGE FILE 16131 START: ./1 SCEE/yaroze/test/000000008html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: Test Message
Date: Wed, 02 Apr 1997 14:42:21 +0100
Organization: SCEE
Lines: 1
Message-ID: <3342623D.3897@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

Test
--MESSAGE FILE 16131 END: ./1 SCEE/yaroze/test/000000008html.html

--MESSAGE FILE 16132 START: ./1 SCEE/yaroze/test/000000009html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: Internal Test 2
Date: Wed, 02 Apr 1997 14:45:20 +0100
Organization: SCEE
Lines: 1
Message-ID: <334262F0.71DB@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

Message for SCEE staff - let me know if this reaches you.
--MESSAGE FILE 16132 END: ./1 SCEE/yaroze/test/000000009html.html

--MESSAGE FILE 16133 START: ./1 SCEE/yaroze/test/000000010html.html
Path: chuka.playstation.co.uk!news
From: Andy Winton <andy@spider.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Thu, 03 Apr 1997 09:35:00 +0100
Organization: Spider Software Limited
Lines: 6
Message-ID: <33436BB4.6DD9@spider.com>
NNTP-Posting-Host: tasha.spider.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4m)

testing testing 1 2 3.
--
Andy Winton   Spider Software Limited
8 John's Place, Leith, Edinburgh, EH6 7EL.
(mailto:andy@spider.com) (http://www.spider.com/)
(voice +44 131 475 7008) (fax +44 131 475 7001)

--MESSAGE FILE 16133 END: ./1 SCEE/yaroze/test/000000010html.html

--MESSAGE FILE 16134 START: ./1 SCEE/yaroze/test/000000011html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: (no subject)
Date: Thu, 03 Apr 1997 14:40:10 +0100
Organization: SCEE
Lines: 1
Message-ID: <3343B33A.5C34@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.2
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

test
--MESSAGE FILE 16134 END: ./1 SCEE/yaroze/test/000000011html.html

--MESSAGE FILE 16135 START: ./1 SCEE/yaroze/test/000000012html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Thu, 03 Apr 1997 14:59:58 +0100
Organization: SCEE
Lines: 1
Message-ID: <3343B7DE.74B7@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

test
--MESSAGE FILE 16135 END: ./1 SCEE/yaroze/test/000000012html.html

--MESSAGE FILE 16136 START: ./1 SCEE/yaroze/test/000000013html.html
Path: chuka.playstation.co.uk!news
From: Web Master <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: (no subject)
Date: Thu, 10 Apr 1997 14:58:54 +0100
Organization: SCEE
Lines: 1
Message-ID: <334CF21E.7D46@interactive.sony.com>
NNTP-Posting-Host: chuka.playstation.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

dsaf
--MESSAGE FILE 16136 END: ./1 SCEE/yaroze/test/000000013html.html

--MESSAGE FILE 16137 START: ./1 SCEE/yaroze/test/000000014html.html
Path: chuka.playstation.co.uk!news
From: "del :)" <del@nlights.demon.co.uk>
Newsgroups: scee.yaroze.test

Subject: testing.. :)
Date: 10 Apr 1997 22:46:06 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <01bc4600$d7c09c80$da7f989e@nlights.demon.co.uk>
NNTP-Posting-Host: nlights.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

test test test....

what a sweet test!
--MESSAGE FILE 16137 END: ./1 SCEE/yaroze/test/000000014html.html

--MESSAGE FILE 16138 START: ./1 SCEE/yaroze/test/000000015html.html
Path: chuka.playstation.co.uk!news
From: Chris Chadwick <xjk18@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Mon, 14 Apr 1997 03:22:09 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <33520551.DDD@dial.pipex.com>
NNTP-Posting-Host: af111.du.pipex.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

'tis a testing time
--MESSAGE FILE 16138 END: ./1 SCEE/yaroze/test/000000015html.html

--MESSAGE FILE 16139 START: ./1 SCEE/yaroze/test/000000016html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: falcom@bekkoame.or.jp (falcom)
Newsgroups: scee.yaroze.test
Subject: Test
Date: 16 Apr 1997 10:22:55 GMT
Organization: Net Yarouze!(SCEI)
Lines: 11
Message-ID: <5j299v$nfb@news1.scei.co.jp>
NNTP-Posting-Host: 202.251.251.207
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.7J PL01 (x86 32bit)

 Hello!

 I'm Japanese member.

 Test!

--
 _/_/_/   Handlename   : falcom(Masakiyo Hirayama) _/_/_/
 _/_/_/   E_Mail_Address   : falcom@bekkoame.or.jp   _/_/_/
 _/_/_/   Net Yarouze! ID   : ayz00581   _/_/_/

--MESSAGE FILE 16139 END: ./1 SCEE/yaroze/test/000000016html.html

--MESSAGE FILE 16140 START: ./1 SCEE/yaroze/test/000000017html.html
Path: chuka.playstation.co.uk!news

From: SCEE Developer Support <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: Re: Test
Date: Wed, 16 Apr 1997 11:43:35 +0100
Organization: Sony Computer Entertainment Europe
Lines: 18
Message-ID: <3354AD56.35FA@interactive.sony.com>
References: <5j299v$nfb@news1.scei.co.jp>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)
To: falcom <falcom@bekkoame.or.jp>

Hajimiamashite Hirayama-san,

    Best wishes from Net Yaroze Members in Europe and Australia !

- SCEE

falcom wrote:
>
> Hello!
>
> I'm Japanese member.
>
> Test!
>
> --
> _/_/_/   Handlename   : falcom(Masakiyo Hirayama) _/_/_/
> _/_/_/   E_Mail_Address   : falcom@bekkoame.or.jp   _/_/_/
> _/_/_/   Net Yarouze! ID   : ayz00581   _/_/_/
--MESSAGE FILE 16140 END: ./1 SCEE/yaroze/test/000000017html.html

--MESSAGE FILE 16141 START: ./1 SCEE/yaroze/test/000000018html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: GSX-R <kouzou@ymg.urban.or.jp>
Newsgroups: scee.yaroze.test
Subject: Fujiyama
Date: Thu, 17 Apr 1997 18:17:37 +0900
Organization: PlayStation Net Yarouze
Lines: 5
Message-ID: <3355EAB0.4DFA@ymg.urban.or.jp>
Reply-To: kouzou@ymg.urban.or.jp
NNTP-Posting-Host: 202.231.136.64
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 [ja] (Macintosh; I; PPC)

#$B!!#(JHi!
#$B!!#(JMy name is Kouzou Tamura.
#$B!!#(JNanka-Yarouze forum leader.

#$B!!#(JI like geisya girl!
--MESSAGE FILE 16141 END: ./1 SCEE/yaroze/test/000000018html.html

--MESSAGE FILE 16142 START: ./1 SCEE/yaroze/test/000000019html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: GSX-R <kouzou@ymg.urban.or.jp>
Newsgroups: scee.yaroze.test

Subject: Good Night!(Test)
Date: Thu, 17 Apr 1997 23:15:09 +0900
Organization: PlayStation Net Yarouze
Lines: 1
Message-ID: <3356306B.78E@ymg.urban.or.jp>
Reply-To: kouzou@ymg.urban.or.jp
NNTP-Posting-Host: 202.231.136.88
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 [ja] (Macintosh; I; PPC)

See you next evening!
--MESSAGE FILE 16142 END: ./1 SCEE/yaroze/test/000000019html.html

--MESSAGE FILE 16143 START: ./1 SCEE/yaroze/test/000000020html.html
Path: chuka.playstation.co.uk!news
From: Chris Chadwick <xjk18@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: alias test - ignore
Date: Fri, 18 Apr 1997 16:33:25 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <335804C5.E35@dial.pipex.com>
NNTP-Posting-Host: am071.du.pipex.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

name test
--MESSAGE FILE 16143 END: ./1 SCEE/yaroze/test/000000020html.html

--MESSAGE FILE 16144 START: ./1 SCEE/yaroze/test/000000021html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: Youhei TAKADA <kazta-ta@aix.or.jp>
Newsgroups: scee.yaroze.test
Subject: Test
Date: Sat, 19 Apr 1997 06:20:11 +0900
Organization: Japan
Lines: 7
Message-ID: <3357E58B.44021963@aix.or.jp>
NNTP-Posting-Host: 202.208.35.122
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.0b3 [en] (Win95; I)
X-Priority: 3 (Normal)

Hello!
My name is Youhei Takada.
I'm Japanese boy and can't speak English well.

Now I'm studying English and French.

Good Bye.
--MESSAGE FILE 16144 END: ./1 SCEE/yaroze/test/000000021html.html

--MESSAGE FILE 16145 START: ./1 SCEE/yaroze/test/000000022html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: kamon@mail.web-hyogo.or.jp (Taro Kamon)

Newsgroups: scee.yaroze.test
Subject: Re: Fujiyama
Date: Sun, 20 Apr 1997 23:04:18 +0900
Organization: PlayStation Net Yarouze
Lines: 13
Message-ID: <kamon$21c519970420230418@news1.scei.co.jp>
References: <3355EAB0.4DFA@ymg.urban.or.jp>
NNTP-Posting-Host: 210.136.1.14
Mime-Version: 1.0
Content-Type: Text/Plain; charset=ISO-2022-JP
X-Posting-Software: WSNews 2.015beta

Hi!
I'm Taro Kamon.Nice to meet you!:-)

GSX-R <kouzou@ymg.urban.or.jp> wrote:
>#$B!!#(BI like geisya girl!

Whommmmm. I don't like it. I can't eat it.

Bye.
---
   http://www.age.ne.jp/x/kamon/
   kamon@mail.web-hyogo.or.jp
        Taro Kamon
--MESSAGE FILE 16145 END: ./1 SCEE/yaroze/test/000000022html.html

--MESSAGE FILE 16146 START: ./1 SCEE/yaroze/test/000000023html.html
Path: chuka.playstation.co.uk!news
From: Peter Dollochan <peter.dollochan@ukonline.co.uk>
Newsgroups: scee.yaroze.test
Subject: Test
Date: Sun, 20 Apr 1997 20:16:59 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <335A6BAB.2A15@ukonline.co.uk>
NNTP-Posting-Host: lon3-43.ukonline.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

test
--MESSAGE FILE 16146 END: ./1 SCEE/yaroze/test/000000023html.html

--MESSAGE FILE 16147 START: ./1 SCEE/yaroze/test/000000024html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: GSX-R <kouzou@ymg.urban.or.jp>
Newsgroups: scee.yaroze.test
Subject: Re: Fujiyama
Date: Mon, 21 Apr 1997 20:22:23 +0900
Organization: PlayStation Net Yarouze
Lines: 12
Message-ID: <335B4DE7.35F6@ymg.urban.or.jp>
References: <3355EAB0.4DFA@ymg.urban.or.jp>
<kamon$21c519970420230418@news1.scei.co.jp>
Reply-To: kouzou@ymg.urban.or.jp
NNTP-Posting-Host: 202.231.136.53
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 [ja] (Macintosh; I; PPC)

Taro Kamon wrote:

> Hi!
> I'm Taro Kamon.Nice to meet you!:-)

 Hello!! Mr.Kamon.
 Are You Samurai?

> Whommmmm. I don't like it. I can't eat it.

 You will be assimilated.
--MESSAGE FILE 16147 END: ./1 SCEE/yaroze/test/000000024html.html

--MESSAGE FILE 16148 START: ./1 SCEE/yaroze/test/000000025html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: kAZZY <kazzy168@fa2.so-net.or.jp>
Newsgroups: scee.yaroze.test
Subject: =?iso-2022-jp?B?VGVzdC4bJEIlRiU5JUghIxsoSnRlc3V0by4=?=
Date: Thu, 24 Apr 1997 01:27:58 +0900
Organization: PlayStation Net Yarouze
Lines: 16
Message-ID: <335E388E.7A42@fa2.so-net.or.jp>
NNTP-Posting-Host: 210.132.170.14
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 [ja] (Win95; I)

Hello Everybody,
#B_J5$s#(J #$B3sKA$O!##(J
Minasan konnichiwa.

My name is kAZZY.
#$B;d$NL>A0$O#(JkAZZY#$BCF$$$$$^$9!##(J
Watashi no namaewa kAZZY tteiimasu.

I'm NetYaroze/JPN Gamers'Forum Leader.
#$B;d$O!"%M%C%Hdm$&$<#(J/#$BF|K\#(J #$B$N%2!<%^!<%:%U%)!<%i%`%j!<%@!<$G$9!##(J
watashiwa NetYaroze/nippon no Ge-ma-zu fo-ramu ri-da- desu.

--
    NetYaroze Gamers'Forum Leader
      kazzy168@fa2.so-net.or.jp
         - kAZZY.sPECTER -
--MESSAGE FILE 16148 END: ./1 SCEE/yaroze/test/000000025html.html

--MESSAGE FILE 16149 START: ./1 SCEE/yaroze/test/000000026html.html
Path: chuka.playstation.co.uk!news
From: sceetech <ps_yaroze@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: Test
Date: Mon, 28 Apr 1997 17:09:20 +0100
Organization: SCEE
Lines: 1
Message-ID: <3364CBB0.3B1C@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.5
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4m)

Test News forwarding to the US
--MESSAGE FILE 16149 END: ./1 SCEE/yaroze/test/000000026html.html

--MESSAGE FILE 16150 START: ./1 SCEE/yaroze/test/000000027html.html
Path: chuka.playstation.co.uk!news
From: Mark.Dickman@elmail.co.uk (Mark)
Newsgroups: scee.yaroze.test
Subject: test...
Date: Tue, 06 May 1997 08:48:45 GMT
Organization: ElectricMail Ltd.
Lines: 11
Message-ID: <336eda13.1047565@news.playstation.co.uk>
NNTP-Posting-Host: oneida.elmail.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.0/32.390

<FX: door creaks open>
<FX: Eerie music filters out of nowhere>

Anybody around?

<FX: wind blows across the open wastelands>

<GULP!!>

Mark, who hasn't seen anybody for a few days.

--MESSAGE FILE 16150 END: ./1 SCEE/yaroze/test/000000027html.html

--MESSAGE FILE 16151 START: ./1 SCEE/yaroze/test/000000028html.html
Path: chuka.playstation.co.uk!aldebaran
From: jean-luc.deltombe@alt.lu (Jean-Luc Deltombe)
Newsgroups: scee.yaroze.test
Subject: test - don't read
Date: Tue, 06 May 1997 21:11:35 GMT
Organization: Advanced Logic Technology (ALT)
Lines: 1
Message-ID: <5koad6$3cm2@chuka.playstation.co.uk>
NNTP-Posting-Host: dialup5.arlon.skynet.be
X-Newsreader: News Xpress 2.01

test!
--MESSAGE FILE 16151 END: ./1 SCEE/yaroze/test/000000028html.html

--MESSAGE FILE 16152 START: ./1 SCEE/yaroze/test/000000029html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scee.yaroze.test
Subject: test
Date: Sat, 21 Jun 1997 12:25:50 -0700
Organization: SCEA Net Yaroze News
Lines: 1
Message-ID: <33AC2ABE.36D6@concentric.net>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts014d07.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 3.0C-GZone (Win95; I)

The zip is located <A HREF=ftp/scartier/timmanip.zip><B>here</B></A>.
--MESSAGE FILE 16152 END: ./1 SCEE/yaroze/test/000000029html.html

--MESSAGE FILE 16153 START: ./1 SCEE/yaroze/test/000000030html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scee.yaroze.test
Subject: test2
Date: Sat, 21 Jun 1997 12:34:39 -0700
Organization: SCEA Net Yaroze News
Lines: 3
Message-ID: <33AC2CCF.1E1D@concentric.net>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts014d07.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

The zip is located here:

http://www.scea.sony.com/net/yaroze/ftp/scartier/timmanip.zip
--MESSAGE FILE 16153 END: ./1 SCEE/yaroze/test/000000030html.html

--MESSAGE FILE 16154 START: ./1 SCEE/yaroze/test/000000031html.html
Path: chuka.playstation.co.uk!news
From: Anthony Durity <anthony@cyberia.ie>
Newsgroups: scee.yaroze.test
Subject: This is for Peter (a Matrix dude)
Date: Tue, 24 Jun 1997 00:29:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <33AF06ED.43BA5C2B@cyberia.ie>
NNTP-Posting-Host: cyberia7.cyberia.ie
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Best wishes on your wedding day, lad

From the guys at Matrix.

--MESSAGE FILE 16154 END: ./1 SCEE/yaroze/test/000000031html.html

--MESSAGE FILE 16155 START: ./1 SCEE/yaroze/test/000000032html.html
Path: chuka.playstation.co.uk!netscape
From: netscape@chuka.playstation.co.uk ()
Newsgroups: scee.yaroze.test
Subject: Test
Date: 16 Jul 1997 14:18:07 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <5qil6v$5na35@chuka.playstation.co.uk>
NNTP-Posting-Host: chuka.playstation.co.uk

Test
--MESSAGE FILE 16155 END: ./1 SCEE/yaroze/test/000000032html.html

--MESSAGE FILE 16156 START: ./1 SCEE/yaroze/test/000000033html.html
Path: chuka.playstation.co.uk!netscape
From: netscape@chuka.playstation.co.uk ()
Newsgroups: scee.yaroze.test
Subject: Test
Date: 16 Jul 1997 14:19:38 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <5qil9q$5na36@chuka.playstation.co.uk>
NNTP-Posting-Host: chuka.playstation.co.uk

Test
--MESSAGE FILE 16156 END: ./1 SCEE/yaroze/test/000000033html.html

--MESSAGE FILE 16157 START: ./1 SCEE/yaroze/test/000000034html.html
Path: chuka.playstation.co.uk!netscape
From: netscape@chuka.playstation.co.uk ()
Newsgroups: scee.yaroze.test
Subject: Test
Date: 16 Jul 1997 14:20:17 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <5qilb1$5na37@chuka.playstation.co.uk>
NNTP-Posting-Host: chuka.playstation.co.uk

Test
--MESSAGE FILE 16157 END: ./1 SCEE/yaroze/test/000000034html.html

--MESSAGE FILE 16158 START: ./1 SCEE/yaroze/test/000000035html.html
Path: chuka.playstation.co.uk!netscape
From: netscape@chuka.playstation.co.uk ()
Newsgroups: scee.yaroze.test
Subject: test
Date: 16 Jul 1997 14:30:13 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <5qiltl$5na41@chuka.playstation.co.uk>
NNTP-Posting-Host: chuka.playstation.co.uk

Test
--MESSAGE FILE 16158 END: ./1 SCEE/yaroze/test/000000035html.html

--MESSAGE FILE 16159 START: ./1 SCEE/yaroze/test/000000036html.html
Path: chuka.playstation.co.uk!netscape
From: netscape@chuka.playstation.co.uk ()
Newsgroups: scee.yaroze.test
Subject: test
Date: 16 Jul 1997 14:31:17 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <5qilvl$5na43@chuka.playstation.co.uk>
NNTP-Posting-Host: chuka.playstation.co.uk

Test
--MESSAGE FILE 16159 END: ./1 SCEE/yaroze/test/000000036html.html

--MESSAGE FILE 16160 START: ./1 SCEE/yaroze/test/000000037html.html
Path: chuka.playstation.co.uk!netscape

From: netscape@chuka.playstation.co.uk ()
Newsgroups: scee.yaroze.test
Subject: test
Date: 16 Jul 1997 14:33:19 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <5qim3f$5na45@chuka.playstation.co.uk>
NNTP-Posting-Host: chuka.playstation.co.uk

Test
Test2
--MESSAGE FILE 16160 END: ./1 SCEE/yaroze/test/000000037html.html

--MESSAGE FILE 16161 START: ./1 SCEE/yaroze/test/000000038html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: "KJS" <ssa@os.gulf.or.jp>
Newsgroups: scee.yaroze.test
Subject: test_kjs
Date: Fri, 1 Aug 1997 07:47:50 +0900
Organization: PlayStation Net Yarouze
Lines: 6
Message-ID: <5rr4or$ipt@news1.scei.co.jp>
NNTP-Posting-Host: 203.136.178.59
Mime-Version: 1.0
Content-Type: text/plain;
    charset="iso-2022-jp"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Outlook Express 4.71.1008.4
X-MimeOle: Produced By Microsoft MimeOLE Engine V4.71.1008.3

test
#BF9H#(B
#$B%F%9%H#(B
#$B<jAc8M#(B

--MESSAGE FILE 16161 END: ./1 SCEE/yaroze/test/000000038html.html

--MESSAGE FILE 16162 START: ./1 SCEE/yaroze/test/000000039html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: "KJS" <ssa@os.gulf.or.jp>
Newsgroups: scee.yaroze.test
Subject: Re: test_kjs
Date: Fri, 1 Aug 1997 07:51:15 +0900
Organization: PlayStation Net Yarouze
Lines: 12
Message-ID: <5rr4v8$iq3@news1.scei.co.jp>
References: <5rr4or$ipt@news1.scei.co.jp>
NNTP-Posting-Host: 203.136.178.59
Mime-Version: 1.0
Content-Type: text/plain;
    charset="iso-2022-jp"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Outlook Express 4.71.1008.4
X-MimeOle: Produced By Microsoft MimeOLE Engine V4.71.1008.3

>test

#$B%F%9%H#(B

>#BF9H#(B

#B=$&$C$9!*#(B

>#$B%F%9%H#(B
>#$B<jAc8M#(B

--MESSAGE FILE 16162 END: ./1 SCEE/yaroze/test/000000039html.html

--MESSAGE FILE 16163 START: ./1 SCEE/yaroze/test/000000040html.html
Path: chuka.playstation.co.uk!news
From: "Gavin Shelley" <Gavin.Shelley@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: Yes, another test, but hey, it is a test group, wow, my first ever post
Date: 8 Aug 1997 19:17:44 GMT
Organization: Chrome Igloo
Lines: 7
Message-ID: <01bca430$e7562820$LocalHost@default>
NNTP-Posting-Host: ao073.du.pipex.com
X-Newsreader: Microsoft Internet News 4.70.1161

"Heeeehheee, that tickles"

-- as Tickle-Me-Elmo would say,

Yes, Elmo, the Big Fat Lazy Muppet!!

--MESSAGE FILE 16163 END: ./1 SCEE/yaroze/test/000000040html.html

--MESSAGE FILE 16164 START: ./1 SCEE/yaroze/test/000000041html.html
Path: chuka.playstation.co.uk!news
From: "Gavin Shelley" <Gavin.Shelley@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: Re: Yes, another test, but hey, it is a test group, wow, my first ever
post
Date: 8 Aug 1997 19:19:55 GMT
Organization: Chrome Igloo
Lines: 12
Message-ID: <01bca431$85ca1f20$LocalHost@default>
References: <01bca430$e7562820$LocalHost@default>
NNTP-Posting-Host: ao073.du.pipex.com
X-Newsreader: Microsoft Internet News 4.70.1161

That worked then.

Gavin Shelley <Gavin.Shelley@dial.pipex.com> wrote in article
<01bca430$e7562820$LocalHost@default>...
>
> "Heeeehheee, that tickles"
>
> -- as Tickle-Me-Elmo would say,
>
> Yes, Elmo, the Big Fat Lazy Muppet!!
>
>
--MESSAGE FILE 16164 END: ./1 SCEE/yaroze/test/000000041html.html

--MESSAGE FILE 16165 START: ./1 SCEE/yaroze/test/000000042html.html
Path: chuka.playstation.co.uk!news
From: SCEE Developer Sypport <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.test

Subject: This is a test
Date: Wed, 20 Aug 1997 15:38:02 +0100
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <33FB014A.DF3E52C8@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.2
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en] (X11; I; SunOS 5.5.1 sun4u)

From A to B

--MESSAGE FILE 16165 END: ./1 SCEE/yaroze/test/000000042html.html

--MESSAGE FILE 16166 START: ./1 SCEE/yaroze/test/000000043html.html
Path: chuka.playstation.co.uk!news
From: SCEE Developer Sypport <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: Test here
Date: Wed, 20 Aug 1997 15:59:54 +0100
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <33FB066A.4E655235@interactive.sony.com>
NNTP-Posting-Host: 194.203.13.2
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en] (X11; I; SunOS 5.5.1 sun4u)

Again

--MESSAGE FILE 16166 END: ./1 SCEE/yaroze/test/000000043html.html

--MESSAGE FILE 16167 START: ./1 SCEE/yaroze/test/000000044html.html
Path: chuka.playstation.co.uk!news
From: Paul_Holman@Playstation.sony.com
Newsgroups: scee.yaroze.test
Subject: Test Here
Date: 20 Aug 1997 18:14:49 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <5tfc6r$q9q1@chuka.playstation.co.uk>
Reply-To: Paul_Holman@Playstation.sony.com
NNTP-Posting-Host: chuka.playstation.co.uk
To: news@playstation.co.uk
Originator: news@chuka.playstation.co.uk

Test here

--MESSAGE FILE 16167 END: ./1 SCEE/yaroze/test/000000044html.html

--MESSAGE FILE 16168 START: ./1 SCEE/yaroze/test/000000045html.html
Path: chuka.playstation.co.uk!news
From: Paul_Holman@Playstation.sony.com

Newsgroups: scee.yaroze.test
Subject: Test Here
Date: 21 Aug 1997 7:34:6 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <5tgr1j$q9q2@chuka.playstation.co.uk>
Reply-To: Paul_Holman@Playstation.sony.com
NNTP-Posting-Host: chuka.playstation.co.uk
To: news@playstation.co.uk
Originator: news@chuka.playstation.co.uk

Test Reply

To: Paul Holman
cc:
From: news @ playstation.co.uk
Subject: Test Here:scee.yaroze.test

From: Paul_Holman@Playstation.sony.com
Newsgroups: scee.yaroze.test
Subject: Test Here
Organization: PlayStation Net Yaroze (SCEE)
Reply-To: Paul_Holman@Playstation.sony.com
To: news@playstation.co.uk

Test here

--MESSAGE FILE 16168 END: ./1 SCEE/yaroze/test/000000045html.html

--MESSAGE FILE 16169 START: ./1 SCEE/yaroze/test/000000046html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: Test
Date: Tue, 28 Oct 1997 18:26:13 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 3
Message-ID: <635bec$3gf1@emeka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

To make sure this propogates

--MESSAGE FILE 16169 END: ./1 SCEE/yaroze/test/000000046html.html

--MESSAGE FILE 16170 START: ./1 SCEE/yaroze/test/000000047html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <j.t.rutherford@sms.ed.ac.uk>
Newsgroups: scee.yaroze.test
Subject: Test Message
Date: Wed, 05 Nov 1997 16:43:58 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <3460A24E.6B6D@sms.ed.ac.uk>
NNTP-Posting-Host: atl4-022.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Mmmm,

A Test Link!

Tiddly-pom.
--MESSAGE FILE 16170 END: ./1 SCEE/yaroze/test/000000047html.html

--MESSAGE FILE 16171 START: ./1 SCEE/yaroze/test/000000048html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <j.t.rutherford@sms.ed.ac.uk>
Newsgroups: scee.yaroze.test
Subject: Re: Test Message
Date: Wed, 05 Nov 1997 16:47:31 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <3460A323.50DA@sms.ed.ac.uk>
References: <3460A24E.6B6D@sms.ed.ac.uk>
NNTP-Posting-Host: atl4-022.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Perhaps I'll scrap the html tags...

http://www.netyaroze-europe.com/~mrfrosty!

James.
--MESSAGE FILE 16171 END: ./1 SCEE/yaroze/test/000000048html.html

--MESSAGE FILE 16172 START: ./1 SCEE/yaroze/test/000000049html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Thu, 06 Nov 1997 15:30:16 +0000
Organization: I wish!
Lines: 1
Message-ID: <3461E287.638B@mdx.ac.uk>
NNTP-Posting-Host: nsw88.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4m)

test

--MESSAGE FILE 16172 END: ./1 SCEE/yaroze/test/000000049html.html

--MESSAGE FILE 16173 START: ./1 SCEE/yaroze/test/000000050html.html
Path: chuka.playstation.co.uk!news
From: Hanno <hanno@lineone.net>
Newsgroups: scee.yaroze.test
Subject: test
Date: Thu, 06 Nov 1997 18:40:30 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <34620F1E.1733@lineone.net>
NNTP-Posting-Host: host5-99-55-94.btinternet.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

test
--MESSAGE FILE 16173 END: ./1 SCEE/yaroze/test/000000050html.html

--MESSAGE FILE 16174 START: ./1 SCEE/yaroze/test/000000051html.html
Path: chuka.playstation.co.uk!news
From: Peter <hanno@lineone.net>
Newsgroups: scee.yaroze.test
Subject: temp test
Date: Fri, 07 Nov 1997 18:19:11 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <34635B9F.589E@lineone.net>
NNTP-Posting-Host: host5-99-56-20.btinternet.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

last?
--MESSAGE FILE 16174 END: ./1 SCEE/yaroze/test/000000051html.html

--MESSAGE FILE 16175 START: ./1 SCEE/yaroze/test/000000052html.html
Path: chuka.playstation.co.uk!news
From: danone <ddanone@mx3.redestb.es>
Newsgroups: scee.yaroze.test
Subject: test
Date: Sat, 08 Nov 1997 17:45:44 +0100
Organization: Redes TB
Lines: 1
Message-ID: <34649738.6A49@mx3.redestb.es>
NNTP-Posting-Host: ppp69.196.redestb.es
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

test
--MESSAGE FILE 16175 END: ./1 SCEE/yaroze/test/000000052html.html

--MESSAGE FILE 16176 START: ./1 SCEE/yaroze/test/000000053html.html
Path: chuka.playstation.co.uk!news
From: "Ginster" <seans@netcomuk.co.uk>
Newsgroups: scee.yaroze.test

Subject: Just Testing
Date: 17 Nov 1997 19:58:46 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <01bcf394$b53fd4e0$7de52ac2@springfield>
NNTP-Posting-Host: dialup-05-61.netcomuk.co.uk
X-Newsreader: Microsoft Internet News 4.70.1161

Just testing...

/* seans@netcomuk.co.uk */

--MESSAGE FILE 16176 END: ./1 SCEE/yaroze/test/000000053html.html

--MESSAGE FILE 16177 START: ./1 SCEE/yaroze/test/000000054html.html
Path: chuka.playstation.co.uk!news
From: Peter Passmore <p.passmore@mdx.ac.uk>
Newsgroups: scee.yaroze.test
Subject: How do you catch a monkey?
Date: Wed, 19 Nov 1997 20:09:35 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <3473477F.419F@mdx.ac.uk>
Reply-To: p.passmore@mdx.ac.uk
NNTP-Posting-Host: staff-dialup3.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Hang upside down from a tree and make a noise like a banana...
--MESSAGE FILE 16177 END: ./1 SCEE/yaroze/test/000000054html.html

--MESSAGE FILE 16178 START: ./1 SCEE/yaroze/test/000000055html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <evans@fourny.demon.co.uk>
Newsgroups: scee.yaroze.test
Subject: Re: Test Message
Date: Mon, 5 Jan 1998 19:01:35 -0000
Organization: Yaloozer
Lines: 8
Message-ID: <68tsn6$bfn2@chuka.playstation.co.uk>
References: <3460A24E.6B6D@sms.ed.ac.uk> <3460A323.50DA@sms.ed.ac.uk>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOle: Produced By Microsoft MimeOLE V4.71.1712.3

>
>http://www.netyaroze-europe.com/~mrfrosty!
>

foo! Yr nt s pnk. Hv nc dy. Grm

--MESSAGE FILE 16178 END: ./1 SCEE/yaroze/test/000000055html.html

--MESSAGE FILE 16179 START: ./1 SCEE/yaroze/test/000000056html.html
Path: chuka.playstation.co.uk!news
From: Developer Support <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.test

Subject: Whats brown and sticky
Date: Wed, 07 Jan 1998 14:25:36 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <34B39060.36F4@interactive.sony.com>
References: <3473477F.419F@mdx.ac.uk>
NNTP-Posting-Host: 194.203.13.10
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

a stick
--MESSAGE FILE 16179 END: ./1 SCEE/yaroze/test/000000056html.html

--MESSAGE FILE 16180 START: ./1 SCEE/yaroze/test/000000057html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: Test Message
Date: Thu, 8 Jan 1998 11:50:15 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <692f5l$bfn3@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Our automatic forwarding had broken

--MESSAGE FILE 16180 END: ./1 SCEE/yaroze/test/000000057html.html

--MESSAGE FILE 16181 START: ./1 SCEE/yaroze/test/000000058html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.test
Subject: Re: How do you catch a monkey?
Date: Fri, 16 Jan 1998 18:50:42 +0000
Organization: I wish!
Lines: 30
Message-ID: <34BFAC02.3520@mdx.ac.uk>
References: <3473477F.419F@mdx.ac.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------15605DE64A1"
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

This is a multi-part message in MIME format.

--------------15605DE64A1
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Peter Passmore wrote:
>
> Hang upside down from a tree and make a noise like a banana...

My response is test
--
Robert Swan
~~~~~~~~~~~
~~~~~~~~~~~

<A HREF="http://www.netyaroze-europe.com/~middex2">Yaroze web page
(~middex2)</A>
What is middex2? I'm not a number, I'm a free man

--------------15605DE64A1
Content-Type: text/plain; charset=us-ascii; name="sig"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="sig"

Robert Swan
~~~~~~~~~~~
<A HREF="http://www.netyaroze-europe.com/~middex2">Yaroze web page
(~middex2)</A>
What is middex2? I'm not a number, I'm a free man

--------------15605DE64A1--

--MESSAGE FILE 16181 END: ./1 SCEE/yaroze/test/000000058html.html

--MESSAGE FILE 16182 START: ./1 SCEE/yaroze/test/000000059html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.test
Subject: another test.
Date: Fri, 16 Jan 1998 18:56:23 +0000
Organization: I wish!
Lines: 4
Message-ID: <34BFAD57.7EC6@mdx.ac.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

You can tell i dont use newsgroups alot

<TT>gjfkdgjdfklgjdfkl</TT>
fjdksgfjdsgjfkdgjfld
--MESSAGE FILE 16182 END: ./1 SCEE/yaroze/test/000000059html.html

--MESSAGE FILE 16183 START: ./1 SCEE/yaroze/test/000000060html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.test
Subject: (no subject)
Date: Fri, 16 Jan 1998 18:58:16 +0000
Organization: I wish!
Lines: 3
Message-ID: <34BFADC8.1AB2@mdx.ac.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

<IMG SRC = "http://www.sun.mdx.ac.uk/~rs108/status">
jgkgjdfl
<h1>gjkdfsgjdfl
--MESSAGE FILE 16183 END: ./1 SCEE/yaroze/test/000000060html.html

--MESSAGE FILE 16184 START: ./1 SCEE/yaroze/test/000000061html.html
~~~~~~~~~~~

Path: chuka.playstation.co.uk!news
From: James Rutherford <j.t.rutherford@sms.ed.ac.uk>
Newsgroups: scee.yaroze.test
Subject: Re: ???
Date: Mon, 19 Jan 1998 17:47:09 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <34C3919D.4227@sms.ed.ac.uk>
References: <3460A24E.6B6D@sms.ed.ac.uk> <3460A323.50DA@sms.ed.ac.uk>
<68tsn6$bfn2@chuka.playstation.co.uk>
NNTP-Posting-Host: atl4-049.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

>Graeme Evans wrote:
>
> foo! Yr nt s pnk. Hv nc dy. Grm

fool! Your aunt is punk. Have a nice day. Graeme

am I close?

Graeme, your uncle's a hippy, scumbag!

James.
--MESSAGE FILE 16184 END: ./1 SCEE/yaroze/test/000000061html.html

--MESSAGE FILE 16185 START: ./1 SCEE/yaroze/test/000000062html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scee.yaroze.test
Subject: dewdewdedewfeere
Date: 21 Jan 1998 17:32:19 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <6a5bf3$9104@chuka.playstation.co.uk>
NNTP-Posting-Host: n5.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/scee.yaroze.test

blah blah blah

--MESSAGE FILE 16185 END: ./1 SCEE/yaroze/test/000000062html.html

--MESSAGE FILE 16186 START: ./1 SCEE/yaroze/test/000000063html.html
Path: chuka.playstation.co.uk!news
From: "PlayStation@milia" <PlayStation@milia.net>
Newsgroups: scee.yaroze.test
Subject: From Milia
Date: Sun, 08 Feb 1998 10:30:42 +0100
Organization: PlayStation
Lines: 1
Message-ID: <34DD7B42.7E0@milia.net>
Reply-To: PlayStation@milia
NNTP-Posting-Host: host41-27.milia.lan-isdn.imaginet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Bonjour.
--MESSAGE FILE 16186 END: ./1 SCEE/yaroze/test/000000063html.html

--MESSAGE FILE 16187 START: ./1 SCEE/yaroze/test/000000064html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: What's pink and hangs out ya pants ?
Date: Sun, 8 Feb 1998 09:45:06 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6bjup7$bej1@chuka.playstation.co.uk>
References: <3473477F.419F@mdx.ac.uk>
NNTP-Posting-Host: usera084.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

ya mum ! ;)

--MESSAGE FILE 16187 END: ./1 SCEE/yaroze/test/000000064html.html

--MESSAGE FILE 16188 START: ./1 SCEE/yaroze/test/000000065html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: Re: Fujiyama
Date: Sun, 8 Feb 1998 09:45:58 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <6bjuqs$bej2@chuka.playstation.co.uk>
References: <3355EAB0.4DFA@ymg.urban.or.jp>
NNTP-Posting-Host: usera084.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

600 or 750 ?
GSX-R wrote in message <3355EAB0.4DFA@ymg.urban.or.jp>...
>#$B!!#(JHi!
>#$B!!#(JMy name is Kouzou Tamura.
>#$B!!#(JNanka-Yarouze forum leader.
>
>#$B!!#(JI like geisya girl!

--MESSAGE FILE 16188 END: ./1 SCEE/yaroze/test/000000065html.html

--MESSAGE FILE 16189 START: ./1 SCEE/yaroze/test/000000066html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.test
Subject: Re: ???
Date: Tue, 17 Feb 1998 10:47:04 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <6cbpht$beo31@chuka.playstation.co.uk>
References: <3460A24E.6B6D@sms.ed.ac.uk> <3460A323.50DA@sms.ed.ac.uk>
<68tsn6$bfn2@chuka.playstation.co.uk> <34C3919D.4227@sms.ed.ac.uk>

NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

James Rutherford wrote in message <34C3919D.4227@sms.ed.ac.uk>...
>>Graeme Evans wrote:
>>
>> foo! Yr nt s pnk. Hv nc dy. Grm
>
>fool! Your aunt is punk. Have a nice day. Graeme
>
>am I close?
>
>Graeme, your uncle's a hippy, scumbag!
>
>James.
I think it means: You are not a punk. Have a nice day!
Yr = You are
nt = not
s = a (typo)
pnk = punk (you got that right :)

--MESSAGE FILE 16189 END: ./1 SCEE/yaroze/test/000000066html.html

--MESSAGE FILE 16190 START: ./1 SCEE/yaroze/test/000000067html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <j.t.rutherford@sms.ed.ac.uk>
Newsgroups: scee.yaroze.test
Subject: Re: ???
Date: Tue, 17 Feb 1998 14:12:46 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <34E99ADE.3A85@sms.ed.ac.uk>
References: <3460A24E.6B6D@sms.ed.ac.uk> <3460A323.50DA@sms.ed.ac.uk>
<68tsn6$bfn2@chuka.playstation.co.uk> <34C3919D.4227@sms.ed.ac.uk>
<6cbpht$beo31@chuka.playstation.co.uk>
NNTP-Posting-Host: atl4-045.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

JohnT wrote:

> I think it means: You are not a punk. Have a nice day!
> Yr = You are
> nt = not
> s = a (typo)
> pnk = punk (you got that right :)

Hmmm, a typo eh?

That's a leap of faith if ever I heard one... I remain unconvinced.

James (unconvinced, that is).
--MESSAGE FILE 16190 END: ./1 SCEE/yaroze/test/000000067html.html

--MESSAGE FILE 16191 START: ./1 SCEE/yaroze/test/000000068html.html

Path: chuka.playstation.co.uk!news
From: shrewrs@aol.com (Robert Swan)
Newsgroups: scee.yaroze.test
Subject: TEST
Date: Thu, 19 Feb 1998 00:21:56 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <34eb7b16.1502437@news.playstation.co.uk>
NNTP-Posting-Host: 170-206-120.ipt.aol.com
X-Newsreader: Forte Free Agent 1.11/32.235

TEST
--MESSAGE FILE 16191 END: ./1 SCEE/yaroze/test/000000068html.html

--MESSAGE FILE 16192 START: ./1 SCEE/yaroze/test/000000069html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <cgraham@intelligent-group.com>
Newsgroups: scee.yaroze.test
Subject: Craigy Test
Date: Fri, 27 Feb 1998 16:31:16 +0000
Organization: Intelligent Research
Lines: 3
Message-ID: <34F6EA54.7CAEA844@intelligent-group.com>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

Quick Test...
Craig.

--MESSAGE FILE 16192 END: ./1 SCEE/yaroze/test/000000069html.html

--MESSAGE FILE 16193 START: ./1 SCEE/yaroze/test/000000070html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunnmobile@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: hello?
Date: Wed, 25 Feb 1998 11:15:26 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6ddt9j$g2d14@chuka.playstation.co.uk>
NNTP-Posting-Host: gatekeeper.ndsuk.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

hello?

--MESSAGE FILE 16193 END: ./1 SCEE/yaroze/test/000000070html.html

--MESSAGE FILE 16194 START: ./1 SCEE/yaroze/test/000000071html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunnmobile@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: Re: hello?
Date: Wed, 25 Feb 1998 11:16:00 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <6ddt9j$g2d15@chuka.playstation.co.uk>

NNTP-Posting-Host: gatekeeper.ndsuk.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Wise words Steve

Steve Dunn wrote in message ...
>hello?
>
>

--MESSAGE FILE 16194 END: ./1 SCEE/yaroze/test/000000071html.html

--MESSAGE FILE 16195 START: ./1 SCEE/yaroze/test/000000072html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.test
Subject: Re: hello?
Date: Tue, 3 Mar 1998 00:26:56 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <6dfif2$2kk8@chuka.playstation.co.uk>
References: <6ddt9j$g2d15@chuka.playstation.co.uk>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

He who talks to himself is either very wise or very out of it!

Steve Dunn wrote in message <6ddt9j$g2d15@chuka.playstation.co.uk>...
>Wise words Steve
>
>Steve Dunn wrote in message ...
>>hello?
>>
>>
>
>

--MESSAGE FILE 16195 END: ./1 SCEE/yaroze/test/000000072html.html

--MESSAGE FILE 16196 START: ./1 SCEE/yaroze/test/000000073html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.test
Subject: testing, testing, 1, 2, 3
Date: Wed, 4 Mar 1998 16:39:40 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <6dmf35$iap2@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-Mimeole: Produced By Microsoft MimeOLE V4.72.2106.4

Having problems uploading messages to this server so here I am testing!!
Funny, it's been fine for weeks.

--MESSAGE FILE 16196 END: ./1 SCEE/yaroze/test/000000073html.html

--MESSAGE FILE 16197 START: ./1 SCEE/yaroze/test/000000074html.html
Path: chuka.playstation.co.uk!news
From: Ian S Massingham <ianm@theplanet.net>
Newsgroups: scee.yaroze.test
Subject: test test test
Date: Thu, 05 Mar 1998 15:12:57 +0000
Organization: Planet Online
Lines: 8
Message-ID: <34FEC0F9.9B68DBB8@theplanet.net>
NNTP-Posting-Host: tetsuo.theplanet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (X11; U; Linux 2.0.33 i586)

.
./
.
.

--
Ian S Massingham   Planet Online SysAdmin Team
Opinions expressed are my own   Planet : http://www.theplanet.net
--MESSAGE FILE 16197 END: ./1 SCEE/yaroze/test/000000074html.html

--MESSAGE FILE 16198 START: ./1 SCEE/yaroze/test/000000075html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scee.yaroze.test
Subject: (no subject)
Date: 5 Mar 1998 15:17:29 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <6dmfm9$iap4@chuka.playstation.co.uk>
NNTP-Posting-Host: n29.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/scee.yaroze.test

ededewdewdewde i hate unix i hate unix
i hate unix
i hate unix

--MESSAGE FILE 16198 END: ./1 SCEE/yaroze/test/000000075html.html

--MESSAGE FILE 16199 START: ./1 SCEE/yaroze/test/000000076html.html
Path: chuka.playstation.co.uk!news
From: "Laurent GAY" <mystbeast@infonie.fr>
Newsgroups: scee.yaroze.test
Subject: test
Date: 5 Mar 1998 16:44:00 GMT
Organization: INFONIE
Lines: 2
Message-ID: <01bd4856$6e6bfc80$aa5cf2c3@leader>
NNTP-Posting-Host: ppp-92-170.infonie.fr
X-Newsreader: Microsoft Internet News 4.70.1161

nada

--MESSAGE FILE 16199 END: ./1 SCEE/yaroze/test/000000076html.html

--MESSAGE FILE 16200 START: ./1 SCEE/yaroze/test/000000077html.html
Path: chuka.playstation.co.uk!news
From: stephen fernandez <sf054@mdx.ac.uk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Thu, 05 Mar 1998 17:26:20 +0000
Organization: ChaoticShockalot
Lines: 1
Message-ID: <34FEE03C.1FA8@mdx.ac.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

test
--MESSAGE FILE 16200 END: ./1 SCEE/yaroze/test/000000077html.html

--MESSAGE FILE 16201 START: ./1 SCEE/yaroze/test/000000078html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: a?
Date: Thu, 5 Mar 1998 14:35:45 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6dn0r8$iap8@chuka.playstation.co.uk>
NNTP-Posting-Host: userm293.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16201 END: ./1 SCEE/yaroze/test/000000078html.html

--MESSAGE FILE 16202 START: ./1 SCEE/yaroze/test/000000079html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: Re: hello?
Date: Thu, 5 Mar 1998 20:24:51 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <6dn1mr$iap9@chuka.playstation.co.uk>
References: <6ddt9j$g2d15@chuka.playstation.co.uk>
<6dfif2$2kk8@chuka.playstation.co.uk>
NNTP-Posting-Host: userm047.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

No, no. It's quite natural for a
penguin.

Peter.

JohnT wrote in message
<6dfif2$2kk8@chuka.playstation.co.uk>...

>He who talks to himself is either very
wise or very out of it!
>
>Steve Dunn wrote in message
<6ddt9j$g2d15@chuka.playstation.co.uk>..
.
>>Wise words Steve
>>
>>Steve Dunn wrote in message ...
>>>hello?
>>>
>>>
>>
>>
>
>
>

--MESSAGE FILE 16202 END: ./1 SCEE/yaroze/test/000000079html.html

--MESSAGE FILE 16203 START: ./1 SCEE/yaroze/test/000000080html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.test
Subject: Re: hello?
Date: Fri, 6 Mar 1998 11:23:56 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <6dom2s$iap13@chuka.playstation.co.uk>
References: <6ddt9j$g2d15@chuka.playstation.co.uk>
<6dfif2$2kk8@chuka.playstation.co.uk> <6dn1mr$iap9@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

So you are a penguin now heh?
So, let me get this straight...
You are a long haired, chain smoking, coffee drinking, Yaroze programming
penguin who lives in London.

Steve Dunn wrote in message <6dn1mr$iap9@chuka.playstation.co.uk>...
>No, no. It's quite natural for a
>penguin.
>
>Peter.
>
>JohnT wrote in message
><6dfif2$2kk8@chuka.playstation.co.uk>...
>>He who talks to himself is either very
>wise or very out of it!
>>
>>Steve Dunn wrote in message
><6ddt9j$g2d15@chuka.playstation.co.uk>..
>.
>>>Wise words Steve
>>>
>>>Steve Dunn wrote in message ...
>>>>hello?
>>>>
>>>>
>>>

>>>
>>
>>
>>
>
>

--MESSAGE FILE 16203 END: ./1 SCEE/yaroze/test/000000080html.html

--MESSAGE FILE 16204 START: ./1 SCEE/yaroze/test/000000081html.html
Path: chuka.playstation.co.uk!news
From: stephen fernandez <sf054@mdx.ac.uk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 10 Mar 1998 15:25:12 +0000
Organization: ChaoticShockalot
Lines: 1
Message-ID: <35055B58.7444@mdx.ac.uk>
NNTP-Posting-Host: nsw88.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4m)

test
--MESSAGE FILE 16204 END: ./1 SCEE/yaroze/test/000000081html.html

--MESSAGE FILE 16205 START: ./1 SCEE/yaroze/test/000000082html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: Re: hello?
Date: Sun, 15 Mar 1998 22:54:11 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 54
Message-ID: <6ehm7p$dud9@chuka.playstation.co.uk>
References: <6ddt9j$g2d15@chuka.playstation.co.uk>
<6dfif2$2kk8@chuka.playstation.co.uk> <6dn1mr$iap9@chuka.playstation.co.uk>
<6dom2s$iap13@chuka.playstation.co.uk>
NNTP-Posting-Host: usern075.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

hey, London can do those things to an
erect short-legged flightless aquatic
bird of the Spheniscidae family from the
southern hemisphere ! It's not easy you
know !

Phillip

JohnT wrote in message
<6dom2s$iap13@chuka.playstation.co.uk>..
.
>So you are a penguin now heh?
>So, let me get this straight...
>You are a long haired, chain smoking,
coffee drinking, Yaroze programming
>penguin who lives in London.
>

>
>Steve Dunn wrote in message
<6dn1mr$iap9@chuka.playstation.co.uk>...
>>No, no. It's quite natural for a
>>penguin.
>>
>>Peter.
>>
>>JohnT wrote in message
>><6dfif2$2kk8@chuka.playstation.co.uk>.
..
>>>He who talks to himself is either
very
>>wise or very out of it!
>>>
>>>Steve Dunn wrote in message
>><6ddt9j$g2d15@chuka.playstation.co.uk>
..
>>.
>>>>Wise words Steve
>>>>
>>>>Steve Dunn wrote in message ...
>>>>>hello?
>>>>>
>>>>>
>>>>
>>>>
>>>
>>>
>>>
>>
>>
>
>

--MESSAGE FILE 16205 END: ./1 SCEE/yaroze/test/000000082html.html

--MESSAGE FILE 16206 START: ./1 SCEE/yaroze/test/000000083html.html
Path: chuka.playstation.co.uk!news
From: "jack" <jackh@freenet.uk.com>
Newsgroups: scee.yaroze.test
Subject: a atest file
Date: Fri, 20 Mar 1998 10:53:20 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6ethe5$l5r35@chuka.playstation.co.uk>
NNTP-Posting-Host: 193.164.183.160
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

this is just a test for xplorer 4

--MESSAGE FILE 16206 END: ./1 SCEE/yaroze/test/000000083html.html

--MESSAGE FILE 16207 START: ./1 SCEE/yaroze/test/000000084html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Fri, 20 Mar 1998 20:08:14 -0000

Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <6euj83$l5r39@chuka.playstation.co.uk>
NNTP-Posting-Host: modem071.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

test
---
nickf@writeme.com
http://www.saqnet.co.uk/users/nickf/index.html
http://www.n64gazetta.com
ICQ #: 9464742
"I dunno, the whole Judy Garland thing really did it for me
...does that make me a fag?"   "No, baby, you're money!"

--MESSAGE FILE 16207 END: ./1 SCEE/yaroze/test/000000084html.html

--MESSAGE FILE 16208 START: ./1 SCEE/yaroze/test/000000085html.html
Path: chuka.playstation.co.uk!news
From: "jack" <jackh@freenet.uk.com>
Newsgroups: scee.yaroze.test
Subject: Test file
Date: Sun, 22 Mar 1998 10:50:25 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <6f2q0r$f1o9@chuka.playstation.co.uk>
NNTP-Posting-Host: 193.164.183.190
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Yet another test. this will work I hope

yo hoho

--MESSAGE FILE 16208 END: ./1 SCEE/yaroze/test/000000085html.html

--MESSAGE FILE 16209 START: ./1 SCEE/yaroze/test/000000086html.html
Path: chuka.playstation.co.uk!news
From: "Yaroze" <omgim@swipnet.se>
Newsgroups: scee.yaroze.test
Subject: test
Date: Sun, 22 Mar 1998 11:53:52 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <6f2qai$f1o10@chuka.playstation.co.uk>
NNTP-Posting-Host: dialup107-3-14.swipnet.se
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

jag vill ox testa :) (sorry all you english speakers :)
me gusta el Yaroze! ..

--
// Anders Clerwall (anders.clerwall@SPAMFREEswipnet.se)
// http://home5.swipnet.se/~w-56212/
// Jag SKA bygga en gitarr
// I AM going to build a guitar!

--MESSAGE FILE 16209 END: ./1 SCEE/yaroze/test/000000086html.html

--MESSAGE FILE 16210 START: ./1 SCEE/yaroze/test/000000087html.html
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From: Stephen Fernandez <sf054@mdx.ac.uk>
Newsgroups: scee.yaroze.test
Subject: binary test part1
Date: Wed, 25 Mar 1998 14:44:02 +0000
Organization: InterPlanetaryCraft
Lines: 403
Message-ID: <35191832.738B@mdx.ac.uk>
NNTP-Posting-Host: nsw85.mdx.ac.uk
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Date: Wed, 25 Mar 1998 14:44:57 +0000
Organization: InterPlanetaryCraft
Lines: 560
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Newsgroups: scee.yaroze.test
Subject: binary test part4
Date: Wed, 25 Mar 1998 14:45:58 +0000
Organization: InterPlanetaryCraft
Lines: 37
Message-ID: <351918A6.CBB@mdx.ac.uk>
NNTP-Posting-Host: nsw85.mdx.ac.uk
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Newsgroups: scee.yaroze.test
Subject: binary test part3
Date: Wed, 25 Mar 1998 14:47:26 +0000
Organization: InterPlanetaryCraft
Lines: 81
Message-ID: <351918FE.55C0@mdx.ac.uk>
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mLMeKOKmgGkC4h1zR8N10OJTchyBD1d2g0WWiIQ+mIQMeeZADDZKc2mQ2HRwYcgPAO5Ty6LA
JC15sBPMQoNrmUbdXHiDE36Kh9IhFc92cghP4qCBhfhK52QARxIZDQMT0gsrDehGwkFSliOo
4g3sOEIx6NASNplLJriEPSuW8gOITEOfShDO/p1gKZD01TqkeQMRQi4fYijMrTjpwGNO6oy6
+WYHivmprplgmSxy4yrxAc0QDJQ7jYwB+LiDy0zCMYm7pIsN/jZzwlT2EJaPaagKAYqEc3az
M2wrZTkLoc8RVCV3S5tCXmy1Fk7m6Hi74idUNOoBW9buBFZAxGUQQZuDNkygOPtKjECQAIwu
JgdG1UJJubkqlp4sMDRggE2xQ1O/rDBlLTQnUK1ICtRtUwQjZYvrZrDQQmDSCYF0aTZ5doga
SPFTV3PBSNOAlRhQE2ceLY8SQJQfJbyGBEkFoQ5OSqI/6gBRa7mVopyDVRjgE65LjaJMVxZZ
DtDyBM4kG2/G2B2LqrF/evBsCxIAubM2YWx6pSeGGuuC6QQ2riqgylTtUNWs0fEENzqDEm6x
hldepbYNuCPpgGvblcEzDFLVFER3/oIJ4m6gXZD7agoeyzvD7q9/xy3BkR4JElNc5gy5EggJ
LAmSW4i2BLkz7Q9s49TFOtUQaXSBT9NRWQmI6bI0wO45CXO2tXRDbRLzpQjuKlz1ioCRYlCL
e1uqRUOclwSvjG59JXDKKdYgdxKL70L0xZabtESUfVggYZf5YBAgGLkMZmlEHTjhmpWVnrBV
wY3wS1bIJVQfH23qbhAhjQiCYK68Q0oL2jhJA/NAXDZpaZJ5bN0OzJg7oDRyB675zhu7gFda
O+eRcHaTFL44lKCkJAuwmTPf4WMUVv5BiufypbmkFFtBxAdMaDM6516ATzgzwuJwMN8SXUG6
CyGCFZF2/ogyuip36nAnwFiAiFM4R2K4GHEa7PyCoqaYwWQEj6JDaYpTYEJUm7aiY5DSZBC8
+BbylLIEtsPpqhU6BFQmkUy+TBxKV0AvZcDOLQwUBb512L0gSYD3iJk4bpiixB5IQKjtwDYj
eLfFG5C06jizF4F1URTIUo+r/aiPBF4nF8veWInHKoErLCwmoXZ2qVegycW2eZeQMnQL+FPs
U+wBW+EmDmlBsipVC8GAKHILuRPWxNgBOgThpgutgxk8FmKgTk50AmHYjE0lJpF5MdhZnuta
sH5OAg8wCQAXJDRwFFRtDYYArwnYEdhc5TFBG6vFV4A1oa7q5tMcIK0HblTW/jo0gSqJai89
jXKYGAwtz5RmVDiV1Wi9yIYY/vaAwUxxsdJZwXmUsPmnwkvAsp3mDgibztY50JKZ8ANyTXjl
PIeu4s6t2wJpjZ2d4RGvcArgSOayAjf4WHITENgQeu2qaRlwpHwnC4Z+37SwMIBn7ujK0hwA
UgJrFfX2XEexoWzpZmGgMSfWqu/RvtMFwrlb9fWXODOomiISMTLQbzewIV2BLdd19JsbAGhS
6juQOXgmUnxpl2olxmojOFQCGlVH9sz5kZRoCJ4C0JL57Z+G4Q4OZa6MbW/Pcgao25kFe+Dv
M/uBsue5dtUqOSS4EK8JFk6c5oVg/MqlOEBpwP4p/imlRezQsW4EaOvgilkDu5cEH2B4acBa
7yF276ZFbcZHu5QHw0YCBGgHAjINPNR5HKUbb4cB7HViHnAcekcigpJ9K4NJoAVOuYNzOgBM
HaZkbGdx2UQbxBVYlgAT5oU1s8VKyacCERhQ8nJ2odR03KAOIhhkFxB3kJRCkBMTPKBsKsaA
wLZmSYYh9zZHdwQS9PJnIDILeZBTugRQQrY7FkZUXRhLH8I5yLYBV/U6NhUADzZVoIcgfeVS
CqhkzAeF6sFxI1B/nSFglYOHiAAa4FdFAjQDgchMIGAFmuJPu5CB/sc7QWOBbCgjyPJgaLcD
nceA/gUWhJBabIcdS8WE/oukLiYAPcXAejYGbRXwOLkzfRhAFfykBP2HAbfFAUMTHCf1Zp/V
TzowBJdHh7y3avw2iAhxCsw3F3woAsJwg0SDhyKwbHW1Utf3FTLQZ8kCAsnIbG84NbPIEXAH
D3hRXNyRjec0CYQhJUlkCrygCz7DW0ZQKxQHEvU1CndUUCTAD7sWSqChijNzCzWgh2WmFI8k
TuIoAtKWQD1gCEiACFbxHj6DaV6lTgKhCTmlF+8IfMSwbmLHRpHlNo2YBe4RR7iQgyuwgzwY
FgFZGgMJa/oVGt7ICYpWeSAwCTiiVjyTIeonEAgQDh6hY3XIR2n2ftzDb3KTgYWQRp0xSNOE
/kCKEJMnqQUpaWr9g4v51RdvJVgxoAoKSX6XgAnP+BCmZ5FgmVg/CSjQw1uTJZXRJEQV4E54
YB45UE4hUVV5kYismAKFqBJ1OQMAUBdPZSPcRX6tQY9esSpPaH63goKxJTBjwQ3KRTFjVo3a
0Fkx0hJjyQKn02n/qD0yZSJkpXUBgoofYCiTJAOykBEQpWJ7ZgH6t4ISyElK2AKIBTnNNWRq
6SrqkQMLOQEcggI3si+caSMuA0toSZqGwi3Z1QKUoEwJuB4HNwHtGIVO+HvqcYYzAWSz+ZgF
OGUggZu1WW6ZOQK9mSx52Vr59pTTtRIENp7aMwzAhzrd4H4Y4CUt/giWPkmdtIhSMaYCRTll
RmCfaUlXqvSdIhCePKGeLVCePaBzXmEVjGhftOJutuJXN4kBccialzZ8MECNXhWLDbAv6tkx
/mlQhcALGcGbMqUHOKAAZeM77sMDyJEeVsShvkOR0hkux/hwwVd+CugdTqY+FOJ8kdZjCWCB
KyOKltmdGkA4MAmV+kEBJepKnmkeS8qkwdQEyGEw5gmAXrJ2eSBvSXqalgChdQBTrnJ6STQX
INdpURpAUyh7SFozaDClUlcIFfCkK3eicuoBp2OgF6YS0FYGdWgrW8gJzpNc2bRg0LkEdDNZ
ANUNjLgv0ng7RpClIeCbtyag76doSzlR/sDhBKRlNTCignSoT1lJZit2cXN6gSWBeCqwL4iZ
AUYBHkc1AVhwRSWQWcQRorixaZQKLacTW65Fk7byjX73e2TjezmCB5vaQbHmHKw0nYzILcO5
oL1aU4UAJVhQmSKCqwkpklHip00QZ4YgG9PKJnHImKWgB9Y1J8kaP8+HCZYhmNtaTETESmS6
Asa5T27Zp01KAVjQq2awL80ZM+EzFEhSrZVDkbskDoXxHHbWm7hSLN8gT6WgatfoQIzKO9Da
AuJ6BEC0I9HXrxOABrpKoDYxsA/CL01gfWmCnDZHsuzgmCjwRacgE6LQVNCgalVQEYqgmIs0
Li4QZh7JAbSi/q0nkBAWcATeejv0KlT0d5ThSmZ5KgHNUgdYUXzsNgH3lQXPMQJnNEjJiAdo
ChPGVjUZAhDCdjlmtB7mYwrJNyNG20NZMBDIUa5M65P5mSpQ2wRAYpr+Qn7MCAOZs6UsBp54
g0FEwFN6gAs51KyFuyvWkizGoqJxO0tIACIXcKXT5XshYWgNKgG6Ubk1dh0Iqw2slyMGSAbB
uUtfuBAUgSFQJSI+K4FkIR9UlAY5cS019hgqVK0QW15rsAvihbX6STT8+AQIsR4yOgnkulde
```

```
6gK6MByo8U1vZGx5WwHDA1KIoKv6OqtPM7UXsIF2UCSRiAKZ1V3xcxnUQLwp8Bjmvkg+UWsI
Mlo5msBvfJoCnBFg7NI473AZ0rCOFGIKoFkBkja23sUL3Ksd4Qe9WFYKjJkHoTW/7uu9aqYe
outINctnDftqwiMQQ+U5wlYsxTK/FUAYZHtEq2Iny0phNLBs8ZOnNOGe1ocrBrC04OhpCZHA
7Yuxg/ANA6QzhAMS9zsp2GsDIRwfQyrCEgt3NAAUR1SRqTldOJIHxsZmXdag/xsVDMFT0jDA
9Ughx+sJnNOiylFpmCsBqTAEqaACEQAAOw==
--MESSAGE FILE 16213 END: ./1 SCEE/yaroze/test/000000090html.html


--MESSAGE FILE 16214 START: ./1 SCEE/yaroze/test/000000091html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: test test test!!!!!!
Date: Mon, 30 Mar 1998 10:02:14 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6fnnib$6ne3@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Test message 30th/3rd


--MESSAGE FILE 16214 END: ./1 SCEE/yaroze/test/000000091html.html


--MESSAGE FILE 16215 START: ./1 SCEE/yaroze/test/000000092html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scee.yaroze.test
Subject: Test
Date: Fri, 27 Mar 1998 19:41:32 -0500
Organization: SCEA News Server
Lines: 3
Message-ID: <6fhga9$pui2@scea>
NNTP-Posting-Host: sud-tcs1-port15.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

1...     2.....   3....     This Is A Test


--MESSAGE FILE 16215 END: ./1 SCEE/yaroze/test/000000092html.html


--MESSAGE FILE 16216 START: ./1 SCEE/yaroze/test/000000093html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.test
Subject: Re: binary test part1
Date: Wed, 25 Mar 1998 18:33:49 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 498
Message-ID: <6fnrcb$6ne5@chuka.playstation.co.uk>
References: <35191832.738B@mdx.ac.uk>
NNTP-Posting-Host: userl031.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4


OK then,
    But wait until after World
Superbikes 98...And make sure John
```

Kochinski's in it when it's done.

Stephen Fernandez wrote in message
<35191832.738B@mdx.ac.uk>...

```
begin 666 ATT00027.gif
M1TE&.#=A\0!Z`/<``````)2,A._G$/?W[Z6$0H2E`'-[`#F$M6,I*3$Q"!A*
M8\9S<[VE0LZE`#$A"(QC"*5*0JVEG$(Q")2<M2%[*8QK2D)S.<YS`&.,`/?>
M`(Q"*??6`"%[:T)[>Q@A,9R<0L[&4KUSA.?66F.,0O?O8[W6UJV,`'-S<X2U
MM3$Y>VM*" @(`#%S`.\Y$+6UK>=2*;VEM<[6UKV,E%I*C+6E&-:<G/?WY[6]
M6DIK"/?OY^<A"%J4O6L8""%[G-:]`)PQ(<;.>\Y"$(Q[`)2EC)2,:QA2")2$
M:T):8Y24&&MCG*64:];&I9Q",:6$:S$QA'.42I2<6CE*6CDY.8QSA#E"6A@8
M"*U",:6$&#$Q,1A*C'.4C(2,2B%*0K6E8[7.QA 80HR,E#EC`"%C$)2M`&N<
MQG-[&"EK6FMC8TIS`-[6(5HY8Y2U0AA*>Z5S>W.EG%JMUN?6UKWGWL;&QO?G
M2KU*2KTY*=ZE`#EKA)QK".^]`/?OC"%CE&M:,:W.K>]"&,[6O0@0*;W.`)1[
M0IQK2FM",:UC"!A"`$I[,6,Q"#%2",88`+VU(=Z]QO?O>X1CG)1:8[4Q$!A:
MA$)2"#%[K1@0`(2<0GM[:Q@Y8T)""$*<SF.$G$)K:Z76UA@I8W.$A+V,0LZ,
M`&-26HQC*7O&O<[OYY1K<S$I:[VEI8QK:RE:,2EC4HQ22BF,M3%:>ZVE`+UK
M8S%CG#%*>XP8"'.MUA I2N?6>ZVE0LYK8UICC$*4`*US`+V$<^?GWGN,`$*$
M`&.,$+UC4KU2,<Z,<SF<.2%K>S%"`.?6`-:](9RUM<Y*,<XQ$)Q2$(Q[(?__
M_SDA*3E[6CE*C.?.0@``"&NE`#$0`/_O`/?W]T)"0JUC,3E[G+6U`!@Q"*V,
ME)3.O4I:.7N,<W.4:[6U0J5K:UJEQG-[2HQ"0D*4M6MC`"E::Z7.O8PI(4)*
M,82<:[6]A#F40FN<I:48"(1[2BDI2B%S,1@Y.8PY$)24`.<Y(1@Y>RDY.1@Q
M>[V]O92,0IQC*6-[:Y2MI2P`````\0!Z```(_@"Q8 % L*#!@P"D)20H3>'!
MA@@-0I08L6+$B0D=.LRHL.'&AQ9#BAQ)LJ3)DQ(_HAPI1<I(C0Q7=HRYDB+(
M@A@U?MRHLJ;/GT"#"JV()=]-G#1)[DQJ$69-CQEC=H3:<ZC5JUBS'FS)M.I+
MA#-IA@4;-:2T%<X085*+B)K'J0VK"'GP@)D01 43&'A0Y@$U@RLH40H\>(5A
MPP!6$$1,"=,Y3(IK4CHGP8$#:I$1)G" R?&YSQ*TBBXHL&E%KS87ED5M.F(!
M`<9\R-;6X,';M]-BQ_9A(O(88\!CJP"P39N/!@UFRU[N(W8@'X$:F' E&SAO
M2@5[:7-EPIYW5W\7_O]>WD";-A/GPA,/9"QY\.;&SK$^"2BS:*XIJ:KLZ12B
M3HZIX<2?2MO0@,41'5QR221L`,+16_;DPT8L"K3B04)H/- ),>A$H@`ETA3@
MPQ?H$$/,"69$H0H7443QBROY1&'&.O+08B,M7&SBS3GV8,?"!GR@$P4;"D11
M#';$V>,#'Y=D\<476=SACST9G$-0;E(<044G'@#2R251)##:?0,MM)1J`#Z$
M$9H438744OQEY$L_661RP!&;F)-)%@\V9 @26;QQ1S9O4)&0*Q9DL@<QK,""
M!2:!@%(G&Y>PDLD.DY@R"2OTG),%*SU R<JFK.P!918>G%-%`7;$DDD/_I=L
M"D Q! 5BPA=[1(++!*><L&D6Q;C24 &Z?#K)'DF D4T/K-@WVGPF8>&2FONU
M5JV :ZI94D/V\,$*%6#$``<JD?2PPFW2A#'&L:&<,4DD#9EPS:)3I)!%*M54
M4X@^"OS#R EWH-,!(]^D4$09^M "!AS<X.HA+OMXPD861012S04+9@/#&9$8
M8L\*O8#2"2L']+#)'W_,L >S!R0BQ <9:+#')),<X44S-40R22=8507M1<Y*
M4>:VIYF5+9L\,72M-$780\4;271C#1RE@'KA;>=<@0\R4Y^@CS1_IM!!#,T(
M@P\7QNB;*R<VG,$*/GT,,,4>8GC:0SK-<-/#_K&=H- ,(U'LT(D!U>@22RQ]
M_(V/&,#9,7(6/=P12P^P=-)##]D<0$O:&U"Q\@&7;)+$"51,PL:80:&UU;1D
M*854:DF["59.V*8KQ!YDL'$&+KA$T8/F?9[##"Q@\')**WL41\@D=^S#"QA[
MX&-Q(7NT\LT0FD9RA^1[>("#DT>XT<8>L$R212R;G! )*TXD4@TPE^"C!1BE
M])!(V@],D@T6^K"2313>0%XDKI&-2$PC`W9(`:@HQP9B'. `YL!'5G[FDWP,
M#3#7TA;2+L*4DWQ$$@B 8"O*9XYLO(,5"E!:0]" @%8<(1N>F $LW$<%:(2B
M`R[<`QNT40UL9 $?_FQ 8>A&R" </$ ?L& 6.CRPCC)X8&7XV%L6HM!#?.PA
M%OB(!"P,88P-$ (?K8@!-SI1!8MIX NMX 4J4A"&#%R &#N;Q $``0AS',!R
M54 =5J2E1Z*U1B*]\, !J(".<=!B;U]8'[K0( ]89*,5E(.%!WS@R$F@(Q:0
M8T,!JD&G5D3A#K3@808RD(>T72$+D\ 5*P#!PPU(X "F8Y8"C($-R[E0CL7H
MXC4FT8%F[(,6OACE)_8P,(#U(@.BZ(0G3A$+?>! %_CHP 2.((\^6D5H8QH+
M68[&08]L0T.;@$,-:"$-0%QB'S*(A8.\B8<4O($-:EC9'NAACRQT``S[_F#$
M$'"1A6EP$A#OL$$IOA"(# !G`WG80"%HH8E3@"$6V[!8-20`"UU%01^7"$0A
M3,&&=#!B"FPH0@8V<(TLF,(3N/C"&$;IBA[@R11WV*0W)O&/'*1T# ELQ1]J
MH EG6=,BYR(*ZZJ01[-\Y6>Q8Y/2HB*-8LRT%38`PR7"X TVD (.T* '1XKQ
M``^Y8 `U.$,6+D&);,2"$\V06P'14(U!?$$++H!&1O.U`;HRXPO(P!DNI#$&
M'R! 'REP03/@H 9Z! (/0"0%SEI1#%)2(0MLV .J"IH!$Z#R`-$K0![4<"*.
M;4,`&T"'`M"1@CU04"FG10E^H!(@I6K0CQU$_I-_&H(#;Q#C&IZ@@F'Y\ 5_
MP$"J6^7#)(AQLU/ 8AQ4`$0F[O"/4_R!&R3#P1Q0\85KA (?^,C'-;SAC5_X
M`)GZT (CZJ<`+ARA!XK2A V6D 4NZ"L+1] "-S"9B RD89=)G$09,U -Q&9A
M#PF;AAWT\2E3;4,(Y_@"/B!H#@?]%"C8- DWI>+!:KUEJ7ZR1PJ2J+EM%$ "
M@-C#'11PNHR@P1NPB,49.F")2)BC$U^ U29Z@ M-P4*ZJZ"%'&FV!TME`A"Y
MJ 8?OD2,!;%B5#W0H3^V]X4R<#(+.KO#'O;0QCQ0`9:8!40@-K"!:'3'!$A
```

```
M@@`L.XYLE.^_4T8E_N4N\6"@\/%U1FTM4F<W$[C,%@U"P(<=22;'(^^ 9%DX
M%[="<8!/%3H;.T '+4JX`PBRPARPP-<@/L4L4AW@QP<L0R?P\2GLZJ,3;,!'
M)Q0`BPY$M!JBN 0Q6N$$-J##%PCU@,XDZX$NYH&_U1AEODX)*O]5.LF<W@,M
MVOR3",<Y*=J$L[6D`A-T-<0`S'BTH]]P@%$=N=#K+((KJ-"#$IIC'#U@PQ<4
M8+[+E8L83BA"&E9!C3-80AV>0, 9M, $:DQC`\M P#X(\8-X$^($LM"$*&1Q
M!F=8+ -\N 8/P' ">,"#!0BT1!O4H8Y_), 8!NUB74?:WR^HX1UJ,(4F_J3@
MB3,@`!<(H$(H?$ILDKQYFR!)=EE@&_.D):0*8Y# )<H1!5S(HQ5JN$8LY-&!
M,USC:C@P`35PL0L>8($'")C (^#A@D?PH /E@ <89) ``?2#!^(P@BS:`8]0
ME `"U,# !AY0CC@P`1[_^,$CIJ"(?82B"DA(0S6X+ ETP&,(0U $) X("D]$
M0!'EV <F-)[QZ?!0!<Y@@C6"\8@EJ&,"XH#'%&11BA@@J>4G,?97?GHF@A1#
M"*:0A2(L$0)U>($)&O "),Y0"ED@X%R], $/N,$->"C\!Z20`3S2(0Y%/"+K
MR*@!-0+Q`!Z@`A6R" `6RB"*,AC &'FH1SGD_L $6:! `Q4(@"S^L8K/DK*+
M"+@&/ +0>TB,H1IV\ 0W()%X;XQT[8@@A"<0P8,QK(,'JT *3% .C, #$]![
M8/ #H0`'Z@%Z)8$?+.> ^S$38< 'FK *BC %4U!QZH `[Z .Y;!YCN 6O6 /
M/# %W" +U!!Y7B!\R/ (BG -60<&-< #@7 %)]@&\% *OX!Q_$5*RT ()< $
M/P`&*Q *$2 +$; */( !H\1E?! *\( ,O:<.*Y4'_A !].<".#!*,>,,JQ #
MLL #!9 /8&@-$$!P$A *ZZ!U`T@*"." )_%R,G$4'@1S*0$`!? ,G% .BB!_
ME) **J "#@``'1 "_CSP#]=0#+4A"VT0`?"@#E6@`250`U/X"K(`"(2P>KL@
M"V,@!"<H=C-P0 AU:W90#X1 "A `#YX@#5&0@OM0`<I0# 4%A6<@"^G #8*W
M4G:P"?-7#F" !@;57XBP"OL@"[(P#=Z@#H3 "Q#0A+'!?V# !.K "^4@AR8A
M>MB(&AJQ#:YP#9P``8H`!B$P&(D@`!D@`>C0!K* #*6@63P@"ZAP"O# `P"
M`#$@?& P"#R@B8IP`N*'`2K `VV "O"@!@6 :W3%=D.H=55P#>+G!;)H;]60
M4%$H"U[0>S\P!@AU3_"P"FW@`'M7#0^@#JL@!V,82-I'"LG `_Y4#28@_@N>
MD(:<L O.L@)5$(%Z5!5T*(?ST1&^8 +YD Y,H AN4 H,P3CUT#RRP UM@ 8^
M4 60( [SYPS;0 WI< J*, 2/$ 8@I CL!P\8( F<-W5G4#=\P P&\!D\H :D
M4 Z0D 0&P =4@(O H BF( ;W%PKE@)$!``GNAT!'``9@V09DN'=8@ "N5P^(
MP$BR4 ZJV'\;D $-0 V>D'F<4 /V(0U$!7H;81_:V&:EUQ2YYP'(X(?_\ @X
M,0T-8 8HV0;<$"R ( OB< JR( %E0 W[``-P%P484 ;.L'Z]5PR8( OT(PL3
M0'&<T 0\X D>( &K8(WU$ N_4)D_<)IP%PI7_FA=LE "[?=^&^ -CO!W0R +
M'H )#@`&_: .Z3"&0G $\/ (`V %-LAENC<%Q3<!C& ?.)E:?=230/$?%68M
M]B $M("=*("4$%$$?C4!FA<!5< '^<!Y,B +*@`>R `'6H>0>) /D ";\% %
MVV"<30`/$? #P+<`LC %J5",;RD+T- +U< #E]>7Z0`#;)4'1[ *&*F+\)"0
M&: "N#".XD<*P* .0_@#$\ #$F /45!VUD"?0-H`53 %[)BA1<4068J-!B$T
M9S%!$^83W%(/]) .J_@/;:!"VH 'Y@`)C[ /F+$)ZB .$V"A=D -;J"A`> -
M&D4-FB<#DK@-\, -_DW0CMU7DS)9#- I@.IP!$[(##S0!ZL`#R@@`Y2@#7D@
M@[@H?(-75WC !8J IK) "H]0#^G H^G `\5@`E)8`5&*"%NV`7>Z"0%@E'"P
MI8G!I0C!1ZGE%6?A%*UE&K0C#4A #820#L" G->H-!C0`)?@IB[0CV `#^4`
M`SR `WG `[C F\[@/A= #9 0`$M@GE50#Z(*!@@@"YR B)Z !8@`?%F'!1A0
M#<<@#>0'=S+ `P;0.3S:!Y8("4@P4GG@IT,P!3Q JNTX"+(`I_;P`+@@"P%(
MG[4XL*B@BV#0#'&($SKI@*%)<P4A:,LF(#-G)@L1!H) #< 0CK*@!<[ _A-%
MH W.0 B#X 6RX QQQP1R<*W5H *>( ?J``B_4 T-,)MGL'F ( V.& !:-PCP
M$ ?"YPG;( &R$ .K* ^]( #50 U2AYRZB C;5GL1( <.%[3\I0L&6 KP0 KB
MT)V/( OD@ /5L S3F(ITP .8"G_44 KT>+$9NQA5X)]Z!*"G<1L@*R""-A$>
M<2Z'>QL8EA]H< 42P >6L Z(P >X"@!H@ =KL0IJ@0,J( E\@ DRF@<J< 4F
M`&;:D &Z\ #G\ `%>@Z(H (2@ @X@ DJP >2( $2X+D2X V(H!;;L"HFH ()
M4+E\4 \7RA>(4 'D4 \/H T2L *;9 (XP >(_G "A, #Y* "F$ )[V<"DA"[
MY/ `$D )..=*#G"\*K %A$@05> `@/M:0]&Q(L%:\IL?"A%4@]L357 .DH &
MF% ,:- +X9$9*X $SQ$(S/<9!O")F( &!M +$JP"YR()$MP+!: ":/ 8Q%D,
M#E %Q; -#J"HC^$`YFL(\B$-V\#!)2C!!; =CR$)0C &YU"("E$,&' <8^ =
M.^R_YY(A:_D9-;P8F% 9(ZRHDH D6+"Q$G85*R"XP>J?HUF_-K<8JL$?A]NX
MC'L4$S:!5]P5JH$81W$8BN$L\4ML7RH2]*MLK1.@-P$G#J"[YR $<R$$F,$0
M>R$$KK#'T\$=W/%E_O9P!00@"CBQ#9)P#B7H'?809A1L$'A&QY#<"W3\`$)@
M`$)0Q):1R9<A$E50!LR !(+ #-7'O;@;O1VT#9APR#)<R0\0Q$(LQ*&!.M#"
M1TQ,+3\!K(LA!/9P'M-1F0NQ#1@''\ A``)0""*Z!KF&C@+0""(`'+DV!N91
M'>B()#B0-OF2<;+!7U2J$%Q4#; !&[GFA>(,' 8UC,8`"@UX$&*0+^R<+UB+
MM;GF"O9@R@4A4>U\S_A<#4* QJO#F4UQQOL+%L5@`/1@`== #_F0"#;<5#X@
M`1[ !;1 #[1 !5$@(HLP40``"%\`"%WB`7SU``]M(UQPM : "0FP297%_@=2
M$-)<4%X)@ '9RC0D64Y?X %?<",UX@'TX WDX T6X-/><,C0:Q'3H WH^<'O
M2PEQ?,A"H UI8PR(H!@'9 (/T!D24,17W1F=P;V.40`FP*785!6*$:9L7-8^
M(PUH``B4LS*P($$9D0NZ``@\U@/O, N74#%[YP"7@#F7P &9D V7, UX\#L-
M1#E94%_\90)80 QW``L[8 [=MBD[( ^&<![:X$K]PPH;,@[F<&2*\@6E,BI[
M8#D]T E%L VGH0VVL6F=$ G$(&HP]B2 4 4)(*/9; ?2P 8,$C!LT-O$X"$*
M`-L.<@ZUC#J"ZQ]E7;___"9A8 ^TL#*6HS^&_J$0!7 .SST)^. !G^($AE!0
M>> ,F ,+M( %>^,!TZ +>W,)4J `YG#8_'4.E[!<K6 .*V,.D2 /7- #X] )
```

```
M"9 O>8 (Q"!B4?!8F-/8Z+"G*0!'K0`PC&T(GX<0@6"@HX+=I04+4S9EL- H
MM% ,HF0"@) %Y@!*D[ #XZ _K+!$E:8/'O +Q3TF'7MA%%8T/YDF'H$&*D +
M6= )WM )>W `U/"WTI +F*!#7)"%(^ [@'"%SK 'Z' "?\ (J' )YKT,'A *
MXL4-1T +DE X"I -G4 %5$ ,9F4&)^"O9W!E7\ "7:0"D6 *$3 `<- &47 `
MV4 /<3 `2W $GC0$_LT@`S!6!!$H#=IP#IMV"53@!J=P!)%%/EGP0QYP!_5A
M,: 08GN@`&= "[$@YI$033 @#U% /N=YAUE!A[.U)L@]N'3V)E=<`'K-!7(P
M`#9P#3U@* G1"^LP"?0`#C: YWS0`TF>`:!0!7>0!> P`#F@/AXP!GA "RBP
MZXR #FP0!@W@`9- "_Y "CEP!FP`"^CP#VE5"HT-"/[TWWL`#0K0#-9P7DD4
M"4- -9$`.G 5"[ `"&B0`' "`#YP#OIP`%S@!3:0-Y<`#?^%#_+@#\@0`0D`
M"#C0",(`"+2 "[#^!]>5#;1P`LTP6*$06=[3XJ/!%6,=5 (*XW;XQ1=F_F<-
MD0@>S@JTT UYHP`]0 L@(@WG$ OFX 1<@.T<,T=!-NGF, D<T <Y, 6H,@;,
MD 4<0 H#0"[Z@ :(0&Y9\ W-$.4'``NHX@]GX $_5@1H8 \;T/3$Q T!$ J1
M,&7T< 2Q@.61X %-'@75?B0VH1"!< YZACAE@PYK#0U[\ PET RG@ [=HP=7
M\ 4U8P,VL J0!#EFL 0[M6C),QRN@Q)G8K^D;F'VVTW*5OD&D0L/0 L'X 0H
ML 0!H#.4G0#;0 GH8 ZM8 81L \G0#F P +5``J'! U;PF+9'0C+,&KHH 6E
M$ G 0@FD5EX=( 7OW@.;+FR18-K%T!!C@ B7_L EN4(/>P!I<&3\\;,^W<,*
M'K -`EH0\=$)V> !)[ )J,#V/<8LUNX);: S@ `%("#7'J `FX %PTXYM+#I
MWG )9@8(RR\4E(\T`"$-P$ `6*00!"!M!4*!#!$^A#BP8<2$`[>-D:#@@#PN
M;/(1RP2MBK$-!A1DNT0K$ALJQ+)\85$-%* ]D>ZPVJ,@RS8?#[Z<A'6)V!T`
MVUK!ZL0FRQU-M!)(`-2)E9-MQ1(6\4%-7Y8>D_;TB 2K!ZQ(>[ZRV9,E2UI
M@%8TG)@PT(,LL-#UR/9E#SYO%J[1`A2KAP)B!P!-,Z&7F#E8T+)!8T.LYEBP
MG:J$H9@P;N;-$BM6_I06^FU%*5@>=LY,$35$@:T3-7#V]4ZD3OCVP)H$*- &
M:GON3.K!!A_>+("*9=!%:](D?)?,'=#'L]X><^A4'<@6:\4VM%U[]. R1D &
M'RH`;4-#L,B&!U4\;$N Z=PY:9WVLCF019H'29AP2$#CG(58,\28<XB9!)8#
MEH.%GC1(:(090"9Y8Y9L)O$@D7.^P"T;<[+)!A9 **'$@02*P>1$`WKA;+73
M7O1LHM!F3,B@%E.#D;//XBK E2]ZV&.2.[S1!\@]/ C$#D!:`2X+>:)8"Y8O
M5C#&!%K,R<D;V[)(Q(?8]CCBFK ZV0X76/:XI =]*!&@ECGFJ,8';:H@_FB%
M7H3 Q)!B<$@``U>J2(N6:[H")!5F#$#4`&H^>\B0:E2(Y$*R0J1'!"AJ2:,W
M37:8(!M:?%F&EML44"!!5@ZKACQC?#!A#!\PB0@NUE +S;,8WU+(5FE*P[%7
M@C9S$2Z!QJB'EBSP,:6#`<Y0RHDO,##!`VB2/6$?.$J)8A)3M@DD.3:N26>
M4T[X`BMJ%-#B#T9.0(>-[?#"!XM+]J!EC4;FN'<#1%*;T1!Z4O DG7U.B,4#
MB5ICC: "5=@C&UQN$TL>$&II)-J:=B!CA\.2FR22**YI^)V+,MA @A5P/3G6
M6(-%6*+1%!I0LX%L]+5FE1W23)IMYMQK$UYL_K"!D2/>00H-/.B!A0V?!\CA
ME%!ZZ$2:0$RX!!8N?OX#%WR*,$8=!5!HAI$S:*.D""J..(41;JBXA!YOROA@
M$1".42'FB*HXAXI(.@"ZAE:FG+'6E8MXM =SH*:E*WI^X<<!0"+Q@!YSR!"Q
M@ <ZZ<23$N!80HI.`!EC@PT:4*$*A>(27#5 ;DR8T8=XM?E7%U4##2X6HF6,
MC0Z:&>#IKMC8AAHN8&'EDB$&L.&,'@[8@]ODJOO#AAJHT(<%'R30IX,^3I&'
ME4ZVV68/,])IYA1TO%I)`70\P*0,TW><:(5S+LE"`1O@\""2+[:ATZ%:`R]"
M!B"%BPYHH0:AP ?F_H@1"RZ\PPLR" 4Z8%&%;M&B$]\8`"\"(!9I:*,:'ZS&
M!BC1.MIQ!E>QF]E!?)4ZU]T,1](8P_R^0PPMG.$=4UA.B ;R#"&APQ^;^$<I
MT+&#W!1 ",I!![N^@8M.A($W"CA")ZX1!59\P0#84T `^M"&2'WG`+"HB_<,
MX8!?[<@0*J"%/D[ #1>4HCBI(&/"9!1 %72""_NPP0!<$(6N3"(3G7!#,W+0
M`:@YZ@%L8,4F&/&'1V1'9YA A 0D((01Z@@B"_F?C%I6,X' [C2SLQ7M9A<:
M8ZSC-EF@!1>R<(EK7"@+D=A.P_9 C]]$0AX=`",@,(#&2="B%0>@`A4Z_L$"
M.U"C$\3PG@*<A0&?>$ !;+C$)<I"%K&HB5XIBP@+?*(/!> #'U+HP1?6X0!9
MR8PAA#N'6OB6`S4<@'E[8(4"AF )5)AI!6.H1CUL@X4[M$(*\XI$6(+TA:)P
M4G:GP55K`L<OB=!L5G$YX<$.UAG4P8\%QJ B&(%CEA!%(D%M60LKUD+$'N#$
M"8! PP.,Q0I6O&$25;1>;+SRE9=@( ^]@6?'@N2=;-PA1,5932[.L95)K&42
MAJ&',V*$LX2$(0.(B$0*3G"$(YS!IPW+2R18$0E:>& :2)B+<[Z"G<?<1C '
M(-,V6-="1K&0A66LZ*Y,4\)/FO-%-&*J1*9Q_@%ZI 0=IJ %&V*Q!WW4IJNA
M""85U `(,V@B3'>8`C7 )P\UR*,5': "`@Z3!RQH`@%2J"$"JE" :F@`$ A
M@";.@(!0X,(9LKB&(Q# `T!0@Q)VJ\@T,*$`*L@#%U&(PA&JX)8</00-&<"$
M/N1Q"59,XA*V24L66 $+8M!"$N&HP#U]`D9\J$4?-%T+/LY32;JJ3$8G>ZN.
M0N/02\K1G)L$#5Q3QRT#R (>X-B%+&0!B"/(X@S[X($BR-$,5"A"`Q&@!CU(
M40Y9= ,." ``);YQ"ED$``:RT $/IM& >3 "'AH@A3@4H6$!1,BV0^"&+( 1
M`RLH8A4#> 0\P, $_FK@-C3VP(0GU $/+ZA#$:N-:"@9<HYJ8((:9O"$/!!P
MAP#@@@=4F($S:"N-:51#`E);AC00$ 4P. ,!F\#"DL_@`==&F*UEY)?@`'$Z
MNZ+9=9XD8:_>*KC U3D1&9# #Q2!`F[ `Q[24 4\+,$+=>C@#-9XA"+*@8PJ
MT(,3JX!'-QA!#3J!(P*R&((7X)'A`H#B&3&0!2%(<881%V #M2"!'?A ""Q(
M\@C.4,8JO% .&9>#!_Q#G2M4$ 59_* $/BZ%9D=S9KWF00(\0 $<> `)9#1C
M%XJ(0 P@`8\XA& %./!!%6(H`46\`PZ*4$0Z&#R*-J@C#JL`@"%JITEB_L.U
MN.4,I338&SMV3[1E=9[1-#8@C1_P8!1]_D%1X&&$7RN"#]8@-1]<(-EN0+H;
M2Z"&0+XQ!5E$8!\_T($#QF""#L@!'J(NL(9%T A4SX$$T8C&JH1 C5# ``$R
M5@</))$`N&K#&T?X@2Q(X>,S. ,0_7OA&(K)@X?S`!XH&( X9"R#'7.B%+*H
```

```
MPC8*D(%Z4$,';F"$?KU "'B,8Q6$X 0"I&$ZF 595O]+R(!J1=RTC_)U<W5A
MG-NLT$S6+A 7D,:TNY'B/TL#'JC8N2+\@6A%(Q@`_UA%@V'@##KY(\46+[3&
M=>$).<AB%:2(,0\*T(@NV"(<(DC#FP0@@&H@_H(+C( `/#1!8QSL"R&&<(4S
MO@`/=<0``8KP!(3A.ZM>@*(*_F;$LCD!8T4@XQ2T]\(99(R ,%3C`<Y0A!OV
M0?LXT)H3A$! -Y1:A82F-\TR8HA;,S-O%)YYH0N5"$],#P]9C,(%\(!$:""!
MB@<+F/"K< &=W !IK/-@((Z7A3Z0@\@;@T+@@!CX.%(P`DC0,!(0@6@0`1&
MDVA(`](#A75 !G6 !##X`4KXCX<@IG60!TCX@< [`;$;I888`U"@!AXH@26P
M+TZP`7&0!54(!7CPM3.0A7>H`0I2`6H(-P^KAX6C!BQP`$I8ARHPA&W *P!0
M.R?$D9@YKS;C##@K_C]+0ABT`P!?\(%M\ 1%4 <O2+%;JP)90(4X\+%0( 5+
M,+@(H),.2#2L$RT`\ <PD(5_@ %X4 9#"(1"4(7*`[$V@ <)*( TB 80.+D/
M"(1J2(,-R `[N(9_V#%D$#L<B".)8($&D()K@(<*V <?.\&?6Z% $(+?BX/I
M^P%.: 9+V 8^\ 8)<( 2> 19< ,X< !M4 'HFX +&\(JZ(4,, 97L(<K0@A,
M"K^<82C<*J[3(+\KO*MX4Z@",($C" #XXX04HX9IJ =9J(""JX!F2+1RV ?N
MZP!(^P=&4(<1"H4^2X<\5 8Q"(1Z^,-0"[%!G+J1BP8)B )G(*UJ, 8)_E %
M.*"U"7"&%<B%2QP(#- %>5@%10@%%S"Z*5 #;$J-A>@6:F ":^! >!B^,U@#
M$B"!F8B#&W0#:W"&:5 !;D,!CT,`-P" :; #<HHO^&DW.5N9O)(K9[3)S.":
M<W"#/H.$:Y0%:I@:'D"%@@L%:Z@`%W.$$N& A@P`=)0```@%BDL'C],!2@@$
M%: '.$C 78 'C4N#1F@$%4@%4I !2N #<L""3HP!6G,Y`," 2FH-#!""(VA(
M?X"!'?N&1WBABN 6$^ !$.,&$HR#`3B!,0"!B@$$4DB\(;"&!)@&1( ^9/ P
M0@"#%?@%$.+,:M &72O&6ADVA:*WSE [A; 1_F74R;QZB.9#A [@!C!\($I+
M$FHX@X(C!U(H,#ZXAC# @VW !$4`!T8HAQ%2!>7K`W>4!D.@! L`-1!#A;#<
MC3E8!6K@@S^ M%!(APK0@0J0`P;;!V<H`E@9,D3X&$68@KV$!XD4,O"KB#%8
M.1 +@&DK@56<AC18!,<YMSO,@9.L!T2 !V38!UG0`# HB$.Q!WO @T0Y!U?0
MA;IJ(5!2C3H#C16PPIID3;E#"'U;`7!(,5FXQK*IACR@A KP`@30@1<C-778
M& \H!\$3R!H#A+9<@@N3!1>0`1X0A0%=A1@8!%EP@/$`!0#X`4'P@H9D!VMH
MR%60@\0#`VJ((;CJ_@5$" 5"4(1OV,LK+845`+JY<T*I>8#!; 8PF+;A"P5*
M2(#?0X"1A <ML 8'0$FCZX;ITX _< 9JN(09X $>T 0PX %GP 4'0 ,Z@POT
M6IV_+$:7H=# :<;5K!EM>- 3J$9UV#L`0(,06H%00$<!&S5EX $^Y*L3N%)>
M*(>(XU)X2$X_2P<XD(5!J#QS$X=;2X,\2 !54(0*B(/4^P8E58;<+ 5%`(1,
MC#B&4)0.X+HIV-0IF (`Z%+:"81SX($2C !%B#0;T !X2 <9@ 002[Q_& `'
M" 1$^($`'=!RD ,>T(%1F%:=`S4$X(5U^-*!,$;-4$V;F9$G5"@IR <4_@*6
M=Z,('U@&:JA#VBL!:^N%#:@&'E"%!1,P<,PP,3 &WUL'13@!@>0!G:$&5,W#
M2,LZ40`U0N"%1]@.`3"V#H '<BB!?H"'`&#8RU,Z;G$]6YG+3=" *RVX`#!0
MM4K4@^*6/95/2)"%<)G$-H $44L\+V $1U&!'6M'62@'4D" ]HL`>$ `4L@Z
M#; ]0TB=L6M"N7//>WTH"X6[TBRGNFLKS;BH%K0`/U6'=&@#`! #/E0!+NB&
M%SVXD,. :FB %9 `9?@&XI0%:3@'%:"$)9 !^^J#X'/5;26%M\V%#! `4%@!
M=:@`3H" *[4&N[4&<5B!J0$6:3 `![@#'_,$_CC8,7:(@'2KF7#E`3YPS#(=
M`":0A1*H@ 0\6@28A@R(5F5 AA3+S6L=A6J\!FM@5020`P=@`?0Z&-P:-C?;
M),%Y&7M;+Q5BG:V=4-FA4%_P/7A86S D!6[0&;G4!7HX-T5K7$6 4KW5,AU@
M!X&$AQ7 @ R@!C>0`W#K`U:U@A* !R:0@VLH!F-0`3&(A@>@!D+P`F" !R)P
M3$40!%)0`S0P@?=!LP+8!ES8,4^(@9HU@E/8CGJ55YUA70UHAE70`74@!58-
MVA H6L>$!RR@('VQ+V10.CZPO4CK,U&K/-?UAD$E5.]#'0K-4'E]B[>XT/"C
MD=UC*TWZGTZ3!H5U_C)_FX&4*8)SH <44 ,>0(!9. $>&(E'+!%9" 5*_#,<
M&%$LP(79JL,]U80]U9DJ$8A$2 ,3H 1<X+I'&( 7];ESF!/Q,X0QV(9WT+,`
M(#1%&((>3#."V$H>$ 0"TX%Z( 6/X\@04 11D(/9H@1I2(32,[I]" '+(X5K
M[087`,-FD#99D -""(-[/1T?QM?EK:B5F=X7.K\8H16*TIG0>0`5.(<'>(!S
M0(3Y&! A> !$, `A$ )FZ&4#<(5 0 Y=5@%1*(/!+0`/R@-[> `#X.438 85
MP($'< 5C> "Z[&-CL(?!W89\< 9)Z(4QL =,Z@Q#R+96XX%\N(8[=09Y_N ^
M.>M9:J"&?>3G?]AB'GB',_A3>8#?8I &2C"&/94%+4 %64" "3 Z3W@Z'L"%
M4&A!?-9:%FI>1146@>AH-YL5L;57]^17`& !5PF$0#"&0/ !ESX'O6IIE@:A
M*JD""NI,$'H`A9@&8_#I# `A8#2&4B207] &EV;I0'"%*W.=N%CG!"T`1$G0
M,?C,9HT5/HP3I7:%>" '7C8`3,!F')AF`PF-;?!I6$01"8B/!#B18F#K(V1K
M#+#F[HN?B4+&8VSJ)-8,*:#>\B)-.HO0T=P1>37BEEF(1 @#JZB5;< !=2Z
MQQ:"<]!9BP"?1&CL!-#9>@5I-$@1%%J(DSF9_A&B!*M6#4E(E&5^DYSV1SP@
MIR$>`V-0[=CF3!4XG2$>["_-E=JA22K\I!68M]%&+0FX+1+YX;M&*-&X+>Y3
M7IQ!XJ5"/[J#-XHL/]$`;>EVU(?H/B>L`@?8;DJ@-.\>D,\6B*AS@/+NC_)^
M:Q.)#[4^!W+"M^>FUW>C*%B&G6O[@&C %ST`O49,`SMX@*D\8M-TA0;0A0+W
M`3OP`1]H@ ;P`5#0A7-@4$R0I$N6D2I(``B?C_E(R45IC160\"K@9WZF\+B#
M"$HH!CXH@S*@`6UH`!9G<2'X:O(R*+H[*!H'8E66J$]J;NQUY\!!F;I3XEPQ
MZ4^BF6V(AD:X`7+X_H5?> (H>((G+\0T< 43J+K3_!^ND>TL_R [0(36J );
M2(,L;P!$> L#""%@!.H,R ,%7_ V=P57R.4$-8$$Q0-[< 5M`.J<IFG.W `\
MD''GY5(#T 87-X%SP 3N4XCX*&8#&,8$+><CC"_D#FT2N>DJH/2;;D4^T/1-
MS_#!101,4 %,.$(ZN=<20>_R5NZ7`6**(.*Y<H!&J(&(FQ% H(<OD =YH(7E
M+(,Q" 10H.WXEHL\, `T"!!B/P<T,(!C[P4,8/0QH.JC5E]IP '2\T=7* !)
```

```
M* ;./@<,X/4X\0&2R8-C%P)V;G97& -S/^J77L0/RG-_!$97, `5*(9B_B"G
M-2OK8C@'>_"!:C"!J70SQEYWV)83;8#M5'EIU6[W#U*!BG@+G)X#$:@&.-'R
MB?^@U%X$T^&6V/9IGQ:"NL'Q.8OEHB Y:@"$Q<".`S"'<7B'<3B #KB$\T #
MES:9U F$!I"&+_BN.T@!?$@!7)<'0+#U+W"+\9XZ$S"!#_*!<QBN3NB ?B(&
M-H@::4 #V!8=7:@/9*F-6*@-S/D<H,<<>8 /S,8$3*"$,;!Z6L"'6+@+6,@&
M=SJ '8"&5H@%>L $>T .\@H-3*#VI:8$)@P-"Y<$>X#M## !40<?!PA[^-#C
MA1\(K:P&>R"',^"#+>"#11<">Q ";9!R87QS_JJV!Q/0!LR'</GP!A3'!'[P
M@64.H0?H#TR0A-<?7 C?]S3X]=EI]8%(!2 0!I)G>Z*9^WPXDQTX@$P@@VP@
M$PQH@ >0R=#0!E"0!J4`D>\XJI/WD%DPAQW8`4T`!$<!ZJ0'!.70A 41?N9!
M!\8X#W9H!)E8@>6)_A[8@4QX@S?X(F)8GC<@`ZXX@#NX@Y>0#[U(D.X"B#VP
M=FB:=( ,F7%D6M$*$VB#"FD``* Q5LV$`T!?.NF#]>6+$WU?: &J" H`+2<<
M8;&<A _0M@S+JE0)5"TB($ >:%WR0(\6/0_2ADK[XL%#3J0[D7YLVHF64&W5
M,N21\"5+%EB3#$["_DJ+UHIS@7RHH#11XD0`0U<,Q2)%K9A&3:C1RK*'E3DV
M+L3UR,8J&^!)LR91D?;+V .UTJ8U6,$&&JP]6STH8)GM@+D]@!28.P#(4(8,
M/B@!,C<KA30VD2=EHW5-GCY\G0!!J5;H"S0G>R(9Q==C*RM\TCIIW?HR:Q9]
MDG1]6;U'WI&_+/=0AZ5 VCAH'K1M."<-PU1$J;6R"DY%WAZ[F79\V:9-PJ4L
M3IQD_1(+EKD58ZH92U/-S@J7'##)&^84U\,X=TA#$SXLL1)99.;\IM4!D4DV
M20_2[)>!'91$`@U6L%0(V%WF3,(&(,5H8PPF:$DD#5N*28'%1!:0\ E=_EG$
M<H(G)UC#B!JX"-@7&U5,,LXE*Q@2R 55? >*-"R9DTT/Z)QR1B0]'+#'`9>
M$0H;D7A01 ;54$.%)IJ@\PXCH6#Q%3W_6 ,'-U],<@=%YP!R0">7X+(/#%&@
M$PDQ^D0!@QJ1L';))H\H0$P67V BQ!>/I7"$'%-0$8F%/43R7!L>*.K!AM5L
M@ @@^-P!"RU<0#/#']S,$ LM&)H#DPG48(7<>:K1LHTQ&VQP$R"1'>!!#^EE
M0]U0KE#224@L><"&@?A4%]F>%:*CG["C<3K)#MEPD0EK!_300TN1I.B#-C&F
M!6-;;P$P0B,$4%(7%?\,8$,.-MAPPAT2LM&)_C";]D"%6F/8\4 @)D1IW29@
MG&)-#5]>DL\0,%B3PRJ7?%8-*!Z@\(44IPS0#".Q3*))%+PTPPTM.\!B"@"_
M/ #()*9PP<O)C$1QQS4P\,S(-_)X`,8`.<#@S%>8G'-)"N# ,<#);5 A70^
M^+./-1&$0L\>P&Z0@2[29(/+'NC2\T<S)_\1"H23P")-('I"TR<@)830"167
M2%- !AN LD(D^ RL!A>LR)V%!P`4D,<*G4@6"2U@;,J&:I-\V@D,=R2+#@#V
ME.E#%0-1&4LH!YA+'6;F/)I)%E6,X8,#:BFVEA3Y3$3O!RN@T]G.^^802B2L
M?'$$&$LTLP089U !_@U;^X$<)330[-Q,#@/ <40VD:B2]"GWK4!F/9%D@\\F
M)\,A3S8F1O'''Z=<TE5)Q [821\HY[,#DG(T@_T9>G )+U"-&U28A*3.X8%L
ML&$(S?@1,;(!B\!DHQ4G<X$:M$*+7E"%$NB 18/P$@E_[ L.4>A!+)R0K&Q\
MP1<-D$8/Y/$-.5"-$82 ACYB8B9:4 %C$\C!%-1 BP.T`@")^(\TLM )>90@
M!MKS@B=HL0</:&(*8$#9&?RDH6I4XX6X4 `N<(&T)!SA$KLAT10L$9@OG,,'
M*[#=[=S"%F;<P!8`:(4Y8N&"/WAB"#9XA 3WL(D_V `..3A%*P`3"VEL_L,F
M%U@!+'YSAV?T# $]V$$LM+ Q2R@.$$4P!B6R<;=GN. ?_^K!&X[@`4&%HG2
MJ((/;N*!+7'A"/XX1>KV0 Q>G.(/O#CA)<X@CR$$$!: D,0YFG.)/=J@!JKI
M07G"U0$E#$$&FI@%B(ZHBV)!YC<"M(0MEQ! UIGH$C6YV0&B\ V7!2!++$Q$
M&0`A004@HQDV8(0G3#$)#]1D>MF81"P\@;WEW6</YK!$'/[7AN(I2'H.(\8>
M3F"#MMF@%)Q2XC?@8 UK[.,:Q&#%9TS %J*P9482J40C/@& RGA #;'830<>
M<0>#L$$+O. %')P1&',DZ1<72>(>&+@/7OS!_AHA^ L5AH"+(90BJ-(0@PFJ
MD U]`*(3K6##$9S!!E:HY #CV ,;OB"[J=2#%N:01[%B* \#14%(Z-#"*L(J
MH%AX(!99``0.5$ +?= B%-#H0#MDHY.C1$(>^$ '%B(("^U4`SZ!Y)(F`'$)
M6$2*'A#ZC?DT!#EBW.$(-E "-Q0PH&RL('*0Z40)X-",1Z#C`%^@A$TR\(EL
MG2UI`U##`5CQFR.X0 E_X%X6T/$W+KZ0)?@0:#,J<( W1-(<K8!!,^!PAFR\
MX9^T.,<Y8@0OMTSD"8T0! `DET@2[8$+[8OA%-#!`1>LPG.*NQ4`! `E: C$
M`V=(`2U.$(IEQ8<5_G1MA6:*<;.L_!,X4\H"!^[@&S),0AI2&99>)P&-?U(I
M;91+&ROV< G,^>4`=\@*(#" B4[@XQ*7"4X%`8 !'V3W#JS(! @7YP%7.(!3
MR=**.<+5B4Y,P@EQVX./5U `8J7@&X0`"CV2Y1E([@$:JIB"#)=PAT@`H!>F
M$H @]G0'= QA"D<(0"B ;%=:I& 2K4"/2AS'13Q $A: '<(^VO"7'&=B$RYP
M`1Q.L /61$8:]GC 6DHK!7F-0 \$```;TD8E+<&"%>C("3TXM0<%1"$;=CD7
MS7[A, G"(A8]R,2#S-B#S)QKU'-#@UX;?0!:1$)"K% `(!R B"K0XP#Z_C!
MX"R"*E;?@1@QO(I LL"IPEF+4-[<PV(0@0_68 @S?((M%Q%!"UC8N"]W=4 5
M().VSABGM/2X0]JR-MEL`,+*>:!&)"YQGRRD@"6+U0>78@$(?6C.I1Y(1. V
M,(<*`"(WTKB/YM!Q:0ZXXPX4MHL"`""5:@A!&M"(H2G8<(<H""0R=)U!*XX@
MV@(C, RN<!)19C21>7P7`'> 1O$4-Z!)`((2YZ $/::4-M8X@1YX\60#BK5M
M>?QN$L2H@G:),I0PJ !SG?B"T1@]7/Y0(]:Y'I80G)& !%1A&V;91%<$HKHF
MFV(ME*#)@EQ!#38L"S\RFS1LA[5-UIQ+=4YH_MP"(],):1#C`-E 1R(&AX\L
M'" +1T"'0 "!ZVJ4K=%]F41U)*LZ*F$H"ZS(![!,E8<Y'%DW(LI$-C(AW*%0
MP@';V 9-:$*);?A@6%=XF%;N@LVO$.?L$F8\I!;9"PFL11K<!< A&G$%`$BP
M0OE0P%\\(XEJB `!9F5[NFM A4@EX&;O`/<EIH `P -B!0[ A H>@ <\"&'[
M#Z@",:*P":'ADA9L0(/D3:4"5U0C#X'+0S7F8"IC&$.D'4"\W#B#>#:$3AL^
M^+\/","Y90E+1)KB7((AE-X&-( S5 BRM99`$!:P4(G7$,L/$@GA 'IX,/>
MT8(-E,,E], 7&("P_FP`79A+9&2!IWB"&NA6)IC+@/C-?C2 #V1 -/" `FB)
```

```
M9W"*\5 "$K@"_06",?C $(Z%,62 130<5@"&E@25/)26!W#!,QQ JVV)9L1"
M)M ")33<2(D<[ND>`! #+-P!%3#"(YB/.4B*`-3"N9D5+7R#"RS!C^S#*FP#
M#CB#.70".+B,-5@"/GP!OG&1( JB"4;"#D1!-PP`+[0@+8C.!M!?F?#'(Y:@
ML(1&^U'#JD32)81"+/1=)\375(1&F1@#-0A$#Q"#&E"!ZG2"(01+!C1 *2J1
M,$T"*S1."-[!%Z #D!1/)V `@+3"-<C!U,0`-V"!-#P`58#,"ES&I!$#_C1$
M`2DP0CX<`19(D%U(`PZTWPK@0 ;,`=-0!RVT`A6HQA<,7RA:8B1.A; P7+%0
M"&:T3RQ(@FBHP#:T5A8HP!W$PCYD$3U4@2N(!UNX!8Q00"/T`P!$(0PL@?;4
M0!2HR_#5@AY@@\E-`CI %R_D`!C00A5@`A5-@CR0P@`P0BL8TQ$-HK $R[E%
MD%E90QO<@29\`?J9BCI68J[EP1&ZHAU(E2G$`F_EF2<H6"L*2QY,8AY4`1?$
M`A50`2^T`2X0PR607IF(AP),P1 ,`#><@-&L`"U48#KP@C6 @3<H@#STP@94
M07P,P9SDP"/(VSFDGPI\P;(@94+EP,9P0PJ@_HLQD=X&T!X'I8$$[%C0_(@:
M:%A;3F*P'.8C'B'\"4&QJ$X/T -KL%!,=A$E*, ;Q((_,,(`6,,9:$8OX &,
MK$#NL(4OZ(%!DB$*V%-%!0P@%&8TY$%E\HE V< 2$,<V4!TLZ,,=Q$ .U "D
MK, VG$,Q2 `E5,0D[F4DI `Q2,T4_(83K( O_!_]6<14N-_8B.+80$D/* `X
MG$PAE<(=W$$1\$=H!,M_5 $^*( <] M.>8 \L$!H>$<L< ';Y$ SM $;T(-6
M.L$EN$'26$,I,$X!E&4*9 $]N$P$3)LT&("I#$MCH,,D9 (QJ,)%#D IF$(/
MX,,!((Q4@.8*<,<&_CB C[5"-S3#*:CB=;4?):XH592)W9A/)SA/JWD`@]ID
M-22&P46"0 W U;1F'A %%F#!&_E"O82A$Z #+_2!6F;##AQ3@VX`#^ ,.OP!
M&.#4-6@&K27!%T3!#)C!";"!/C@)('P%%\@.)?(`,<@#+>#"$839/_WA2+3<
M-A3#D$V%*[K?$4))FEQ"_O""'^81:!RA*(I&%6"2&S0#+]@`*K""/&Q#`=">
M076""_2,,S!.@$2*_PQ `-0*(#Q.%:3 <?D+(]2%-)1!^R%A-=1#:>P`-%C0
M1-7 AYF9BDW/@F@#553!A^B%#2R41[2E*R(AL ;+=1++)1R!)TR -7"#_A"U
M9H,BH03(`RR@0P1PPQ($P '(PSED`.V)IA0,!0M<! #@0BQLP@R@PPD\@I:T
MYM,5PIYP0;F:JSS$3C'0`QF<P01-`BVL"CYH`O^,0R8`@B^HZ%ZB`RZ80UX@
MR^%IQ1MDPCMD`VHXA.1AY_1H20]H00[ `16T3PJT8GF*8L[MP!&4`'M>`RMT
M`E)(SK*@PP!$0%4"D@>L@"ED00?D`"H,P2GL'2",P0:L0).U0Q3(0P1(@3$9
MP+F!1P88```(Q"6D@P%Y@I0Y02M(@R0(0(BJ!506I1- `W0<P2#<1XH*H@"$
M+1>5Y]A40S)E@Q;\#]6<@#%9&4J"#"V06PJ$_N<U9$,GH!^@K0!W24/ FD 8
MF@+[&(B)W4I;#N4&Z()4O52X0$/,>L"\[@!F;,5O_%..[0`91);1PI^T69I=
M4$?G@A4^F,] L!S')F:+ELVJ[($_4,$W[!<9W('8/*+[O:(\=4 -R(,W+&(D
M' #D1H:G>$,H7-417 -8`( I=$(HJ $QX(,W3%;.%F4VG$?:*("12 ,2V,%0
M!$(&`-J'`8*XADLLQ"LC!<NV+L@1YB3C-D<V3!:R!2=VG0,?G($@G(,]V(-B
MEHD*`,(.A((78 \WJ*#L!$Z+VH$'0(:)L((FV"WZ70",W![Z@68D"-M=E!JR
M9:,Q#"4HH&>R;'!Z_JP`)7@`!ZJ@[XH(&>28.;S!%PA!^UF$=W2"7>P*5NB#
M;L P&\C-%X"'*](?X4E#(G5"F3'.'<P"G@AJQ[K")=R!,\3"5*V#/UAA4&'(
M),R/A.S!2T@#)5#5%WB3;!B3SI:.*:B<.41"9%4"]JZ 3; 992FQN7S:#BC(
MD$G 1+"%V#1 Z6A%7QS8\;+!WFG8)5 !7RUH*-Y$W'H"+T1 (1F<?N1::.2!
M3AG<91!$.5Y$21FCXVS ,@" `U##(UP##_ `/42!&AC&TV6P&CB .E##"9P!
M-?! %22 ?<D#`CA#!ZA!%%@"+F !-42!%$A `%=B(4@#-R `#US###B _C-$
M`150@S.<!Q5<@RK@PB8X@WZ<JK"6S59Z&A4K2J1\4L?FJ0=DP59H123<`1GT
MGH%(QI1$TB(!`#,\2WI0EF[XFS84Y:IDA4"<G)]A+R!HKRYX@-ST!;K\4Y<`
M`&*$)ELX0&ALDQ-8"WU@18E,R0[L0":0`?_LP'>09S6,V"6<@!IDP28TP:>L
MP"+DFZ!B0FQ(T%]D#294PR5SJUK8P^%*`R3(@AS(``_H0"@H(K,:+N*2`B'<
M`P_\" _<@P-0PLPBP#W PS[4`#Q\0P[(`B0@PRKH`#4`CBMF<#.(`SQ4@#6H
M@R+\@PS `SP@@SC(@@X0P@`@@"+(PA&UJ/LY_E\I4\-1'D$4.( T8 (2VN0Z
M;M,1T,,U< $Z_-U?-]D>7)7Y9 ,N#L4T9$ 5J(8^Q 8,`P)W5 %Q3$)F4(<3
M: CVPI)M>( ,3Q!]4-8>?($AN *\C%0QF J[[AU6T >7' "_DL$[6"[D+@0V
MSE\U($(G1!QFR Q@B+0`"Z4SP!M@: 5IR6/>"J2?94##R0(/N$ IP(,BA *_
M4 /Z57,5^+0.7(,UP `/*,,V., S, )2\X 7. (\$ $<R,)8EX,B., 8(&$)
M(D('M($LA (I>+4;<(,LR,(_A(!T>T,SE ,D0$)-D.T&/ `7V$!9ZX $>($U
MK,):BPUVDLT1,()7_B- #,@!`NB ?W,#//" )RR-DU"")$C%C^8#+N."(V !
M`DC!%#QO%<@#%Z3B:W#!&>1LV1PXZN)"!W"/)G0`"@%"(C0<24E#:D.$-%"!
M*8PCFRK )F1#!W3 '8P7OR:P-*!?:.PE<6A%"4N0O#T$)%*%`^!#@7+@A&7Y
MC<+(H+T13#=<B,M!="O")MQ3B DL(G@`'&@`/.2N"\B",CB !&14>>^##,A"
M`, !#_S 'SR"(KA'309.%7@`/#Q"##"!(J `-]0#//P#?Y]U,Q "/"@#-=BJ
ML&[O@C<X'_C2&7AX4!ZF^^G")L"!>Y?#`'"X#L #)T2 (HPU+Z@#< I _C50
MK3%(@Q?PN0OPPD^70TYQAS/L@U>?P( K@P[41#TP4ID\P#5,``\H`@)X00Q$
MMP[P0"+D+;P`0&IK:RS$0#!,]VJM]3YH-0],@#A0`SQ0P110PS9B]%_J#&+C
M@B8HD1DW:[ D@ MK160(Q_ E-XTHW : 9CWP@!P8`20H`@G!017\0KZ=&SWL
MN3)X@U7^0* 7PQ#$``*\``\0HR)X`QATLB=@`3Q(P(.-C44T@ K(]02H-1%P
M`R3 `PKL@RRX>SF(?!58F5!N+X4^@EF'0ARHY833WW5:1"%L`GDK0CF0PI[K
M@#IX01OT? 3$0"<;0M@*Y3:D`P+(`I[5@S(0_D(,.,,\>P`R_( B>,(`_+0B
MG-/X9D A1($<W#0"D,)70H(?L#47"EV22P`AR_T)#, J* ,"E, @6+TUA+4R
M3,$2\ `U^-26)\ $E )[G\$^@($Z`+NM3B*'5($I),$U7(,40(,Q6IEX2$.;
```

```
MAXY,2$.(>P$J*(+%AR0UF%L&^*T_\(+<;T*R0K4#%(,;P,%/\P`CH (\O B\
MW/8&Z/7T<U$>/( $4(,T``(6( (3[(,+>/49A+HBD+JI&FZ"'P$OB *UA\)-
MG8$B\, GT;P`/X#3UH$BD,,]$<)9DP(J]#Q M(NA3E$5;=7R&,L#R,L/>,C@
MJ- 1BA$U;7F<(6.B_NA$LU7*(%4)I$M:D6H;5)C9QT,'(5X#C/S0P4,2'FDK
M;N)$<U*"IAAU%'D:4$X1(5*KBI)"I4R9EE.RJAC(,#7/NAAMX-5Y9PT&4Y$;
MP.:I!DK:OQRK="#P". BM9M2L. <LT&(-'B(2J""IPC<`$: >B&L]@! !%X:
M%/D;P$T=CT0JP,! H(Q'# 205OPRYJ,!J 93,X"=ND%AAFH9TAQC0(C:.E(P
M6/(9<'DFFM#&0JM0%0.MHF>DX""5E>@V:;#G`M3XH:A",QBR)C9[I B>%T;J
M=%!C80RLL6W(U,%S`0>!CC/[G&G;D"_"<D\VRH$4^4":[0PJCJQ4YG+ _B-(
M]W@X! \`I"FPP)WRH$:+&*R Q!-K"-F/E')T*,<:2Y2I@XP:9*'$E],RR ,+
M3D* 1QDPK(D@"&6J\"$#W*8R884`<J 0@0&D`, 8.W+"0@J<7-G@`4#@X<$+
M5*A3C)$J"@AM`VH`,,LA?W(``Q)J$I$$!1C4\0,!./Q;(; -3JL&-])&XPZW
M/, BDR=5N-1!G0&8@"0[24[B;H-SCN#E(T4LR0&."A21)8P7C=L@#T2<VNL,
MY^PDQQJTU.&$O)FD"00L.Q@*#PPX$#/BC_1$G "H;R95!AZ1>) FC),0.0(&
M>%HBQ88`:.4!`Y*DJ>*F^JJQ8X5_Y*@#'A31_KJF!";,:V8012 990FH,'CQ
MQ6OB:"(K,)J)X)XZ6@0M1!6HX>:PM."H8IL,;,()K@+G(@P2(Y&$A\H:5BC@
M)"%6J.(?.);[9@!Q9*'F%Q7<@"VM&(BJ`@.$N&,3-S6+R\.TD_(0*P\>\JE'
MS@$T@,</FISD#C\;(% FJ &60,NQVT(+40(MN($''E2:">&'>T*95!%U2I #
M.V>D^5#1;3@A1!8M>"'(B"4#$?$?@CQIAD)XMC$&D?I"HV83.7A0!@$;^E-F
MIE]X-5":<Q"B9)\(5.5F@ AY\* *:JJXQ@%JJ/' &4JDL2?F/*2(01QX('%C
M`#""6#40F!MP0)TA_N @1)%08 ``!Y1^]1$GP>DK,B]%$AM AA7&&$P:">"A
M/&0JVVAU##Y*$&=G"7AC,3"+%>)=M#.-"183'&X3"Q0`/.8!9+-?1G,#1/Q)
M=>4ERALNYM+R4*&;FN$!IQDC(/$#$2^F<^FZHIS)FC1 XGCD6#BHKD@]*:8`
M2JCXX!'#AU9WI^8$%UAR#5(,X",CP\" ?H63A_%(#MPP%ACFI@QJK$ %F'B
M$,I@`"%L4 B"0Q/A2-$&2"3##<W@AA\@D0#0D.D!SE $&'A!E!,$``!C2)"!
MI/ C:8SA/E6@S.CJ4$)\84 %O;H'/*04%%Z40EW&X ,RVK SJTRF"KU _M0&
MKFB,B87(-!*0QC8TA28[5$$#'T.,!(DGFD5IP6J04(06!A"GYDU,41+H1@4@
M`0_%86ADF^"##C1 "J$!BAML"1'[RB$+UP&*$1Z(FA3.X$9DG(L'OMB KZ3R
MI!.<@E9&\8C9J(&!9?S*0($!A0="F$>S$"([+*C&*R_V2EDJ"BP-$.#AE/&.
M`0P!).M*E /J$90<(.8,UP`CK]R%!0+90TA5F$G[J(,":X3 5[U"A!^0" <F
MP$,+-9(&\=91NYW=*#Y58&:;VA0S<67@',ZXAW9.0B9A84<=H*(5-7!PFHA)
M``5#<:,6;' *=;2 !_ET7@;LX Q.3$<6_3R#_C)&)@UGM,0&^\!.*.#@C&H9
M`Y&M&PA':D"-0#0@'P]%XC"S,XTQ2L.*3^K M"YG@QR@XC_4F$8]"%0@G 3&
M!*CD!B3J8!T$O),%;&+3!N9 &J,:!Z'7L,8@@#J!`03@'K+8QDE,<PX/6$&)
MB E%%?)9Q!6XZT<`*, &ZN%,9Y1@.NKHISBJX `M<.F(,%Q.-Q&P`FUD@!QQ
M()C8XE .2$AC#2"*I9G,1)IJU,4*!)6&OL!2Q#+"PP8:@(0$RQ#/$%'C7X1H
M0>L"^@."V@:+B,H#`MA:J'3DX!%!`! `?(@`4EQG(M9XA"&XLP(4E$./<D#,
M-VH@$I*60E7C824U_I#@`U^UE!J>8 2M^, +^)A-) C$"4[TA0=4BD,9ZD &
M(UB")46]*!IS.&K$Q!B*@8$$!6?!YE6KX0I,R ,97/4$*;#C%GOD@932\!P`
MF)G6M 163GWP9QWB`-XC_H,7/X"$P)R!"82$@A3B^ \"8@@/V&ZC"E6@Q#:V
M00E*5(&'6&P`%<! *PV<(5_&D$ 5'%'&'UB#M[J#F1TXZRQ5#8%EV"DH0A"5
M@09L@V'*D(6!4>&'=^)-&>6(PR#YT Q\'<1_"%!$`/;AGHJ,`13R.(-#.IN=
M,?!(&@9 "#4B`#9EA((7$-(!BT8"@+'^*C /X,(`0J&('W""$8A@43YE_GG8
M0)/)!%0@1064887VGL$/LKB)`_8V@7W(`A(+*@_>!-"NSN4H<-4H@PN]P0LK
MJR,=`\ 0$[P@&56Y(0<.T0(CI'&0/)S!!A:^1SUB>#D84 ,>ZW"$,W@@!6[@
M\T756,<^GENA./+-7_#3`3QL>UF]AB@L$O@'`3]K8('.))^@L9@K/$ >2#04
M#J%0QCN%( %9:( 7?[AHS@#P,!7(`P'P4() %?&-1OH*!:6@#C)RP$J1D(5K
M"?H'>"=B`X_H0 <B,8%.I0$`L])%'C;(LSI2';85;*,7!M#@.81@`)"?PP!(
M.$@&=!&%2>G "LCH3PM^< 1'Q$<1W8!!/8YE_IF&X^"&."E0#C^'5FKPQ=GU
M($4.U* ()B0X;"=U,!@(40P!D(8<AW:M2WB+`E[0ZAO->(4BC& -!#QL`W;
MPF(Z20IK0$ 'LNB&L]5A->J 431"7D$?;( 6) X@`O4@Z,,L5FQ=>*#(LD@'
M(\KQ+9'J@AI&$9H.R#& 4@`@$=6XP H0( MQR( @R>$!#T(AG7%#Y ?#J89-
MI"&$,Q-+%LH(]=P4<8\JI,$$$B?0YZI1#R[P(D(_\,(2PE8%0!BH$U\P$""&
M/\%\FN (!%1&,$IPE@H-T-R00(8+"$(Y=3C:!_29\TVP$)? ;8 '$G@P?N^A
M@3CD'1),F&V7G*X(_F=\90.@Z-DCF.*2>D> $3]0!JJL3 LR*I\6Q1EXP054
M+ ZTJ04TH _@AS(\8E[$`&.F`L>Z80!$056N+0*@HZ"F0HNPR 2<00Z@P_ 8
M`0%>X)T"@4>NH1DLZG((B!K4QP'J;1"X`<QN$%#*!A[2`51^[!P*9'>&!0Z@
M(Q3(AN:<@?;F; 4()'40P0QXX1H&K ;4`1*X`09$JQS4#O\481_DJ!BJ01>.
M8.4(H02&0A%6@1/\1%72H3V.)0?R*A&,P5=\CJSD8@,TP $481.:1D[B( ?R
M# )(X11X8,'Z3Q8`P,PL!A2BP.KJ@ \8!A[Z@!%:3V#"HYN<82<P@0=^_H 4
ME*,%G(P7F*4!0:71I ,JQH2+<&P(X*/MVF$Q.A#PJ*(:3 `+8D"T,.X$[T$%
M,X :`,$&:.L$"*A@Y@(17*@"\.T?2D$6^&(`:(H']J%R'*8:BNBQ@D4:T@$V
M%"&Z;("5P"4#'HX)"00`7*$:>. :+$[/2H 0]^P/: 4!_A!_Y, %ZN&=*D\,
M#X,!__ ,6B(&SD)52@!79.&[FDBL2&D%/$<:@@0!AHX<3C MCNXCW"\$"C&;
```

```
M$&$%BL$T+,8$>N8CUHP\9,$+:L!$_F4O3F#7V,89'* 39T4'ED$!F84/%' R
MXDX&`$ ,C,$$T.!Q,L 5AB7O-+ 9AL#O=,5:_K@#'//!V23 .IC #^I I*A1
M&N+ ,A3A#"ZD2!ZF`:I %FS0(;Q@"O;"$JS!"!2!!Y8@HV+M>0K$S,;H\)B1
MS0).!Q0A:VHO@6(M`Q A"GCA#!1!`TI@6N"A&R@1D'@A"I\M!K#OG=8EY6+(
M#WE/!U:A!,I-&7Z@!$K!P2SA&A1R`\:J#@%A!7+H,X,$$QP`'C"*)N7 XI1A
M(GG@LY!A`J0ALUSA8<+P"(Z"*<A!:&0!,67A(2@1$LP"`9:/&IQAMF2A!=2A
M&W* 659AMIB ,JPA%/2*,Z4!3U"N"OZ@<I[-P"+@GA[F8BQ&NVZQ)4H@`M3A
MB,!H+*K@R9CQ#/KC_MF*P#14```@H&8JI13<R!)L8#IX0 YR``L.11<H@4!V
MP@>P\0]BPP9$#20<("=O(J?2DAK,8 #XH"]?0Q9D81VAHQP*DY7@`3&[A <2
M8+'.P+W*80#@X(_4BQ> H:J0`5<T;!N"9&O41J?"KPI09U'T,'JPXP?B8.&8
M8 `HLM$``0`>X,RD`0G"<!.L9A=/4A;481"AY;LH[>"D@3;S@!(61"84S1JL
M`) <L#Q^X QJR,4*)&O L0K>#@$:[151H1XD" GNPQ .@OSR(0<(PAGB( )X
MX 44(0&FS@XD( Z>PCSP[+*JP$D081UPQ4?QT_58:U[^X!%$HA?G+"O9_@>\
MBJ)#=2 DC($L<$+.(O0(`JXH;$ &X*$RG\(/M+!R5$4.3H$H*^\!A-'O3C1%
ME:$Y>8$/DN'(/H$'JD S\L"+(.ZZI"&'?"5()H@:Z"$*J($'O,8?G$$6" $%
M`H!OI $3#@+'"N1#=($+.&$0;(8<VL/P$%"/#O$?ED :?B$TXLL!\D%,NZ$9
MOE0#O" 'GH4'`$!3<%3.]K4:"L$#9$H#LDTZ[JD`N+7;'H#P9$*V./ %X*$8
M]NE?EB,>I./<1 J+<(Q(W \KJM(:"$46G,&LQB(G@"5R2F P76*8YD[(#C+6
M\J *^-#<G*P4X$$=8J!0W?,Q/U0&>*#1).P<_J8`5%J #ZPA!EB)UJZC!91A
M#%[,%8RA&IFP1@ODOS1E&1Q !1 !$2H($23 :[WV:R5 !0ZB&JZ #J4!# 4U
MKO:FPQR@P^Y&71* ;QP`"[:A3DVC`8 5;_)!"S8"$\#A##R@7P+!!Z#$]@!
M]70!`)[!$^J-!]P@!BK 9G9(%YA08C.@'L;J;D:LPWC &8@#+(9$"C[/&<!A
M'5J/!^9"+#)@&2;H!*YA^\X@!D(!6$4"(1P@IU; )!H`E1".$!24E2!A71I
MXHRU`3: $L:P/-AM"'[&&I: 5LJA&;03'G* 'OU '1R@&LZA:C3 #U:A&7+@
MCU;!&A@!$^ !;S!!_@@PP5B+E92 #@!\@'5EJ7[M5Y:T2&I]1844A4U"(P]\
M8#,:H $XHP$R9C/LP ?J3Q*LZ)7RP 0>0 5>K HD`!-4@&RK02O%T?9,P&RI
M@1+Z)>(DSD!6P =R]XN"IP$P*((O&-+B"D_:Y!S.01(DH(8G* C;) T$P ?P
MH((=H!@2P $2H Q.3A=R%W%-XN%"H79%UA*D0!J@M0KJSWA_)6HHP0,LX5F=
M016N@6_ X AX`!X0X!\B0-UXX S.X%FEP1"H$0M.0-T0( "^@0=D`0'(00K>
MEFU)F)0@U$#"3X&BYHIN`P1?Q!78%\1\17>_B">%K'"U*("+[7Y?R1C<_L)5
M]LI^L:A^&^ <0A5QR9$T.,,'"M<'`EB4?4 ;E,OVIN$BN*-^,T `0,,>SB$0
M)/E%M,BPP )$7/F5A 1PC%<<V;+C#, >0DZ&.X@&?( 61]A [*$:^*&"*P@3
MOE:::UB:$R !)" ?L$":'> !RJ 7! `A#$""M^&#*4$%$H$2:K@S?8YJ1WB$
MR4J$I2$1T `'SJ&>VW>>SV% #60<(?3[#*$(BH%J"X3RPB!+PD 2) $-,&$;
MY'F-#< 5`D&+M,@5'D 2?#FG/%G./FP%# $#A-D`>N$<>D$%?,[VY+D8&!H3
M, $-2+H:TW:&95B6SP$'A$ ;3$ 79%@%9-B8_G-:Y,Z!#PX7I6U/$EPD@(T!
ME2&9E#GC`0;T]@J$$B1!"%S!D*O:%<:@JNWAJJ^:!NS!!+1:&UP!#XPYY%2@
M<^?67PE:I\8QXMSZYY3)D]4&<=]ZH_N8H*?6G?U9A#<ZXD0LQ)Y:KNW:KMV:
MKOMZL-N:K]^9K^N:L8D:I14;<1/ 5RAA@C@:A $@L"'[H0OZL0NZLS_[LQ/;
MGQ_[E^5,'.U2GA&RK.CZI"/[G1'[KFL4MF.;M&O[MC?XMN7ZM4M;MWW[MWT[
MMWE;L#U;L>?ZLW/;L$.;L8\UKC>ZDP^;L#M[MY<9N*W[NK';MX>[M[.[NVW;
MNY6;MI=[F?TX1^B:(;,A-+LC>[HWF[U_>[NM^U=H&[SIN[XUVKZUV[CAF4 "
#`@`[
`
end

--MESSAGE FILE 16216 END: ./1 SCEE/yaroze/test/000000093html.html


--MESSAGE FILE 16217 START: ./1 SCEE/yaroze/test/000000094html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.test
Subject: Re: test test test!!!!!!
Date: Mon, 30 Mar 1998 11:26:52 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <6fns4g$6ne10@chuka.playstation.co.uk>
References: <6fnnib$6ne3@chuka.playstation.co.uk>
NNTP-Posting-Host: userl031.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Thanks for fixing it !
```

(what does 'throttling' apply to ?)

;)

Steve

>Test message 30th/3rd
>
>

--MESSAGE FILE 16217 END: ./1 SCEE/yaroze/test/000000094html.html

--MESSAGE FILE 16218 START: ./1 SCEE/yaroze/test/000000095html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <evans@fourny.demon.co.uk>
Newsgroups: scee.yaroze.test
Subject: whats gone wrong
Date: Sat, 28 Mar 1998 16:55:57 -0000
Organization: Yaloozer
Lines: 9
Message-ID: <6fojmo$6ne15@chuka.playstation.co.uk>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

whr hs vryn gn?

s h nws brkn?

james your aunt is a pinko commie scumbag.

--MESSAGE FILE 16218 END: ./1 SCEE/yaroze/test/000000095html.html

--MESSAGE FILE 16219 START: ./1 SCEE/yaroze/test/000000096html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.test
Subject: Re: whats gone wrong
Date: Sat, 28 Mar 1998 18:38:29 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <6fole4$6ne17@chuka.playstation.co.uk>
References: <6fojmo$6ne15@chuka.playstation.co.uk>
NNTP-Posting-Host: userm865.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Hello Stranger
    You've probably forgotten how to
work your newsreader !

Steve

>whr hs vryn gn?
>
>s h nws brkn?
>
>james your aunt is a pinko commie

scumbag.
>
>
>
>

--MESSAGE FILE 16219 END: ./1 SCEE/yaroze/test/000000096html.html

--MESSAGE FILE 16220 START: ./1 SCEE/yaroze/test/000000097html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@codeworks.demon.co.uk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Fri, 27 Mar 1998 14:47:50 +0000
Organization: Mobius Codeworks Ltd.
Lines: 2
Message-ID: <351BBC16.CB7E5259@codeworks.demon.co.uk>
NNTP-Posting-Host: codeworks.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

Adventure, excitement.. a Jedi craves not...

--MESSAGE FILE 16220 END: ./1 SCEE/yaroze/test/000000097html.html

--MESSAGE FILE 16221 START: ./1 SCEE/yaroze/test/000000098html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.test
Subject: a
Date: Sat, 28 Mar 1998 19:50:18 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6fopko$6ne18@chuka.playstation.co.uk>
NNTP-Posting-Host: userm865.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

a

--MESSAGE FILE 16221 END: ./1 SCEE/yaroze/test/000000098html.html

--MESSAGE FILE 16222 START: ./1 SCEE/yaroze/test/000000099html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.test
Subject: a
Date: Mon, 30 Mar 1998 19:58:15 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6fopml$6ne19@chuka.playstation.co.uk>
NNTP-Posting-Host: userm865.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

a

--MESSAGE FILE 16222 END: ./1 SCEE/yaroze/test/000000099html.html

--MESSAGE FILE 16223 START: ./1 SCEE/yaroze/test/000000100html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 31 Mar 1998 11:52:55 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <6fqhmi$6ne28@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--

 Contact me at http://wwp.mirabilis.com/9461567
    Send e-mail to johnt@nettech.demon.co.uk
   Visit my web site at www.coco.net.uk/johnt

--MESSAGE FILE 16223 END: ./1 SCEE/yaroze/test/000000100html.html

--MESSAGE FILE 16224 START: ./1 SCEE/yaroze/test/000000101html.html
Path: chuka.playstation.co.uk!news
From: "Laurent GAY" <mystbeast@infonie.fr>
Newsgroups: scee.yaroze.test
Subject: nothing
Date: 1 Apr 1998 14:11:57 GMT
Organization: INFONIE
Lines: 2
Message-ID: <01bd5d78$d1aa4ea0$f275f2c3@leader>
NNTP-Posting-Host: ppp-117-242.infonie.fr
X-Newsreader: Microsoft Internet News 4.70.1161

abeguedouflish abeguedouflash !!!!!!!

--MESSAGE FILE 16224 END: ./1 SCEE/yaroze/test/000000101html.html

--MESSAGE FILE 16225 START: ./1 SCEE/yaroze/test/000000102html.html
Path: chuka.playstation.co.uk!news
From: "Laurent GAY" <mystbeast@infonie.fr>
Newsgroups: scee.yaroze.test
Subject: a one again
Date: 1 Apr 1998 14:13:45 GMT
Organization: INFONIE
Lines: 1
Message-ID: <01bd5d79$12530aa0$f275f2c3@leader>
NNTP-Posting-Host: ppp-117-242.infonie.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Internet News 4.70.1161

nada nada

--MESSAGE FILE 16225 END: ./1 SCEE/yaroze/test/000000102html.html

--MESSAGE FILE 16226 START: ./1 SCEE/yaroze/test/000000103html.html
Path: chuka.playstation.co.uk!blabla.xs4all.nl!anonymous
From: "Raymond" <news@blabla.xs4all.nl>
Newsgroups: scee.yaroze.test
Subject: Test?
Date: Sun, 5 Apr 1998 16:09:21 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <BLBL137646CE@blabla.xs4all.nl>
NNTP-Posting-Host: blabla.xs4all.nl
To: scee.yaroze.test
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16226 END: ./1 SCEE/yaroze/test/000000103html.html

--MESSAGE FILE 16227 START: ./1 SCEE/yaroze/test/000000104html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.test
Subject: a
Date: Thu, 9 Apr 1998 15:03:16 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6gik7v$p8n8@chuka.playstation.co.uk>
NNTP-Posting-Host: userm284.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16227 END: ./1 SCEE/yaroze/test/000000104html.html

--MESSAGE FILE 16228 START: ./1 SCEE/yaroze/test/000000105html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Mambo" <TSekine@berksys.com>
Newsgroups: scee.yaroze.test
Subject: quick test
Date: Wed, 15 Apr 1998 11:15:53 -0700
Organization: SCEA News Server
Lines: 3
Message-ID: <6h2su4$53c3@scea>
Reply-To: "Mambo" <TSekine@ berksys.com>
NNTP-Posting-Host: bsi218-116.berksys.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

does anyone get this message?

--MESSAGE FILE 16228 END: ./1 SCEE/yaroze/test/000000105html.html

--MESSAGE FILE 16229 START: ./1 SCEE/yaroze/test/000000106html.html
Path: chuka.playstation.co.uk!news

From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.test
Subject: Re: quick test
Date: Wed, 15 Apr 1998 20:40:36 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <6h328s$g1s11@chuka.playstation.co.uk>
References: <6h2su4$53c3@scea>
NNTP-Posting-Host: userl611.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>does anyone get this message?
I'm extremely pleased to say that I did
! :D

Mambo wrote in message
<6h2su4$53c3@scea>...
>does anyone get this message?
>
>

--MESSAGE FILE 16229 END: ./1 SCEE/yaroze/test/000000106html.html

--MESSAGE FILE 16230 START: ./1 SCEE/yaroze/test/000000107html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.test
Subject: Test, of course.
Date: 19 Apr 1998 14:29:09 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Sender: thutton@TECH10
Message-ID: <u3efazb6y.fsf@cybec.com.au>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

This is a test post using Gnus v5.3; nntp 4.0
--
Toby.
--MESSAGE FILE 16230 END: ./1 SCEE/yaroze/test/000000107html.html

--MESSAGE FILE 16231 START: ./1 SCEE/yaroze/test/000000108html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.test
Subject: a
Date: Mon, 20 Apr 1998 18:39:07 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6hg11o$shn10@chuka.playstation.co.uk>
NNTP-Posting-Host: userm118.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16231 END: ./1 SCEE/yaroze/test/000000108html.html

--MESSAGE FILE 16232 START: ./1 SCEE/yaroze/test/000000109html.html
Path: chuka.playstation.co.uk!news
From: Nick Slaven <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 28 Apr 1998 18:50:12 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <354616CE.C6ABC682@compuserve.com>
NNTP-Posting-Host: ld09-055.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

tis quiet around here

--MESSAGE FILE 16232 END: ./1 SCEE/yaroze/test/000000109html.html

--MESSAGE FILE 16233 START: ./1 SCEE/yaroze/test/000000110html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.test
Subject: Re: test
Date: Tue, 28 Apr 1998 12:24:58 -0700
Organization: Cisco Systems
Lines: 8
Message-ID: <35462D0A.14AE5150@netmagic.net>
References: <354616CE.C6ABC682@compuserve.com>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Nick Slaven wrote:
> tis quiet around here

The lambs have stopped screaming... Muahahahaa...

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16233 END: ./1 SCEE/yaroze/test/000000110html.html

--MESSAGE FILE 16234 START: ./1 SCEE/yaroze/test/000000111html.html
Path: chuka.playstation.co.uk!news
From: Nick Slaven <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.test
Subject: Re: test
Date: Wed, 29 Apr 1998 20:22:55 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <35477E0C.CBD82E28@compuserve.com>
References: <354616CE.C6ABC682@compuserve.com> <35462D0A.14AE5150@netmagic.net>
NNTP-Posting-Host: ld11-063.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

You are Hanibal Lecter and I claim my five pounds.

Elliott Lee wrote:

> Nick Slaven wrote:
> > tis quiet around here
>
> The lambs have stopped screaming... Muahahahaa...
>
> - e!
>   tenchi@netmagic.net
>   http://www.netmagic.net/~tenchi/yaroze/

--MESSAGE FILE 16234 END: ./1 SCEE/yaroze/test/000000111html.html

--MESSAGE FILE 16235 START: ./1 SCEE/yaroze/test/000000112html.html
Path: chuka.playstation.co.uk!news
From: Nick Ferguson <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Fri, 01 May 1998 13:30:12 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <3549C054.3157@saqnet.co.uk>
Reply-To: nickf@saqnet.co.uk
NNTP-Posting-Host: atl4-034.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

test (doh!)
--MESSAGE FILE 16235 END: ./1 SCEE/yaroze/test/000000112html.html

--MESSAGE FILE 16236 START: ./1 SCEE/yaroze/test/000000113html.html
Path: chuka.playstation.co.uk!news
From: Gavin Shelley <gavin.shelley@dial.pipex.com>
Newsgroups: scee.yaroze.test
Subject: Re: Yes, another test, but hey, it is a test group, wow, my first ever post
Date: 01 May 1998 18:35:30 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Sender: unknown@DEFAULT
Message-ID: <wkhg39vqql.fsf@dial.pipex.com>
References: <01bca430$e7562820$LocalHost@default>
NNTP-Posting-Host: ae114.du.pipex.com
X-Newsreader: Gnus v5.3/Emacs 19.34

boo
--MESSAGE FILE 16236 END: ./1 SCEE/yaroze/test/000000113html.html

--MESSAGE FILE 16237 START: ./1 SCEE/yaroze/test/000000114html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "dr Z" <gsauve@sie.qc.ca>
Newsgroups: scee.yaroze.test
Subject: This is not a test. NOT!
Date: 7 May 1998 05:41:30 GMT

Organization: SCEA News Server
Lines: 1
Message-ID: <01bca22c$468df360$10b6e9cd@lausauvege>
NNTP-Posting-Host: 205.233.182.16
X-Newsreader: Microsoft Internet News 4.70.1155

Well, wat do you know. It's another test.
--MESSAGE FILE 16237 END: ./1 SCEE/yaroze/test/000000114html.html

--MESSAGE FILE 16238 START: ./1 SCEE/yaroze/test/000000115html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.test
Subject: blah
Date: Sat, 9 May 1998 13:24:25 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6j1i2t$aek13@chuka.playstation.co.uk>
NNTP-Posting-Host: usera589.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOle: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16238 END: ./1 SCEE/yaroze/test/000000115html.html

--MESSAGE FILE 16239 START: ./1 SCEE/yaroze/test/000000116html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.test
Subject: Test
Date: Wed, 13 May 1998 22:30:41 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <355a1ef1.5659676@news.playstation.co.uk>
NNTP-Posting-Host: p48-guillemot-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

This is a test as I just installed a new newsreader and I want to
check it works.....
--MESSAGE FILE 16239 END: ./1 SCEE/yaroze/test/000000116html.html

--MESSAGE FILE 16240 START: ./1 SCEE/yaroze/test/000000117html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 19 May 1998 09:59:57 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6jrhpl$4p1@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

this is a test

--MESSAGE FILE 16240 END: ./1 SCEE/yaroze/test/000000117html.html

--MESSAGE FILE 16241 START: ./1 SCEE/yaroze/test/000000118html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 19 May 1998 10:03:13 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6jrhqe$4p2@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

--MESSAGE FILE 16241 END: ./1 SCEE/yaroze/test/000000118html.html

--MESSAGE FILE 16242 START: ./1 SCEE/yaroze/test/000000119html.html
Path: chuka.playstation.co.uk!news
From: "Laurent GAY" <mystbeast@infonie.fr>
Newsgroups: scee.yaroze.test
Subject: test again and again
Date: 19 May 1998 09:06:49 GMT
Organization: INFONIE
Lines: 3
Message-ID: <01bd8305$4e9e1520$e475f2c3@leader>
NNTP-Posting-Host: ppp-117-228.infonie.fr
X-Newsreader: Microsoft Internet News 4.70.1161

Once upon a time, in a far far country...
est ce que ça marche?

--MESSAGE FILE 16242 END: ./1 SCEE/yaroze/test/000000119html.html

--MESSAGE FILE 16243 START: ./1 SCEE/yaroze/test/000000120html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scee.yaroze.test
Subject: b - "Brian West"
Date: 19 May 1998 15:34:33 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <6js8q9$4p4@chuka.playstation.co.uk>
NNTP-Posting-Host: n8.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/scee.yaroze.test

b

--MESSAGE FILE 16243 END: ./1 SCEE/yaroze/test/000000120html.html

--MESSAGE FILE 16244 START: ./1 SCEE/yaroze/test/000000121html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scee.yaroze.test
Subject: test

Date: 19 May 1998 15:35:40 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <6js8sc$4p5@chuka.playstation.co.uk>
NNTP-Posting-Host: n8.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/scee.yaroze.test

Whats the diff between Pricess Di and Micheal Hutch?

Micheal Hutch knew when to belt up.

--MESSAGE FILE 16244 END: ./1 SCEE/yaroze/test/000000121html.html

--MESSAGE FILE 16245 START: ./1 SCEE/yaroze/test/000000122html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scee.yaroze.test
Subject: Re: test
Date: 19 May 1998 15:37:52 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <6js90g$4p6@chuka.playstation.co.uk>
References: <351BBC16.CB7E5259@codeworks.demon.co.uk>
NNTP-Posting-Host: n8.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/351BBC16.CB7E5259@codeworks.demon.co.uk

Jim <jim@codeworks.demon.co.uk> wrote:
>Adventure, excitement.. a Jedi craves not...
>

As anyone playing jedi Knight will testify :)

--MESSAGE FILE 16245 END: ./1 SCEE/yaroze/test/000000122html.html

--MESSAGE FILE 16246 START: ./1 SCEE/yaroze/test/000000123html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scee.yaroze.test
Subject: bored
Date: 20 May 1998 22:52:25 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <6jvmr9$4p18@chuka.playstation.co.uk>
NNTP-Posting-Host: n29.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/scee.yaroze.test

Dont you have something better to do than read this?

--MESSAGE FILE 16246 END: ./1 SCEE/yaroze/test/000000123html.html

--MESSAGE FILE 16247 START: ./1 SCEE/yaroze/test/000000124html.html
Path: chuka.playstation.co.uk!news
From: rs108@mdx.ac.uk (Robert Swan)
Newsgroups: scee.yaroze.test
Subject: Re: bored
Date: Thu, 21 May 1998 00:17:17 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <35637279.1384331@www.playstation.co.uk>
References: <6jvmr9$4p18@chuka.playstation.co.uk>
NNTP-Posting-Host: th-eng06-191.pool.dircon.co.uk
X-Newsreader: Forte Free Agent 1.11/32.235

On 20 May 1998 22:52:25 GMT, West <wb6ac> wrote:

>Dont you have something better to do than read this?
>

so this is why my phone bill is so big :)
--MESSAGE FILE 16247 END: ./1 SCEE/yaroze/test/000000124html.html

--MESSAGE FILE 16248 START: ./1 SCEE/yaroze/test/000000125html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Tenchi <tenchi@netmagic.net>
Newsgroups: scee.yaroze.test
Subject: Just testing
Date: Wed, 20 May 1998 23:23:36 -0700
Organization: SCEA News Server
Lines: 8
Message-ID: <3563C868.650BA7EC@netmagic.net>
NNTP-Posting-Host: ppp1-12.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)

Heya,

New modem. New browser. Same old newsgroups. Hello.

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16248 END: ./1 SCEE/yaroze/test/000000125html.html

--MESSAGE FILE 16249 START: ./1 SCEE/yaroze/test/000000126html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Tenchi <tenchi@netmagic.net>
Newsgroups: scee.yaroze.test
Subject: Re: Just testing
Date: Wed, 20 May 1998 23:24:00 -0700
Organization: SCEA News Server
Lines: 15
Message-ID: <3563C880.3563EA7D@netmagic.net>
References: <3563C868.650BA7EC@netmagic.net>
NNTP-Posting-Host: ppp1-12.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)

Yeehah! Eeet werkzzz...

Tenchi wrote:
>
> Heya,
>
> New modem. New browser. Same old newsgroups. Hello.
>
> - e!
>   tenchi@netmagic.net
>   http://www.netmagic.net/~tenchi/yaroze/

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16249 END: ./1 SCEE/yaroze/test/000000126html.html

--MESSAGE FILE 16250 START: ./1 SCEE/yaroze/test/000000127html.html
Path: chuka.playstation.co.uk!news
From: Nick Slaven <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.test
Subject: bananarama
Date: Fri, 22 May 1998 00:39:39 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <3564BB39.E18555D7@compuserve.com>
NNTP-Posting-Host: ld34-174.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

bananarama

--MESSAGE FILE 16250 END: ./1 SCEE/yaroze/test/000000127html.html

--MESSAGE FILE 16251 START: ./1 SCEE/yaroze/test/000000128html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scee.yaroze.test
Subject: Re: bananarama
Date: 22 May 1998 16:17:57 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <6k48fl$4p35@chuka.playstation.co.uk>
References: <3564BB39.E18555D7@compuserve.com>
NNTP-Posting-Host: n28.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/3564BB39.E18555D7@compuserve.com

Nick Slaven <NickSlaven@compuserve.com> wrote:
>bananarama
>

never as good since sibby left

--MESSAGE FILE 16251 END: ./1 SCEE/yaroze/test/000000128html.html

--MESSAGE FILE 16252 START: ./1 SCEE/yaroze/test/000000130html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "JW" <jarw@clover.net>
Newsgroups: scee.yaroze.test
Subject: test
Date: Fri, 29 May 1998 19:15:12 -0400
Organization: SCEA News Server
Lines: 3
Message-ID: <6knf0c$as72@scea>
NNTP-Posting-Host: usr-tort-m14-r14.clover.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

test

--MESSAGE FILE 16252 END: ./1 SCEE/yaroze/test/000000130html.html

--MESSAGE FILE 16253 START: ./1 SCEE/yaroze/test/000000131html.html
Path: chuka.playstation.co.uk!news
From: burrowinggerbil@hotmail.com (Barry Stuart Swan)
Newsgroups: scee.yaroze.test
Subject: subject
Date: Wed, 03 Jun 1998 22:50:22 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <3575d316.2337182@news.playstation.co.uk>
NNTP-Posting-Host: th-eng09-209.pool.dircon.co.uk
X-Newsreader: Forte Free Agent 1.11/32.235

this is a test, as indeed are all the other ones here, so at least
it's in good company :)
--MESSAGE FILE 16253 END: ./1 SCEE/yaroze/test/000000131html.html

--MESSAGE FILE 16254 START: ./1 SCEE/yaroze/test/000000132html.html
Path: chuka.playstation.co.uk!news
From: burrowinggerbil@hotmail.com (Barry Stuart Swan)
Newsgroups: scee.yaroze.test
Subject: Re: bananarama
Date: Wed, 03 Jun 1998 22:52:42 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <3575d395.2463371@news.playstation.co.uk>
References: <3564BB39.E18555D7@compuserve.com>
<6k48fl$4p35@chuka.playstation.co.uk>
NNTP-Posting-Host: th-eng09-209.pool.dircon.co.uk
X-Newsreader: Forte Free Agent 1.11/32.235

On 22 May 1998 16:17:57 GMT, West <wb6ac> wrote:

>Nick Slaven <NickSlaven@compuserve.com> wrote:
>>bananarama
>>
>
>never as good since sibby left
>

Yeah, and let's hope for them to regroup and fill the soon to be
demised spice girls shoes :)
(If they don't fall off the ridiculously tall things)

Gerbil
--MESSAGE FILE 16254 END: ./1 SCEE/yaroze/test/000000132html.html

--MESSAGE FILE 16255 START: ./1 SCEE/yaroze/test/000000133html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.test
Subject: ZZzzz?
Date: Sat, 06 Jun 1998 04:40:55 -0700
Organization: SCEA News Server
Lines: 9
Message-ID: <35792AC7.B6A08DEE@jps.net>
NNTP-Posting-Host: oak-port1347.jps.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)

Testing.

Sure is quiet around here...

Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 16255 END: ./1 SCEE/yaroze/test/000000133html.html

--MESSAGE FILE 16256 START: ./1 SCEE/yaroze/test/000000134html.html
Path: chuka.playstation.co.uk!news
From: Sarah Bennett <Sarah_Bennett@Playstation.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 09 Jun 1998 17:14:52 +0100
Organization: Sony Computer Entertainment Europe
Lines: 1
Message-ID: <357D5F7C.230FA413@Playstation.sony.com>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

yadda
--MESSAGE FILE 16256 END: ./1 SCEE/yaroze/test/000000134html.html

--MESSAGE FILE 16257 START: ./1 SCEE/yaroze/test/000000135html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <evans@fourny.demon.co.uk>
Newsgroups: scee.yaroze.test
Subject: Re: ZZzzz?
Date: Sun, 21 Jun 1998 17:10:00 +0100
Organization: Yaloozer
Lines: 3
Message-ID: <6mjb76$khq4@chuka.playstation.co.uk>
References: <35792AC7.B6A08DEE@jps.net>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

testing

--MESSAGE FILE 16257 END: ./1 SCEE/yaroze/test/000000135html.html

--MESSAGE FILE 16258 START: ./1 SCEE/yaroze/test/000000136html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.test
Subject: Re: ZZzzz?
Date: Thu, 25 Jun 1998 21:51:18 -0700
Organization: SCEA News Server
Lines: 5
Message-ID: <359328C6.3D80E578@shell.jps.net>
References: <35792AC7.B6A08DEE@jps.net> <6mjb76$khq4@chuka.playstation.co.uk>
NNTP-Posting-Host: oak-port5.jps.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Test

Graeme Evans wrote:
>
> testing
--MESSAGE FILE 16258 END: ./1 SCEE/yaroze/test/000000136html.html

--MESSAGE FILE 16259 START: ./1 SCEE/yaroze/test/000000137html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.test
Subject: Re: ZZzzz?
Date: Thu, 25 Jun 1998 21:53:06 -0700
Organization: SCEA News Server
Lines: 19
Message-ID: <35932931.987266BF@shell.jps.net>
References: <35792AC7.B6A08DEE@jps.net> <6mjb76$khq4@chuka.playstation.co.uk>
<359328C6.3D80E578@shell.jps.net>
NNTP-Posting-Host: oak-port5.jps.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

asldkjfl;askdjf lkasdj fl;kasjd faskjd f;asjdf kl;asjdf; askldjf ;asfjas
f;lajsdlf jaslkdfj akl;sjd fl;jasdlk jfsadk jfasldkfj laksjd flkas
jdflkas;dfj klasjd f;lkasjdflk;sjf;lasjd flk;as jfdkl;asd jfkl;jasl;dfj
klasjklsajdfkjs ;klfj akl;sdjf l;ksadjfklas jf;dl j

Elliott Lee wrote:
>
> Test
>
> Graeme Evans wrote:
> >
> > testing

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::

  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                     '''   '''
--MESSAGE FILE 16259 END: ./1 SCEE/yaroze/test/000000137html.html

--MESSAGE FILE 16260 START: ./1 SCEE/yaroze/test/000000138html.html
Path: chuka.playstation.co.uk!news
From: George_Bain@Playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.test
Subject: test
Date: 2 Jul 1998 14:59:31 GMT
Organization: SCEE
Lines: 2
Message-ID: <6ng78j$60l2@chuka.playstation.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.9 (Released Version) (x86 32bit)

this is a test

--MESSAGE FILE 16260 END: ./1 SCEE/yaroze/test/000000138html.html

--MESSAGE FILE 16261 START: ./1 SCEE/yaroze/test/000000139html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.test
Subject: Yet another test !!
Date: Mon, 06 Jul 1998 19:27:43 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <35a124fa.774920@news.playstation.co.uk>
NNTP-Posting-Host: p16-crane-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

Just a test to check that my new PC is working OK !
--MESSAGE FILE 16261 END: ./1 SCEE/yaroze/test/000000139html.html

--MESSAGE FILE 16262 START: ./1 SCEE/yaroze/test/000000140html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.test
Subject: Re: Yet another test !!
Date: Mon, 06 Jul 1998 16:27:35 -0700
Organization: Cisco Systems
Lines: 11
Message-ID: <35A15D67.7A9B089E@jps.net>
References: <35a124fa.774920@news.playstation.co.uk>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

'gratz on the new PC...

Richard Cutting wrote:
>
> Just a test to check that my new PC is working OK !

Mata ne, ...

```
- e!             ::'              tenchi@shell.jps.net            '::
  (Protocol)    ::  ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis  ::
  (Tenchikun)    ::.           http://www.jps.net/tenchi          .::
                   '''                                          '''
--MESSAGE FILE 16262 END: ./1 SCEE/yaroze/test/000000140html.html


--MESSAGE FILE 16263 START: ./1 SCEE/yaroze/test/000000141html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: "K.Tamura" <kouzou@ymg.urban.ne.jp>
Newsgroups: scee.yaroze.test
Subject: Re: Fujiyama
Date: Tue, 07 Jul 1998 22:25:52 +0900
Organization: PlayStation Net Yarouze
Lines: 17
Message-ID: <6nt83c$4mo@news1.scei.co.jp>
References: <3355EAB0.4DFA@ymg.urban.or.jp>
<6bjuqs$bej2@chuka.playstation.co.uk>
NNTP-Posting-Host: 202.231.136.70
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-WWWns-ID: <35A221DC.6F3E@ymg.urban.ne.jp>
X-Mailer: Mozilla 3.01 [ja] (Macintosh; I; PPC)

Steve Dunn wrote:
>
> 600 or 750 ?
> GSX-R wrote in message <3355EAB0.4DFA@ymg.urban.or.jp>...
> >#$B!!#(JHi!
> >#$B!!#(JMy name is Kouzou Tamura.
> >#$B!!#(JNanka-Yarouze forum leader.
> >
> >#$B!!#(JI like geisya girl!

 My GSX-R is 1100.
 1986 model and 1992 model.

 narrow.....Japan Road!!!!!

 but GSX-R is very fun.

--MESSAGE FILE 16263 END: ./1 SCEE/yaroze/test/000000141html.html


--MESSAGE FILE 16264 START: ./1 SCEE/yaroze/test/000000142html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!usenet
From: "K.Tamura" <kouzou@ymg.urban.ne.jp>
Newsgroups: scee.yaroze.test
Subject: GSX-R
Date: Tue, 07 Jul 1998 22:35:24 +0900
Organization: PlayStation Net Yarouze
Lines: 4
Message-ID: <6nt8ks$4mo@news1.scei.co.jp>
References: <3355EAB0.4DFA@ymg.urban.or.jp>
<6bjuqs$bej2@chuka.playstation.co.uk> <6nt83c$4mo@news1.scei.co.jp>
NNTP-Posting-Host: 202.231.136.70
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-WWWns-ID: <35A22416.7597@ymg.urban.ne.jp>
X-Mailer: Mozilla 3.01 [ja] (Macintosh; I; PPC)

http://www.sannet.ne.jp/userpage/gsxr/
```

  GSX-R1100 Mailing List is here.

--MESSAGE FILE 16264 END: ./1 SCEE/yaroze/test/000000142html.html

--MESSAGE FILE 16265 START: ./1 SCEE/yaroze/test/000000143html.html
Path: chuka.playstation.co.uk!news
From: richard.cutting@virgin.net (Richard Cutting)
Newsgroups: scee.yaroze.test
Subject: Re: Yet another test !!
Date: Tue, 07 Jul 1998 20:32:45 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <35a2856f.185245@news.playstation.co.uk>
References: <35a124fa.774920@news.playstation.co.uk> <35A15D67.7A9B089E@jps.net>
NNTP-Posting-Host: p57-pigeon-gui.tch.virgin.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Mon, 06 Jul 1998 16:27:35 -0700, Elliott Lee <tenchi@jps.net>
wrote:

>'gratz on the new PC...
>
>Richard Cutting wrote:
>>
>> Just a test to check that my new PC is working OK !
>
>Mata ne, ...
>- e!   ::'   tenchi@shell.jps.net   '::
> (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
> (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
>   '''   '''

Yup, I'm one happy bunny now. I've got a Happauge Win-TV card and it's
all working nicely (not quite as good as a real TV but I'm not
complaining). No more trips into the living room to see what the hell
my latest creation does.....Plus I can watch TV while I code !!!

--MESSAGE FILE 16265 END: ./1 SCEE/yaroze/test/000000143html.html

--MESSAGE FILE 16266 START: ./1 SCEE/yaroze/test/000000144html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.test
Subject: Re: GSX-R
Date: Wed, 8 Jul 1998 11:35:53 +0100
Organization: Backroom Software Ltd.
Lines: 11
Message-ID: <6nvib5$9o2@chuka.playstation.co.uk>
References: <3355EAB0.4DFA@ymg.urban.or.jp>
<6bjuqs$bej2@chuka.playstation.co.uk> <6nt83c$4mo@news1.scei.co.jp>
<6nt8ks$4mo@news1.scei.co.jp>
NNTP-Posting-Host: userk453.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

www.backroom.tm
Pics of my R1 there

K.Tamura wrote in message <6nt8ks$4mo@news1.scei.co.jp>...
>http://www.sannet.ne.jp/userpage/gsxr/

>
> GSX-R1100 Mailing List is here.
>

--MESSAGE FILE 16266 END: ./1 SCEE/yaroze/test/000000144html.html

--MESSAGE FILE 16267 START: ./1 SCEE/yaroze/test/000000145html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Thu, 16 Jul 1998 16:34:43 +0100
Organization: Sony Computer Entertainment Europe
Lines: 1
Message-ID: <35AE1D93.BF80719F@scee.sony.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

test
--MESSAGE FILE 16267 END: ./1 SCEE/yaroze/test/000000145html.html

--MESSAGE FILE 16268 START: ./1 SCEE/yaroze/test/000000146html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <ferguson@hkstar.com>
Newsgroups: scee.yaroze.test
Subject: Test
Date: Sat, 12 Sep 1998 22:58:45 +0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <6te2fk$pf58@chuka.playstation.co.uk>
NNTP-Posting-Host: 202.82.241.84
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Just testing from Hong Kong. Nice weather here. Not.

--MESSAGE FILE 16268 END: ./1 SCEE/yaroze/test/000000146html.html

--MESSAGE FILE 16269 START: ./1 SCEE/yaroze/test/000000147html.html
Path: chuka.playstation.co.uk!news
From: Brian West <bweut98@hv.se>
Newsgroups: scee.yaroze.test
Subject: yet another silly pointless test messageH
Date: Wed, 16 Sep 1998 16:54:24 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <35FFD120.63FCC7E0@hv.se>
Reply-To: bweut98@hv.se
NNTP-Posting-Host: balder.hv.se
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (X11; I; SunOS 5.6 sun4m)

Hi there
    Any other yaroze coders out there in Sweden?

--MESSAGE FILE 16269 END: ./1 SCEE/yaroze/test/000000147html.html

--MESSAGE FILE 16270 START: ./1 SCEE/yaroze/test/000000148html.html
Path: chuka.playstation.co.uk!news
From: "Colin Hughes" <Colin_Hughes@scee.sony.co.uk>
Newsgroups: scee.yaroze.test
Subject: dfdf
Date: Mon, 21 Sep 1998 15:17:32 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <6u5ns3$fsh8@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>Myslisz ze ludzie nagle rzuca sie na Plusa ?
>Sorry, ale zeby sie wybic, musialbys miec zespol
>potezniejszy niz Neo, Psx Extreme, Psx fan, Playstation Magazine
>a chyba przyznasz sam ze jest to malo realne.
Dlaczego? Uwazam, ze moj zespol operuje poprawna polszyzna, jezykiem
literackim, fachowa wiedza i znajomoscia tematu.
Powtarzam - fachowa wiedza i znajomoscia tematu. Nie mamy konsol od dwoch
miesiecy, Tomek.>Rynek jest stabilny,
>miejsca na nim dosyc. Widocznie masz ambicje bycia pierwszym
>i jedynym na podium, ale to przyzwyczajenie z SS'a, ktorego to powinienes
>sie jak najszybciej pozbyc.
Dlaczego? Chyba ambicja kazdego redaktora naczelnego jest to, aby jego pismo
bylo najlepsze, a ambicja kazdego autora powinno byc to, aby jego teksty
byly najlepsze. Jesli ktos tak nie mysli, to nie jest
dobrymredaktorem/autorem.
Bede sie staral, bo jest o co walczyc.
>Co sklonilo Was do zamieszczania barterowych reklam w
>UMIERAJACYM TM-Semic. Dobra kondycja ? Nie sadze...
Pozwol, ze odpowiem pytaniem na pytanie.
A co sklonilo Was do oddawania stron reklamodawcom ZA DARMO? Niech zgadne -
dobra kondycja?Jak chcesz to ciagnac dalej to zapraszam na priva...Gulash

--MESSAGE FILE 16270 END: ./1 SCEE/yaroze/test/000000148html.html

--MESSAGE FILE 16271 START: ./1 SCEE/yaroze/test/000000149html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.test
Subject: Re: dfdf
Date: Fri, 25 Sep 1998 15:32:17 +0100
Organization: The Hex Heroes
Lines: 30
Message-ID: <360BA971.6714@writeme.com>
References: <6u5ns3$fsh8@chuka.playstation.co.uk>
NNTP-Posting-Host: atl4-m08.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Macintosh; I; 68K)

Crikey, Colin!

Been at the loopy juice?
Someone at SCEE give this guy a holiday - he's been working too hard...

James.

Colin Hughes wrote:
>
> >Myslisz ze ludzie nagle rzuca sie na Plusa ?
> >Sorry, ale zeby sie wybic, musialbys miec zespol
> >potezniejszy niz Neo, Psx Extreme, Psx fan, Playstation Magazine
> >a chyba przyznasz sam ze jest to malo realne.
> Dlaczego? Uwazam, ze moj zespol operuje poprawna polszyzna, jezykiem
> literackim, fachowa wiedza i znajomoscia tematu.
> Powtarzam - fachowa wiedza i znajomoscia tematu. Nie mamy konsol od dwoch
> miesiecy, Tomek.>Rynek jest stabilny,
> >miejsca na nim dosyc. Widocznie masz ambicje bycia pierwszym
> >i jedynym na podium, ale to przyzwyczajenie z SS'a, ktorego to powinienes
> >sie jak najszybciej pozbyc.
> Dlaczego? Chyba ambicja kazdego redaktora naczelnego jest to, aby jego pismo
> bylo najlepsze, a ambicja kazdego autora powinno byc to, aby jego teksty
> byly najlepsze. Jesli ktos tak nie mysli, to nie jest
> dobrymredaktorem/autorem.
> Bede sie staral, bo jest o co walczyc.
> >Co sklonilo Was do zamieszczania barterowych reklam w
> >UMIERAJACYM TM-Semic. Dobra kondycja ? Nie sadze...
> Pozwol, ze odpowiem pytaniem na pytanie.
> A co sklonilo Was do oddawania stron reklamodawcom ZA DARMO? Niech zgadne -
> dobra kondycja?Jak chcesz to ciagnac dalej to zapraszam na priva...Gulash
--MESSAGE FILE 16271 END: ./1 SCEE/yaroze/test/000000149html.html

--MESSAGE FILE 16272 START: ./1 SCEE/yaroze/test/000000150html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.test
Subject: Re: dfdf
Date: 28 Sep 1998 15:11:27 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 39
Sender: thutton@TECH10
Message-ID: <uk92oddog.fsf@cybec.com.au>
References: <6u5ns3$fsh8@chuka.playstation.co.uk> <360BA971.6714@writeme.com>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

James Rutherford <hexheroes@writeme.com> writes:

>
> Crikey, Colin!
>
> Been at the loopy juice?
> Someone at SCEE give this guy a holiday - he's been working too hard...

I had a Polish friend translate this for me. Quite a read.

>
> James.
>
> Colin Hughes wrote:
> >
> > >Myslisz ze ludzie nagle rzuca sie na Plusa ?
> > >Sorry, ale zeby sie wybic, musialbys miec zespol
> > >potezniejszy niz Neo, Psx Extreme, Psx fan, Playstation Magazine
> > >a chyba przyznasz sam ze jest to malo realne.
> > Dlaczego? Uwazam, ze moj zespol operuje poprawna polszyzna, jezykiem
> > literackim, fachowa wiedza i znajomoscia tematu.
> > Powtarzam - fachowa wiedza i znajomoscia tematu. Nie mamy konsol od dwoch

> > miesiecy, Tomek.>Rynek jest stabilny,
> > >miejsca na nim dosyc. Widocznie masz ambicje bycia pierwszym
> > >i jedynym na podium, ale to przyzwyczajenie z SS'a, ktorego to powinienes
> > >sie jak najszybciej pozbyc.
> > Dlaczego? Chyba ambicja kazdego redaktora naczelnego jest to, aby jego pismo
> > bylo najlepsze, a ambicja kazdego autora powinno byc to, aby jego teksty
> > byly najlepsze. Jesli ktos tak nie mysli, to nie jest
> > dobrymredaktorem/autorem.
> > Bede sie staral, bo jest o co walczyc.
> > >Co sklonilo Was do zamieszczania barterowych reklam w
> > >UMIERAJACYM TM-Semic. Dobra kondycja ? Nie sadze...
> > Pozwol, ze odpowiem pytaniem na pytanie.
> > A co sklonilo Was do oddawania stron reklamodawcom ZA DARMO? Niech zgadne -
> > dobra kondycja?Jak chcesz to ciagnac dalej to zapraszam na priva...Gulash

--
Toby.
--MESSAGE FILE 16272 END: ./1 SCEE/yaroze/test/000000150html.html

--MESSAGE FILE 16273 START: ./1 SCEE/yaroze/test/000000151html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 29 Sep 1998 23:32:13 +0100
Organization: Sony Computer Entertainment Europe
Lines: 3
Message-ID: <6ut122$gul1@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

test

--MESSAGE FILE 16273 END: ./1 SCEE/yaroze/test/000000151html.html

--MESSAGE FILE 16274 START: ./1 SCEE/yaroze/test/000000152html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 29 Sep 1998 23:35:59 +0100
Organization: Sony Computer Entertainment Europe
Lines: 3
Message-ID: <6ut18t$gul2@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

test

--MESSAGE FILE 16274 END: ./1 SCEE/yaroze/test/000000152html.html

--MESSAGE FILE 16275 START: ./1 SCEE/yaroze/test/000000153html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 29 Sep 1998 23:37:24 +0100

Organization: Sony Computer Entertainment Europe
Lines: 3
Message-ID: <6ut1bp$gul3@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16275 END: ./1 SCEE/yaroze/test/000000153html.html

--MESSAGE FILE 16276 START: ./1 SCEE/yaroze/test/000000154html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 29 Sep 1998 23:39:25 +0100
Organization: Sony Computer Entertainment Europe
Lines: 3
Message-ID: <6ut1fe$gul4@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16276 END: ./1 SCEE/yaroze/test/000000154html.html

--MESSAGE FILE 16277 START: ./1 SCEE/yaroze/test/000000155html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 29 Sep 1998 23:56:33 +0100
Organization: Sony Computer Entertainment Europe
Lines: 3
Message-ID: <6ut2fd$gul6@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16277 END: ./1 SCEE/yaroze/test/000000155html.html

--MESSAGE FILE 16278 START: ./1 SCEE/yaroze/test/000000156html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Wed, 30 Sep 1998 00:01:33 +0100
Organization: Sony Computer Entertainment Europe
Lines: 3
Message-ID: <6ut2oq$gul7@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16278 END: ./1 SCEE/yaroze/test/000000156html.html

--MESSAGE FILE 16279 START: ./1 SCEE/yaroze/test/000000157html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Wed, 30 Sep 1998 00:04:17 +0100
Organization: Sony Computer Entertainment Europe
Lines: 3
Message-ID: <6ut2tu$gul8@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16279 END: ./1 SCEE/yaroze/test/000000157html.html

--MESSAGE FILE 16280 START: ./1 SCEE/yaroze/test/000000158html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Wed, 30 Sep 1998 00:11:47 +0100
Organization: Sony Computer Entertainment Europe
Lines: 3
Message-ID: <6ut3c2$gul9@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16280 END: ./1 SCEE/yaroze/test/000000158html.html

--MESSAGE FILE 16281 START: ./1 SCEE/yaroze/test/000000159html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.test
Subject: eggbox
Date: Mon, 19 Oct 1998 23:35:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <70ijma$7i2@chuka.playstation.co.uk>
NNTP-Posting-Host: ld50-236.lon.compuserve.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

omlete

--MESSAGE FILE 16281 END: ./1 SCEE/yaroze/test/000000159html.html

--MESSAGE FILE 16282 START: ./1 SCEE/yaroze/test/000000160html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Tenchi <tenchi@cisco.com>
Newsgroups: scee.yaroze.test
Subject: Rice Crispies
Date: Tue, 20 Oct 1998 12:39:28 -0700
Organization: .
Lines: 1
Message-ID: <362CE6F0.3EB1886A@cisco.com>
References: <70ijma$7i2@chuka.playstation.co.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

marshmellow squares
--MESSAGE FILE 16282 END: ./1 SCEE/yaroze/test/000000160html.html

--MESSAGE FILE 16283 START: ./1 SCEE/yaroze/test/000000161html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.test
Subject: milk jug
Date: Tue, 20 Oct 1998 12:41:40 -0700
Organization: .
Lines: 1
Message-ID: <362CE774.42709AA1@shell.jps.net>
References: <70ijma$7i2@chuka.playstation.co.uk> <362CE6F0.3EB1886A@cisco.com>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Quik
--MESSAGE FILE 16283 END: ./1 SCEE/yaroze/test/000000161html.html

--MESSAGE FILE 16284 START: ./1 SCEE/yaroze/test/000000162html.html
Path: chuka.playstation.co.uk!news
From: Brian West <bweut98@hv.se>
Newsgroups: scee.yaroze.test
Subject: l
Date: Sun, 25 Oct 1998 21:39:03 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <36338C67.D7205DDC@hv.se>
Reply-To: bweut98@hv.se
NNTP-Posting-Host: saratoga.hv.se
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (X11; I; SunOS 5.6 sun4u)

--MESSAGE FILE 16284 END: ./1 SCEE/yaroze/test/000000162html.html

--MESSAGE FILE 16285 START: ./1 SCEE/yaroze/test/000000163html.html
Path: chuka.playstation.co.uk!news

From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.test
Subject: Oi Gaffer!
Date: Thu, 29 Oct 1998 17:25:08 +0000
Organization: The Hex Heroes
Lines: 6
Message-ID: <3638A4F4.CE2F79B4@writeme.com>
NNTP-Posting-Host: huldra.dai.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (X11; I; SunOS 5.5.1 sun4m)

Wake up and smell the Costa Rican, Sidney!

(or 'woohoo, I can post to newsgroups again!)

James.

--MESSAGE FILE 16285 END: ./1 SCEE/yaroze/test/000000163html.html

--MESSAGE FILE 16286 START: ./1 SCEE/yaroze/test/000000164html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.test
Subject: test
Date: 30 Oct 1998 12:18:42 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <71car2$fj610@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

test

--MESSAGE FILE 16286 END: ./1 SCEE/yaroze/test/000000164html.html

--MESSAGE FILE 16287 START: ./1 SCEE/yaroze/test/000000165html.html
Path: chuka.playstation.co.uk!news
From: Steve Randerson <stever@tw2.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 03 Nov 1998 16:52:18 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <363F34C2.8845ADE1@tw2.com>
NNTP-Posting-Host: 62.232.8.254
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; I)
X-Accept-Language: en

test
steve
--MESSAGE FILE 16287 END: ./1 SCEE/yaroze/test/000000165html.html

--MESSAGE FILE 16288 START: ./1 SCEE/yaroze/test/000000166html.html
Path: chuka.playstation.co.uk!news

From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.test
Subject: test
Date: 4 Nov 1998 08:45:26 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <71p476$9iv16@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

test

--MESSAGE FILE 16288 END: ./1 SCEE/yaroze/test/000000166html.html

--MESSAGE FILE 16289 START: ./1 SCEE/yaroze/test/000000167html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.test
Subject: test
Date: 5 Nov 1998 19:43:54 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <71sv5q$psk2@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

test

--MESSAGE FILE 16289 END: ./1 SCEE/yaroze/test/000000167html.html

--MESSAGE FILE 16290 START: ./1 SCEE/yaroze/test/000000168html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.test
Subject: test
Date: 5 Nov 1998 19:48:19 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <71sve3$psk3@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

www.netyaroze-europe.com

--MESSAGE FILE 16290 END: ./1 SCEE/yaroze/test/000000168html.html

--MESSAGE FILE 16291 START: ./1 SCEE/yaroze/test/000000169html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.test
Subject: test
Date: 5 Nov 1998 19:50:28 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <71svi4$psk4@chuka.playstation.co.uk>

NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

http://www.ksc.nasa.gov/

--MESSAGE FILE 16291 END: ./1 SCEE/yaroze/test/000000169html.html

--MESSAGE FILE 16292 START: ./1 SCEE/yaroze/test/000000170html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.test
Subject: test
Date: 9 Nov 1998 14:27:46 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <726u52$psk8@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

test

--MESSAGE FILE 16292 END: ./1 SCEE/yaroze/test/000000170html.html

--MESSAGE FILE 16293 START: ./1 SCEE/yaroze/test/000000171html.html
Path: chuka.playstation.co.uk!news
From: Laura <Laura@scee.com>
Newsgroups: scee.yaroze.test
Subject: testes, testes, 1, 2, 3
Date: Mon, 09 Nov 1998 14:56:52 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <364702B4.8C97297C@scee.com>
Reply-To: laura@scee.com
NNTP-Posting-Host: scee.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Ah the old Beavis and Butthead Jokes are the best!!!

love and kisses

Laura

--MESSAGE FILE 16293 END: ./1 SCEE/yaroze/test/000000171html.html

--MESSAGE FILE 16294 START: ./1 SCEE/yaroze/test/000000172html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.test
Subject: Re: testes, testes, 1, 2, 3
Date: Wed, 11 Nov 1998 18:48:59 +0000
Organization: The Hex Heroes
Lines: 9
Message-ID: <3649DC1B.D4D2A68@writeme.com>
References: <364702B4.8C97297C@scee.com>

```
NNTP-Posting-Host: booboo.dai.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (X11; I; SunOS 5.5.1 sun4m)

Laura wrote:

> Ah the old Beavis and Butthead Jokes are the best!!!

I might care to disagree ;o)

James.


--MESSAGE FILE 16294 END: ./1 SCEE/yaroze/test/000000172html.html


--MESSAGE FILE 16295 START: ./1 SCEE/yaroze/test/000000173html.html
Path: chuka.playstation.co.uk!news
From: freebooter <world@war.com>
Newsgroups: scee.yaroze.test
Subject: a er test
Date: Sun, 15 Nov 1998 15:52:15 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <364EF8AF.383C@war.com>
NNTP-Posting-Host: host5-99-49-95.btinternet.com
Mime-Version: 1.0
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

<BASE HREF="http://www.netyaroze-europe.com/">

<html>
<head>
<title>Untitled Document</title>
<META HTTP-EQUIV="Refresh" CONTENT="1; URL=yaroze/index.html">

<script language='JavaScript'>
<!--
if ( self != top ) top.location=self.location;
// -->
</script>

</head>
<body>
</body>
</html>

--MESSAGE FILE 16295 END: ./1 SCEE/yaroze/test/000000173html.html


--MESSAGE FILE 16296 START: ./1 SCEE/yaroze/test/000000174html.html
Path: chuka.playstation.co.uk!news
From: freebooter <world@war.com>
Newsgroups: scee.yaroze.test
Subject: sub noject
Date: Sun, 15 Nov 1998 15:56:39 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <364EF9B7.4495@war.com>
References: <364EF8AF.383C@war.com>
```

```
NNTP-Posting-Host: host5-99-49-95.btinternet.com
Mime-Version: 1.0
Content-Type: message/rfc822
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)
Content-Disposition: inline

Path: chuka.playstation.co.uk!news
From: freebooter <world@war.com>
Newsgroups: scee.yaroze.test
Subject: a er test
Date: Sun, 15 Nov 1998 15:52:15 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <364EF8AF.383C@war.com>
NNTP-Posting-Host: host5-99-49-95.btinternet.com
Mime-Version: 1.0
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I)

<BASE HREF="http://www.netyaroze-europe.com/">

<html>
<head>
<title>Untitled Document</title>
<META HTTP-EQUIV="Refresh" CONTENT="1; URL=yaroze/index.html">

<script language='JavaScript'>
<!--
if ( self != top ) top.location=self.location;
// -->
</script>

</head>
<body>
</body>
</html>


--MESSAGE FILE 16296 END: ./1 SCEE/yaroze/test/000000174html.html


--MESSAGE FILE 16297 START: ./1 SCEE/yaroze/test/000000175html.html
Path: chuka.playstation.co.uk!news
From: <JTait@wyrddreams.demon.co.uk>
Newsgroups: scee.yaroze.test
Subject: Test auth
Date: 29 Nov 1998 05:54:23 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <19981129055226.1@wyrddreams.demon.co.uk>
NNTP-Posting-Host: wyrddreams.demon.co.uk

test
--MESSAGE FILE 16297 END: ./1 SCEE/yaroze/test/000000175html.html


--MESSAGE FILE 16298 START: ./1 SCEE/yaroze/test/000000176html.html
Path: chuka.playstation.co.uk!wyrddreams.demon.co.uk!wyrddreams.demon.co.uk!not-
for-mail
From: JTait@wyrddreams.demon.co.uk
Newsgroups: scee.yaroze.test
Subject: testing newsfeed
```

Date: 29 Nov 1998 19:53:29 -0000
Organization: Wyrd Dreams - Internet Realities
Lines: 4
Message-ID: <73s8np$g3f@wyrddreams.demon.co.uk>
NNTP-Posting-Host: wyrddreams.demon.co.uk
X-Newsreader: TIN [version 1.2 PL2]

just to see if this gets batched.
--
Life isn't precious - | JTait@wyrddreams.demon.co.uk ICQ# 17834893
it's expensive. | http://www.sun.mdx.ac.uk/~jt061/
--MESSAGE FILE 16298 END: ./1 SCEE/yaroze/test/000000176html.html

--MESSAGE FILE 16299 START: ./1 SCEE/yaroze/test/000000177html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.test
Subject: Mayday, mayday!
Date: Sun, 06 Dec 1998 00:56:50 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <3669D652.AD05AFDF@manc.u-net.com>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Testing 1 2 3.

Etc.

No, I'm not trying to be funny (like most posts here) but I've just been

stupid/clever (delete as applicable) to install Netscape Communcator 4.5

and seeing if this thing can post. I'm totally confused now, I was
happy when
it was all v2. Aahhh, they were the days. I've probably missed out on
a
load of vital messages too from having to renew the news files and
that. Oh well.
The thing still keeps crashing, but then it IS a Microsoft OS and from
what I hear
they and Netscape don't quite see I to I so to speak.. I would've
stuck with NS3.0
but I bought PC Answers to get truespace2 for free and well it had NS4.5
on it
(plus DirectX6 and WinZip7 so it all saves me a hour downloading stuff.
The magazine is essentially an 'insert' on the CDs though of course, but

then are you really reading a TEST newsgroup??? Are you as sad enough
to be reading this as I am to be typing it? Touche.

Jim

--MESSAGE FILE 16299 END: ./1 SCEE/yaroze/test/000000177html.html

--MESSAGE FILE 16300 START: ./1 SCEE/yaroze/test/000000178html.html
Path: chuka.playstation.co.uk!news
From: reaper@clara.net (Mark)

Newsgroups: scee.yaroze.test
Subject: testing
Date: Sun, 06 Dec 1998 22:19:12 GMT
Organization: Twisted Minds
Lines: 1
Message-ID: <366b02ce.35479859@news.playstation.co.uk>
NNTP-Posting-Host: du-1515.claranet.co.uk
X-Newsreader: Forte Free Agent 1.1/32.230

Hello!!!!!!!!!!!!!!!!!!
--MESSAGE FILE 16300 END: ./1 SCEE/yaroze/test/000000178html.html

--MESSAGE FILE 16301 START: ./1 SCEE/yaroze/test/000000179html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.test
Subject: Re: testing
Date: Thu, 10 Dec 1998 00:29:39 -0800
Organization: SCEA News Server
Lines: 18
Message-ID: <366F8673.1B5E37CC@shell.jps.net>
References: <366b02ce.35479859@news.playstation.co.uk>
NNTP-Posting-Host: svalliap-isdn3.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

HELLO!
  hello!
    h-ll-.
      :.::.:
        ,.,,.,
          . .. .

(echo)

Mark wrote:
> Hello!!!!!!!!!!!!!!!!!!

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 16301 END: ./1 SCEE/yaroze/test/000000179html.html

--MESSAGE FILE 16302 START: ./1 SCEE/yaroze/test/000000180html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.test
Subject: Garbage
Date: Mon, 14 Dec 1998 21:11:07 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <756ad5$78c4@chuka.playstation.co.uk>
NNTP-Posting-Host: mfs-pci-bqw-vty144.as.wcom.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Garbage

--MESSAGE FILE 16302 END: ./1 SCEE/yaroze/test/000000180html.html

--MESSAGE FILE 16303 START: ./1 SCEE/yaroze/test/000000181html.html
Path: chuka.playstation.co.uk!news
From: robert_swan@playstation.sony.com (Robert Swan)
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 15 Dec 1998 23:32:02 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <3676f16f.15128310@www.netyaroze-europe.com>
NNTP-Posting-Host: p65s12a01.client.global.net.uk
X-Newsreader: Forte Free Agent 1.11/32.235

Why the hell are you reading this test message???????

--MESSAGE FILE 16303 END: ./1 SCEE/yaroze/test/000000181html.html

--MESSAGE FILE 16304 START: ./1 SCEE/yaroze/test/000000182html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.test
Subject: Re: test
Date: Wed, 16 Dec 1998 13:56:22 +0000
Organization: The Hex Heroes
Lines: 6
Message-ID: <3677BC05.9A4073D9@writeme.com>
References: <3676f16f.15128310@www.netyaroze-europe.com>
NNTP-Posting-Host: huldra.dai.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (X11; I; SunOS 5.5.1 sun4m)

Robert Swan wrote:

> Why the hell are you reading this test message???????

Because you wrote it, Rob and you're my hero!

--MESSAGE FILE 16304 END: ./1 SCEE/yaroze/test/000000182html.html

--MESSAGE FILE 16305 START: ./1 SCEE/yaroze/test/000000183html.html
Path: chuka.playstation.co.uk!sixgun.demon.co.uk!sixgun.demon.co.uk
From: antony@sixgun.demon.co.uk (Antony Scott)
Newsgroups: scee.yaroze.test
Subject: Just checking
Date: Thu, 17 Dec 1998 21:24:35 GMT
Organization: None
Lines: 5
Message-ID: <367b7682.6727591@sixgun>
Reply-To: antony@sixgun.demon.co.uk
NNTP-Posting-Host: sixgun.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451
X-No-Archive: yes

Hello, is anyone there?

Antony Scott
http://www.sixgun.demon.co.uk
--MESSAGE FILE 16305 END: ./1 SCEE/yaroze/test/000000183html.html

--MESSAGE FILE 16306 START: ./1 SCEE/yaroze/test/000000184html.html
Path: chuka.playstation.co.uk!wyrddreams.demon.co.uk!wyrddreams.demon.co.uk!not-for-mail
From: JTait@wyrddreams.demon.co.uk
Newsgroups: scee.yaroze.test
Subject: Re: Garbage
Date: 16 Dec 1998 03:30:29 -0000
Organization: Wyrd Dreams - Internet Realities
Lines: 9
Message-ID: <7579gl$he2@wyrddreams.demon.co.uk>
References: <756ad5$78c4@chuka.playstation.co.uk>
NNTP-Posting-Host: wyrddreams.demon.co.uk
X-Newsreader: TIN [version 1.2 PL2]

What a generally cool band they are too.

Nick Slaven (NickSlaven@compuserve.com) wrote:
: Garbage

--
Life isn't precious - | JTait@wyrddreams.demon.co.uk   ICQ# 17834893
  it's expensive. | http://www.sun.mdx.ac.uk/~jt061/   0956 652763
--MESSAGE FILE 16306 END: ./1 SCEE/yaroze/test/000000184html.html

--MESSAGE FILE 16307 START: ./1 SCEE/yaroze/test/000000185html.html
Path: chuka.playstation.co.uk!wyrddreams.demon.co.uk!wyrddreams.demon.co.uk!not-for-mail
From: JTait@wyrddreams.demon.co.uk
Newsgroups: scee.yaroze.test
Subject: Re: test
Date: 16 Dec 1998 03:31:36 -0000
Organization: Wyrd Dreams - Internet Realities
Lines: 10
Message-ID: <7579io$he6@wyrddreams.demon.co.uk>
References: <3676f16f.15128310@www.netyaroze-europe.com>
NNTP-Posting-Host: wyrddreams.demon.co.uk
X-Newsreader: TIN [version 1.2 PL2]

What can I say, I just pressed <TAB> and it brought me here. The question
you should be asking is why am I replying to it....

Robert Swan (robert_swan@playstation.sony.com) wrote:
: Why the hell are you reading this test message???????

--
Life isn't precious - | JTait@wyrddreams.demon.co.uk   ICQ# 17834893
  it's expensive. | http://www.sun.mdx.ac.uk/~jt061/   0956 652763
--MESSAGE FILE 16307 END: ./1 SCEE/yaroze/test/000000185html.html

--MESSAGE FILE 16308 START: ./1 SCEE/yaroze/test/000000186html.html
Path: chuka.playstation.co.uk!news

From: Brian West <briest@deskmail.com>
Newsgroups: scee.yaroze.test
Subject: Re: Garbage
Date: Tue, 29 Dec 1998 01:17:44 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <36882DB7.385E92B@deskmail.com>
References: <756ad5$78c4@chuka.playstation.co.uk>
<7579gl$he2@wyrddreams.demon.co.uk>
NNTP-Posting-Host: bwefr98.lyan.hv.se
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; I)
X-Accept-Language: en

> What a generally cool band they are too.
>
>

Sure are, and I've got a ticket to see 'em in Goteborg :)

--MESSAGE FILE 16308 END: ./1 SCEE/yaroze/test/000000186html.html

--MESSAGE FILE 16309 START: ./1 SCEE/yaroze/test/000000187html.html
Path: chuka.playstation.co.uk!news
From: Brian West <briest@deskmail.com>
Newsgroups: scee.yaroze.test
Subject: Ugly Goblins make me Sad
Date: Tue, 29 Dec 1998 01:19:59 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <36882E3F.CCE30859@deskmail.com>
NNTP-Posting-Host: bwefr98.lyan.hv.se
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; I)
X-Accept-Language: en

Whey-hey I can now post for free and write pointless test messages.

--MESSAGE FILE 16309 END: ./1 SCEE/yaroze/test/000000187html.html

--MESSAGE FILE 16310 START: ./1 SCEE/yaroze/test/000000188html.html
Path: chuka.playstation.co.uk!news
From: Brian West <briest@deskmail.com>
Newsgroups: scee.yaroze.test
Subject: Re: testing
Date: Tue, 29 Dec 1998 01:20:30 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <36882E5E.643A8C8C@deskmail.com>
References: <366b02ce.35479859@news.playstation.co.uk>
<366F8673.1B5E37CC@shell.jps.net>
NNTP-Posting-Host: bwefr98.lyan.hv.se
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; I)
X-Accept-Language: en

Hej

--MESSAGE FILE 16310 END: ./1 SCEE/yaroze/test/000000188html.html

--MESSAGE FILE 16311 START: ./1 SCEE/yaroze/test/000000189html.html
Path: chuka.playstation.co.uk!news
From: yaroze@theburrow.co.uk (Barry & Robert Swan)
Newsgroups: scee.yaroze.test
Subject: test as ever
Date: Mon, 11 Jan 1999 21:01:54 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <369a66b4.5173271@www.netyaroze-europe.com>
NNTP-Posting-Host: pD7s01a01.client.global.net.uk
X-Newsreader: Forte Free Agent 1.11/32.235

blah.
Go read something interesting
--MESSAGE FILE 16311 END: ./1 SCEE/yaroze/test/000000189html.html

--MESSAGE FILE 16312 START: ./1 SCEE/yaroze/test/000000190html.html
Path: chuka.playstation.co.uk!news
From: "Tones" <caz.tones@virgin.net>
Newsgroups: scee.yaroze.test
Subject: Testing, Testing, 1, 2, 3...
Date: Sun, 17 Jan 1999 19:43:53 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <77teil$hoo8@chuka.playstation.co.uk>
NNTP-Posting-Host: p38-grackle-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hello,

This is the BBC.

Hmmm, Testing.....

Tones

--MESSAGE FILE 16312 END: ./1 SCEE/yaroze/test/000000190html.html

--MESSAGE FILE 16313 START: ./1 SCEE/yaroze/test/000000191html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scee.yaroze.test
Subject: Re: Testing, Testing, 1, 2, 3...
Date: Tue, 19 Jan 1999 15:44:05 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <36A4A845.B373B16F@manc.u-net.com>
References: <77teil$hoo8@chuka.playstation.co.uk>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1

Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

HE#^$#^%#*$*^LLO.

THIS *#^%&#(#^%((IS ^&%(&%^(&&(CHANNEL *^&%*#FIVE.

##$^#^#^#.

Tones wrote:

> Hello,
>
> This is the BBC.
>
> Hmmm, Testing.....
>
> Tones

--MESSAGE FILE 16313 END: ./1 SCEE/yaroze/test/000000191html.html

--MESSAGE FILE 16314 START: ./1 SCEE/yaroze/test/000000192html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scee.yaroze.test
Subject: Re: Testing, Testing, 1, 2, 3...
Date: Tue, 19 Jan 1999 19:18:46 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <7835ef$nli2@chuka.playstation.co.uk>
References: <77teil$hoo8@chuka.playstation.co.uk> <36A4A845.B373B16F@manc.u-
net.com>
NNTP-Posting-Host: mfs-pci-bqn-vty19.as.wcom.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

James Shaughnessy wrote in message <36A4A845.B373B16F@manc.u-net.com>...
>HE#^$#^%#*$*^LLO.
>
>THIS *#^%&#(#^%((IS ^&%(&%^(&&(CHANNEL *^&%*#FIVE.
>
>##$^#^#^#.

hells teeth! someone who can actually receive channel 5 in reasonable
quality!

Nick S

--MESSAGE FILE 16314 END: ./1 SCEE/yaroze/test/000000192html.html

--MESSAGE FILE 16315 START: ./1 SCEE/yaroze/test/000000193html.html
Path: chuka.playstation.co.uk!news
From: "almars" <almars@breathemail.net>
Newsgroups: scee.yaroze.test
Subject: breathemail test 1

Date: Sat, 20 Feb 1999 10:59:52 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <7aoroh$erp12@chuka.playstation.co.uk>
NNTP-Posting-Host: VIP-203-41.vip.uk.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

breathemail test 1

--MESSAGE FILE 16315 END: ./1 SCEE/yaroze/test/000000193html.html

--MESSAGE FILE 16316 START: ./1 SCEE/yaroze/test/000000194html.html
Path: chuka.playstation.co.uk!news
From: Alan Marshall <almars@breathemail.net>
Newsgroups: scee.yaroze.test
Subject: netscape test
Date: Fri, 26 Feb 1999 18:27:47 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <36D6E7A3.6DA24916@breathemail.net>
NNTP-Posting-Host: VIP-205-239.vip.uk.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

blah blah
--MESSAGE FILE 16316 END: ./1 SCEE/yaroze/test/000000194html.html

--MESSAGE FILE 16317 START: ./1 SCEE/yaroze/test/000000195html.html
Path: chuka.playstation.co.uk!news
From: "Grey" <grey@bespoke-software.freeserve.co.uk>
Newsgroups: scee.yaroze.test
Subject: Testing, testing
Date: Fri, 26 Feb 1999 20:54:13 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <7b9qfi$9po26@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-29.nitrogen.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

One
Two
Three

--MESSAGE FILE 16317 END: ./1 SCEE/yaroze/test/000000195html.html

--MESSAGE FILE 16318 START: ./1 SCEE/yaroze/test/000000196html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 02 Mar 1999 16:07:30 +0000
Organization: Sony Computer Entertainment Europe
Lines: 7

Message-ID: <36DC0CC2.C2D318F0@scee.sony.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Shazbut hogmanay.

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

The cigarette does the smoking, YOU'RE just the sucker!!
--MESSAGE FILE 16318 END: ./1 SCEE/yaroze/test/000000196html.html

--MESSAGE FILE 16319 START: ./1 SCEE/yaroze/test/000000197html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@bigfoot.com>
Newsgroups: scee.yaroze.test
Subject: Re: test
Date: Thu, 4 Mar 1999 23:41:37 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <7bn645$9he39@chuka.playstation.co.uk>
References: <36DC0CC2.C2D318F0@scee.sony.co.uk>
NNTP-Posting-Host: mfs-pci-bqp-vty174.as.wcom.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

James Russell wrote in message <36DC0CC2.C2D318F0@scee.sony.co.uk>...
>Shazbut hogmanay.

????

I'm intrigued

--MESSAGE FILE 16319 END: ./1 SCEE/yaroze/test/000000197html.html

--MESSAGE FILE 16320 START: ./1 SCEE/yaroze/test/000000198html.html
Path: chuka.playstation.co.uk!news
From: "hannes winkelmann" <mindflow@gmx.net>
Newsgroups: scee.yaroze.test
Subject: test
Date: Mon, 8 Mar 1999 18:34:07 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <7c11lp$l2g9@chuka.playstation.co.uk>
NNTP-Posting-Host: pC19F3F0B.dip.t-online.de
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

hi there, anyone listening?

yours,

hannes

--MESSAGE FILE 16320 END: ./1 SCEE/yaroze/test/000000198html.html

--MESSAGE FILE 16321 START: ./1 SCEE/yaroze/test/000000199html.html
Path: chuka.playstation.co.uk!news
From: "Nick S" <NickSlaven@lineone.net>
Newsgroups: scee.yaroze.test
Subject: Lager Tubby
Date: Wed, 10 Mar 1999 20:06:50 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <7c6jqe$cij9@chuka.playstation.co.uk>
Reply-To: "Nick S" <NickSlaven@bigfoot.com>
NNTP-Posting-Host: host5-171-240-192.btinternet.com
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Too much tubby lager leads to lager tubby wobbly belly

--MESSAGE FILE 16321 END: ./1 SCEE/yaroze/test/000000199html.html

--MESSAGE FILE 16322 START: ./1 SCEE/yaroze/test/000000200html.html
Path: chuka.playstation.co.uk!news
From: "Homer J Simpson" <goaway@dontbugme.com>
Newsgroups: scee.yaroze.test
Subject: Is it bust, I dunno?
Date: Sat, 20 Mar 1999 00:55:29 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <7curmt$6i2@chuka.playstation.co.uk>
NNTP-Posting-Host: boutros.easynet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

This probably won't work so.

Blah, Blah, Blah, Blah, Blah, Blah, Blah.............................
My connection probably busted anyway..
If this works i'm gonna be gutted.

--MESSAGE FILE 16322 END: ./1 SCEE/yaroze/test/000000200html.html

--MESSAGE FILE 16323 START: ./1 SCEE/yaroze/test/000000201html.html
Path: chuka.playstation.co.uk!news
From: "Homer J Simpson" <goaway@dontbugme.com>
Newsgroups: scee.yaroze.test
Subject: Gutted.
Date: Sat, 20 Mar 1999 00:56:47 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <7curpa$6i3@chuka.playstation.co.uk>
NNTP-Posting-Host: boutros.easynet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

It worked. [Gutted!!]

--MESSAGE FILE 16323 END: ./1 SCEE/yaroze/test/000000201html.html

--MESSAGE FILE 16324 START: ./1 SCEE/yaroze/test/000000202html.html
Path: chuka.playstation.co.uk!news
From: "Kezza <swiseltd@" <"remove no spam>aol.com">
Newsgroups: scee.yaroze.test
Subject: UK Troubles
Date: Wed, 24 Mar 1999 11:56:47 +0000
Organization: StreetWise Consulting Limited.
Lines: 2
Message-ID: <7dajvh$6v2@chuka.playstation.co.uk>
Reply-To: "swiseltd@ aol.com" <"remove no spam">
NNTP-Posting-Host: 167-35-253.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.51 [en] (Win98; I)
X-Accept-Language: en

Just testing after the recent UK server troubles!

--MESSAGE FILE 16324 END: ./1 SCEE/yaroze/test/000000202html.html

--MESSAGE FILE 16325 START: ./1 SCEE/yaroze/test/000000203html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.test
Subject: Re: test
Date: Wed, 24 Mar 1999 21:44:01 -0800
Organization: SCEA News Server
Lines: 15
Message-ID: <36F9CD21.7BF658FD@shell.jps.net>
References: <7c11lp$l2g9@chuka.playstation.co.uk>
NNTP-Posting-Host: svalliap-isdn3.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Nope.

hannes winkelmann wrote:
>
> hi there, anyone listening?
>
> yours,
> hannes

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 16325 END: ./1 SCEE/yaroze/test/000000203html.html

--MESSAGE FILE 16326 START: ./1 SCEE/yaroze/test/000000204html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: ghost909@yahoo.com (Owes Beck)
Newsgroups: scee.yaroze.test
Subject: test
Date: Sun, 11 Apr 1999 14:33:10 GMT
Organization: THE MASTERMINDS
Lines: 1
Message-ID: <3710b293.51150682@news.scea.sony.com>
NNTP-Posting-Host: resnet193-123.resnet.buffalo.edu
X-Newsreader: Forte Free Agent 1.11/32.235

just testing
--MESSAGE FILE 16326 END: ./1 SCEE/yaroze/test/000000204html.html

--MESSAGE FILE 16327 START: ./1 SCEE/yaroze/test/000000205html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: ghost909@yahoo.com (Owes Beck)
Newsgroups: scee.yaroze.test
Subject: another test
Date: Sun, 11 Apr 1999 14:43:43 GMT
Organization: THE MASTERMINDS
Lines: 1
Message-ID: <3710b4fd.51769152@news.scea.sony.com>
NNTP-Posting-Host: resnet193-123.resnet.buffalo.edu
X-Newsreader: Forte Free Agent 1.11/32.235

just another posting test
--MESSAGE FILE 16327 END: ./1 SCEE/yaroze/test/000000205html.html

--MESSAGE FILE 16328 START: ./1 SCEE/yaroze/test/000000206html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Loughran" <Steve_Loughran@scee.sony.co.uk>
Newsgroups: scee.yaroze.test
Subject: Re: GSX-R
Date: Wed, 28 Apr 1999 00:24:30 +0100
Organization: SCEA News Server
Lines: 25
Message-ID: <7g5gv3$r8s2@scea>
References: <3355EAB0.4DFA@ymg.urban.or.jp>
<6bjuqs$bej2@chuka.playstation.co.uk> <6nt83c$4mo@news1.scei.co.jp>
<6nt8ks$4mo@news1.scei.co.jp> <6nvib5$9o2@chuka.playstation.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Steve Dunn wrote in message <6nvib5$9o2@chuka.playstation.co.uk>...
>www.backroom.tm
>Pics of my R1 there

Pic of my old bike that will make your eyes water (well, they made mine
water!)

http://camsg001.millennium.co.uk/pix/zzrcrash4.jpg

--

Steve

Steve Loughran, SGI/PC IT Manager
Sony Computer Entertainment Europe (Cambridge)
http://camsg001.millennium.co.uk/index.htm
Yamaha YZF1000R Thunderace
Team Waste - Where do you want to go wrong today?

--MESSAGE FILE 16328 END: ./1 SCEE/yaroze/test/000000206html.html

--MESSAGE FILE 16329 START: ./1 SCEE/yaroze/test/000000207html.html
Path: chuka.playstation.co.uk!news
From: "Mike Kavallierou" <Mike_Kavallierou@playstation.sony.com>
Newsgroups: scee.yaroze.test
Subject: Guess What
Date: Tue, 8 Jun 1999 08:45:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <7jii4n$rqe2@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Test

--MESSAGE FILE 16329 END: ./1 SCEE/yaroze/test/000000207html.html

--MESSAGE FILE 16330 START: ./1 SCEE/yaroze/test/000000208html.html
Path: chuka.playstation.co.uk!news
From: "Michael Milne" <mike@sunteam.freeserve.co.uk>
Newsgroups: scee.yaroze.test
Subject: Surprise
Date: Sat, 12 Jun 1999 11:04:07 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <7jtb33$qtv14@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-38.name53.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Test

--MESSAGE FILE 16330 END: ./1 SCEE/yaroze/test/000000208html.html

--MESSAGE FILE 16331 START: ./1 SCEE/yaroze/test/000000209html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scee.yaroze.test
Subject: test
Date: 16 Jun 1999 11:32:29 GMT
Organization: Sony Computer Entertainment Europe
Lines: 2
Message-ID: <7k820d$75r13@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk

Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)

this is a test

--MESSAGE FILE 16331 END: ./1 SCEE/yaroze/test/000000209html.html

--MESSAGE FILE 16332 START: ./1 SCEE/yaroze/test/000000210html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <toby@hutton.org>
Newsgroups: scee.yaroze.test
Subject: Gr.
Date: Thu, 29 Jul 1999 12:12:10 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <379FB87A.60332A12@hutton.org>
NNTP-Posting-Host: foo.mel.cybec.com.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.08 [en] (X11; I; Linux 2.0.36 i386)

Netscape test.

--
Toby.

--MESSAGE FILE 16332 END: ./1 SCEE/yaroze/test/000000210html.html

--MESSAGE FILE 16333 START: ./1 SCEE/yaroze/test/000000211html.html
Path: chuka.playstation.co.uk!foo.mel.cybec.com.au!nobody
From: Toby Hutton <thutton@vet.com.au>
Newsgroups: scee.yaroze.test
Subject: Grrr.
Date: 29 Jul 1999 12:03:17 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Sender: toby@foo.mel.cybec.com.au
Message-ID: <86emhsi55m.fsf@foo.mel.cybec.com.au>
NNTP-Posting-Host: foo.mel.cybec.com.au
X-Newsreader: Gnus v5.6.45/XEmacs 21.1 - "20 Minutes to Nikko"

Leafnode proxy power... ACTIVATE!
--
Toby.
--MESSAGE FILE 16333 END: ./1 SCEE/yaroze/test/000000211html.html

--MESSAGE FILE 16334 START: ./1 SCEE/yaroze/test/000000212html.html
Path: chuka.playstation.co.uk!foo.mel.cybec.com.au!nobody
From: Toby Hutton <thutton@vet.com.au>
Newsgroups: scee.yaroze.test
Subject: Server..?
Date: 11 Aug 1999 18:05:58 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Sender: toby@foo.mel.cybec.com.au
Message-ID: <86zozyrbbt.fsf@foo.mel.cybec.com.au>
NNTP-Posting-Host: 203.103.154.60

X-Newsreader: Gnus v5.6.45/XEmacs 21.1 - "20 Minutes to Nikko"

--
Toby.
--MESSAGE FILE 16334 END: ./1 SCEE/yaroze/test/000000212html.html

--MESSAGE FILE 16335 START: ./1 SCEE/yaroze/test/000000213html.html
Path: chuka.playstation.co.uk!news
From: nickf@saqnet.co.uk (Nick Ferguson)
Newsgroups: scee.yaroze.test
Subject: test
Date: Sun, 19 Sep 1999 16:15:33 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <37e50c21.5872183@www.netyaroze-europe.com>
NNTP-Posting-Host: dialup137-18.saqnet.co.uk
X-Newsreader: Forte Free Agent 1.11/32.235

--MESSAGE FILE 16335 END: ./1 SCEE/yaroze/test/000000213html.html

--MESSAGE FILE 16336 START: ./1 SCEE/yaroze/test/000000214html.html
Path: chuka.playstation.co.uk!news
From: nickf@saqnet.co.uk (Nick Ferguson)
Newsgroups: scee.yaroze.test
Subject: test
Date: Sun, 19 Sep 1999 16:18:11 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <37e50cb9.6024632@www.netyaroze-europe.com>
NNTP-Posting-Host: dialup137-18.saqnet.co.uk
X-Newsreader: Forte Free Agent 1.11/32.235

test
--MESSAGE FILE 16336 END: ./1 SCEE/yaroze/test/000000214html.html

--MESSAGE FILE 16337 START: ./1 SCEE/yaroze/test/000000215html.html
Path: chuka.playstation.co.uk!news
From: nickf@saqnet.co.uk (Nick Ferguson)
Newsgroups: scee.yaroze.test
Subject: test
Date: Sun, 19 Sep 1999 16:19:26 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <37e50d03.6098422@www.netyaroze-europe.com>
NNTP-Posting-Host: dialup137-18.saqnet.co.uk
X-Newsreader: Forte Free Agent 1.11/32.235

tsticls
--MESSAGE FILE 16337 END: ./1 SCEE/yaroze/test/000000215html.html

--MESSAGE FILE 16338 START: ./1 SCEE/yaroze/test/000000216html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@lineone.net>
Newsgroups: scee.yaroze.test
Subject: test
Date: Sat, 9 Oct 1999 10:18:26 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4

Message-ID: <7tn1ts$b6r3@chuka.playstation.co.uk>
Reply-To: "Nick Slaven" <NickSlaven@bigfoot.com>
NNTP-Posting-Host: host62-6-10-129.btinternet.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

"I am not an Aardvark & I do not sit in the corner."

--MESSAGE FILE 16338 END: ./1 SCEE/yaroze/test/000000216html.html

--MESSAGE FILE 16339 START: ./1 SCEE/yaroze/test/000000217html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@tannsoft.force9.co.uk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Wed, 3 Nov 1999 14:13:08 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <7vpfto$d9g1@chuka.playstation.co.uk>
NNTP-Posting-Host: tannsoft.force9.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

test

--MESSAGE FILE 16339 END: ./1 SCEE/yaroze/test/000000217html.html

--MESSAGE FILE 16340 START: ./1 SCEE/yaroze/test/000000218html.html
Path: chuka.playstation.co.uk!news
From: Robert_Swan@scee.net (Robert)
Newsgroups: scee.yaroze.test
Subject: tester
Date: Wed, 16 Feb 2000 16:31:35 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 90
Message-ID: <38aaca84.23338863@www.netyaroze-europe.com>
Reply-To: Robert_Swan@scee.net
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Forte Free Agent 1.11/32.235

Step 1

general discussion about making a racetrack

LOD

Aim:

To have a racetrack that morphs between a high detail model for close
up sectinos of road and a low detail model for far away sections.

This is all in theory - but is worthwhile planning so that the problem
can be approached in a logical manner. The idea is for a high detail
model to morph into the low detail model by moving its vertices until

they are where they would be if the low detail model were to have
those vertices.

```
// variables: arguments
VECTOR Vhi = {Xhi, Yhi, Zhi};   // hi detail coordinate
VECTOR Vlo = {Xlo, Ylo, Zlo};   // lo detail coordinate
unsigned int res;           // resolution of
blending
unsigned int c;                 // coefficient of
blending where 0 < c < res

// variables: result
VECTOR Vnew;                // morphed coordinate

// code
Vnew.vx = (Xhi * c) + (Xlo * (res-c)) / res;
Vnew.vy = (Yhi * c) + (Ylo * (res-c)) / res;
Vnew.vz = (Zhi * c) + (Zlo * (res-c)) / res;
```

the calculation is 6 multiplies, 3 subtractions, and 3 divides. Making
res a power of 2 you get 6 multiplies, 3 subtractions, and 3 bit
shifts -
a fast and generally free operation. This works where a vertex exists
in both the MODhi and MODlo. By definition the MODlo has less vertices
so
some form of interpolation must be done to create the 'assumed' Vlo
for those vertices that dont exist in MODlo. There has to be some
information
to determine the relative position of the 'assumed' Vlo to create it
from the MODlo. For quick calculation the 'assumed' Vlos it is easiest
to determine that they lie somewhere on a straight line between two
vertices on the MODlo as you can use a form of the above creation to
compute
it.

```
// variables: arguments
VECTOR Vlo1 = {Xlo1, Ylo1, Zlo1};  // lo detail coordinate
VECTOR Vlo2 = {Xlo2, Ylo2, Zlo2};  // lo detail coordinate
unsigned int total;                // number to
represent total distance from Vlo1 to Vlo2
unsigned int dist;                 // distance
from Vlo1 to Vlo2 as fraction of total

// variables: result
VECTOR Va;                     //
calculated coordinate

// code
Va.vx = (Xlo1 * dist) + (Xlo2 * (total-dist)) / total;
Va.vy = (Ylo1 * dist) + (Ylo2 * (total-dist)) / total;
Va.vz = (Zlo1 * dist) + (Zlo2 * (total-dist)) / total;
```

the idea of using any values for total and dist is used for clarity -
but you end up with divides. Using powers of two makes for much neater

calculations - taken to extremes assume Va is halfway between Vlo1 and
Vlo2.

```
// variables: arguments
VECTOR Vlo1 = {Xlo1, Ylo1, Zlo1};  // lo detail coordinate
VECTOR Vlo2 = {Xlo2, Ylo2, Zlo2};  // lo detail coordinate

// variables: result
VECTOR Va;                     //
```

calculated coordinate

```
// code
Va.vx = (Xlo1 + Xlo2) >> 1;
Va.vy = (Ylo1 + Ylo2) >> 1;
Va.vz = (Zlo1 + Zlo2) >> 1;
```

Thats pretty neat - to use this sort of equation the MODhi must have 2^n times more vertices than MODlo in any one axis. The lowest detail a section of track can be is 1x1, so I'll pick the resolution of MODhi to be 8x4 vertices.
--MESSAGE FILE 16340 END: ./1 SCEE/yaroze/test/000000218html.html

--MESSAGE FILE 16341 START: ./1 SCEE/yaroze/test/000000219html.html
Path: chuka.playstation.co.uk!news
From: "Steve Loughran" <Steve_Loughran@scee.sony.co.uk>
Newsgroups: scee.yaroze.test
Subject: first test
Date: Thu, 31 Aug 2000 17:46:35 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <8om253$7h1@chuka.playstation.co.uk>
NNTP-Posting-Host: camnt001.camb.scee.sony.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400

Just testing

--
--

Steve

Steve Loughran, Network Infrastructure Manager
Sony Computer Entertainment Europe (Cambridge)
http://camsg001.millennium.co.uk/index.htm
Yamaha YZF1000R Thunderace, ICQ#: 12666311
Team Waste - Where do you want to go wrong today?

--MESSAGE FILE 16341 END: ./1 SCEE/yaroze/test/000000219html.html

--MESSAGE FILE 16342 START: ./1 SCEE/yaroze/test/000000220html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <ps_yaroze@scee.net>
Newsgroups: scee.yaroze.test
Subject: test
Date: Sun, 3 Sep 2000 09:39:10 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <8ot2r2$7p3@chuka.playstation.co.uk>
NNTP-Posting-Host: gbain.wav.scee.sony.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400

--MESSAGE FILE 16342 END: ./1 SCEE/yaroze/test/000000220html.html

--MESSAGE FILE 16343 START: ./1 SCEE/yaroze/test/000000221html.html
Path: chuka.playstation.co.uk!news
From: "pal" <pal_news@hotmail.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: 27 Sep 2000 11:21:06 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <01c026d9$cb661ec0$e72c1bd4@pal-s-omnibook>
NNTP-Posting-Host: paris11-nas7-53-157.dial.proxad.net
X-Newsreader: Microsoft Internet News 4.70.1155

test sailor mercury
--MESSAGE FILE 16343 END: ./1 SCEE/yaroze/test/000000221html.html

--MESSAGE FILE 16344 START: ./1 SCEE/yaroze/test/000000222html.html
Path: chuka.playstation.co.uk!news
From: "Webmaster" <webmaster@scee.sony.co.uk>
Newsgroups: scee.yaroze.test
Subject: yep, it's a test
Date: Wed, 4 Apr 2001 10:26:25 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <9aeplk$h1u1@www.netyaroze-europe.com>
NNTP-Posting-Host: 43.193.234.96
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200

test

--MESSAGE FILE 16344 END: ./1 SCEE/yaroze/test/000000222html.html

--MESSAGE FILE 16345 START: ./1 SCEE/yaroze/test/000000223html.html
Path: chuka.playstation.co.uk!news
From: gwald <gwald@start.com.au>
Newsgroups: scee.yaroze.test
Subject: testing.......
Date: Wed, 04 Apr 2001 21:30:53 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <3ACBF4FD.6E3C8CC8@start.com.au>
References: <9aeplk$h1u1@www.netyaroze-europe.com>
Reply-To: gwald@start.com.au
NNTP-Posting-Host: 205.brs0208.brs.iprimus.net.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.75 [en] (Win98; U)
X-Accept-Language: en

Hmmmmmm ;)

--MESSAGE FILE 16345 END: ./1 SCEE/yaroze/test/000000223html.html

--MESSAGE FILE 16346 START: ./1 SCEE/yaroze/test/000000224html.html
Path: chuka.playstation.co.uk!news
From: "Will" <william.touzalin@wanadoo.fr>
Newsgroups: scee.yaroze.test
Subject: Re: testing.......
Date: Tue, 24 Apr 2001 12:13:07 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <9c3jkm$bu46@www.netyaroze-europe.com>
References: <9aeplk$h1u1@www.netyaroze-europe.com>
<3ACBF4FD.6E3C8CC8@start.com.au>
Reply-To: "Will" <william.touzalin@wanadoo.fr>
NNTP-Posting-Host: ALagny-101-1-1-160.abo.wanadoo.fr
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200

ho ! What's test ?
"gwald" <gwald@start.com.au> a [illegible]crit dans le message news:
3ACBF4FD.6E3C8CC8@start.com.au...
> Hmmmmmm ;)
>

--MESSAGE FILE 16346 END: ./1 SCEE/yaroze/test/000000224html.html

--MESSAGE FILE 16347 START: ./1 SCEE/yaroze/test/000000225html.html
Path: chuka.playstation.co.uk!news
From: "Ben James" <hungryghost@clara.co.uk>
Newsgroups: scee.yaroze.test
Subject: test-me-do
Date: Sun, 10 Jun 2001 15:36:24 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <9g0116$bov1@www.netyaroze-europe.com>
NNTP-Posting-Host: du-026-0034.claranet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600

a-holes and elbows online!

--MESSAGE FILE 16347 END: ./1 SCEE/yaroze/test/000000225html.html

--MESSAGE FILE 16348 START: ./1 SCEE/yaroze/test/000000226html.html
Path: chuka.playstation.co.uk!news
From: "Nicholas Ferguson" <home@nickferguson.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 12 Jun 2001 14:44:49 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <9g56c4$hqo7@www.netyaroze-europe.com>
NNTP-Posting-Host: ip02.tronji.adsl.uk.xo.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200

X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200

testes, er, testing

--MESSAGE FILE 16348 END: ./1 SCEE/yaroze/test/000000226html.html

--MESSAGE FILE 16349 START: ./1 SCEE/yaroze/test/000000227html.html
Path: chuka.playstation.co.uk!news
From: James Fu <sylvia@hknet.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Mon, 18 Jun 2001 01:13:03 +0900
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <3B2CD70F.DE057514@hknet.com>
Reply-To: jamesfu@alias.com.hk
NNTP-Posting-Host: ts36220.hknet.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en]C-CCK-MCD SGI (WinNT; I)
X-Accept-Language: zh-TW,en

test

--MESSAGE FILE 16349 END: ./1 SCEE/yaroze/test/000000227html.html

--MESSAGE FILE 16350 START: ./1 SCEE/yaroze/test/000000228html.html
Path: chuka.playstation.co.uk!news
From: James Fu <jamesfu@alias.com.hk>
Newsgroups: scee.yaroze.test
Subject: test
Date: Mon, 18 Jun 2001 01:16:32 +0900
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <3B2CD7E0.AB5BAE4C@alias.com.hk>
NNTP-Posting-Host: ts36220.hknet.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en]C-CCK-MCD SGI (WinNT; I)
X-Accept-Language: zh-TW,en

test

--MESSAGE FILE 16350 END: ./1 SCEE/yaroze/test/000000228html.html

--MESSAGE FILE 16351 START: ./1 SCEE/yaroze/test/000000229html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <net_yaroze@scee.net>
Newsgroups: scee.yaroze.test
Subject: test
Date: Wed, 27 Jun 2001 17:28:42 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <9hd22j$8ml3@www.netyaroze-europe.com>
NNTP-Posting-Host: 43.193.234.101
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200

X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200

test
--
Bain @ SCEE Technology Group

--MESSAGE FILE 16351 END: ./1 SCEE/yaroze/test/000000229html.html

--MESSAGE FILE 16352 START: ./1 SCEE/yaroze/test/000000230html.html
Path: chuka.playstation.co.uk!news
From: "Nicholas Ferguson" <home@nickferguson.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Tue, 10 Jul 2001 13:35:02 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <9iesol$lgc2@www.netyaroze-europe.com>
NNTP-Posting-Host: ip02.tronji.adsl.uk.xo.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200

test(ing my work connection)

--MESSAGE FILE 16352 END: ./1 SCEE/yaroze/test/000000230html.html

--MESSAGE FILE 16353 START: ./1 SCEE/yaroze/test/000000231html.html
Path: chuka.playstation.co.uk!news
From: "Jonnathon Tann" <tanjo_galbi@sympatico.ca>
Newsgroups: scee.yaroze.test
Subject: TEST
Date: Sun, 21 Oct 2001 15:17:10 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <9qv74j$g5g1@www.netyaroze-europe.com>
NNTP-Posting-Host: HSE-Hamilton-ppp243981.sympatico.ca
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000

Long time no access from me! LOL

Hi all that might remember me!

JohnT

--MESSAGE FILE 16353 END: ./1 SCEE/yaroze/test/000000231html.html

--MESSAGE FILE 16354 START: ./1 SCEE/yaroze/test/000000232html.html
Path: chuka.playstation.co.uk!news
From: "pal" <palpalpalpal@hotmail.com>
Newsgroups: scee.yaroze.test
Subject: test

Date: 31 Jul 2002 21:09:29 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <01c238d5$64f40b60$6992933e@pal-s-omnibook>
NNTP-Posting-Host: nas-cbv-5-62-147-146-105.dial.proxad.net
X-Newsreader: Microsoft Internet News 4.70.1155

heidi

--MESSAGE FILE 16354 END: ./1 SCEE/yaroze/test/000000232html.html

--MESSAGE FILE 16355 START: ./1 SCEE/yaroze/test/000000233html.html
Path: chuka.playstation.co.uk!news
From: "gazw" <sandinista@ic24.net>
Newsgroups: scee.yaroze.test
Subject: test
Date: Mon, 12 Aug 2002 18:21:13 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <ajbft4$ro21@www.netyaroze-europe.com>
NNTP-Posting-Host: modem-369.binger.dialup.pol.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400

test

--MESSAGE FILE 16355 END: ./1 SCEE/yaroze/test/000000233html.html

--MESSAGE FILE 16356 START: ./1 SCEE/yaroze/test/000000234html.html
Path: chuka.playstation.co.uk!news
From: James Burns <james.w.burns@talk21.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: Sat, 07 Dec 2002 00:52:34 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 2
Message-ID: <asrhas$3d42@www.netyaroze-europe.com>
NNTP-Posting-Host: m12-mp1.cvx5-c.bre.dial.ntli.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.2)
Gecko/20021126
X-Accept-Language: en, en-us

Is the this working?

--MESSAGE FILE 16356 END: ./1 SCEE/yaroze/test/000000234html.html

--MESSAGE FILE 16357 START: ./1 SCEE/yaroze/test/000000235html.html
Path: chuka.playstation.co.uk!news
From: James Burns <james.w.burns@talk21.com>
Newsgroups: scee.yaroze.test
Subject: Re: test
Date: Sat, 07 Dec 2002 00:54:27 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <asrhcs$3d43@www.netyaroze-europe.com>

References: <asrhas$3d42@www.netyaroze-europe.com>
NNTP-Posting-Host: m12-mp1.cvx5-c.bre.dial.ntli.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.2)
Gecko/20021126
X-Accept-Language: en, en-us
In-Reply-To: <asrhas$3d42@www.netyaroze-europe.com>

Yeh are you dumb or what :)

James Burns wrote:
> Is the this working?
>

--MESSAGE FILE 16357 END: ./1 SCEE/yaroze/test/000000235html.html

--MESSAGE FILE 16358 START: ./1 SCEE/yaroze/test/000000236html.html
Path: chuka.playstation.co.uk!news
From: "James Burns" <James_Burns@scee.net>
Newsgroups: scee.yaroze.test
Subject: test 28-01-2003
Date: Tue, 28 Jan 2003 10:06:08 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <b15l8q$6f1@www.netyaroze-europe.com>
NNTP-Posting-Host: 213.219.49.222
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106

testing 123

--MESSAGE FILE 16358 END: ./1 SCEE/yaroze/test/000000236html.html

--MESSAGE FILE 16359 START: ./1 SCEE/yaroze/test/000000237html.html
Path: chuka.playstation.co.uk!news
From: "James Burns" <James_Burns@scee.net>
Newsgroups: scee.yaroze.test
Subject: Re: test 28-01-2003
Date: Tue, 28 Jan 2003 10:06:53 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <b15la7$6f2@www.netyaroze-europe.com>
References: <b15l8q$6f1@www.netyaroze-europe.com>
NNTP-Posting-Host: 213.219.49.222
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106

Yay, it works

"James Burns" <James_Burns@scee.net> wrote in message
news:b15l8q$6f1@www.netyaroze-europe.com...
> testing 123
>
>

--MESSAGE FILE 16359 END: ./1 SCEE/yaroze/test/000000237html.html

--MESSAGE FILE 16360 START: ./1 SCEE/yaroze/test/000000238html.html
Path: chuka.playstation.co.uk!news
From: "Steve Spiller" <sspiller@microsoft.com>
Newsgroups: scee.yaroze.test
Subject: Re: test 28-01-2003
Date: Tue, 28 Jan 2003 15:48:51 -0800
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <b175fe$6f3@www.netyaroze-europe.com>
References: <b15l8q$6f1@www.netyaroze-europe.com> <b15la7$6f2@www.netyaroze-europe.com>
NNTP-Posting-Host: 131.107.3.74
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106

Thank goodness! I was worried we'd lost it for good.

"James Burns" <James_Burns@scee.net> wrote in message
news:b15la7$6f2@www.netyaroze-europe.com...
> Yay, it works
>
> "James Burns" <James_Burns@scee.net> wrote in message
> news:b15l8q$6f1@www.netyaroze-europe.com...
> > testing 123
> >
> >
>
>

--MESSAGE FILE 16360 END: ./1 SCEE/yaroze/test/000000238html.html

--MESSAGE FILE 16361 START: ./1 SCEE/yaroze/test/000000239html.html
Path: chuka.playstation.co.uk!news
From: "James Burns" <James_Burns@scee.net>
Newsgroups: scee.yaroze.test
Subject: monkey testing
Date: Fri, 13 Jun 2003 15:48:04 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <bccp6v$7fv1@www.netyaroze-europe.com>
NNTP-Posting-Host: 43.193.234.124
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165

monkey monkey monkey

--MESSAGE FILE 16361 END: ./1 SCEE/yaroze/test/000000239html.html

--MESSAGE FILE 16362 START: ./1 SCEE/yaroze/test/000000240html.html
Path: chuka.playstation.co.uk!news
From: "James Burns" <James_Burns@scee.net>
Newsgroups: scee.yaroze.test

Subject: Re: monkey testing
Date: Fri, 13 Jun 2003 15:48:39 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <bccp84$7fv2@www.netyaroze-europe.com>
References: <bccp6v$7fv1@www.netyaroze-europe.com>
NNTP-Posting-Host: 43.193.234.124
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165

Monkey works :)

"James Burns" <James_Burns@scee.net> wrote in message
news:bccp6v$7fv1@www.netyaroze-europe.com...
> monkey monkey monkey
>
>

--MESSAGE FILE 16362 END: ./1 SCEE/yaroze/test/000000240html.html

--MESSAGE FILE 16363 START: ./1 SCEE/yaroze/test/000000241html.html
Path: chuka.playstation.co.uk!news
From: James Burns <james.w.burns@talk21.com>
Newsgroups: scee.yaroze.test
Subject: Re: monkey testing
Date: Mon, 11 Aug 2003 05:56:49 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <bh78f5$p0s1@www.netyaroze-europe.com>
References: <bccp6v$7fv1@www.netyaroze-europe.com> <bccp84$7fv2@www.netyaroze-
europe.com>
NNTP-Posting-Host: m29-mp1.cvx2-b.bre.dial.ntli.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.4)
Gecko/20030624
X-Accept-Language: en, en-us
In-Reply-To: <bccp84$7fv2@www.netyaroze-europe.com>

Is the monkey still awake?

James Burns wrote:
> Monkey works :)
>
> "James Burns" <James_Burns@scee.net> wrote in message
> news:bccp6v$7fv1@www.netyaroze-europe.com...
>
>>monkey monkey monkey
>>
>>
>
>
>

--MESSAGE FILE 16363 END: ./1 SCEE/yaroze/test/000000241html.html

--MESSAGE FILE 16364 START: ./1 SCEE/yaroze/test/000000242html.html
Path: chuka.playstation.co.uk!news

From: "pal" <palpalpalpal@hotmail.com>
Newsgroups: scee.yaroze.test
Subject: is it alive?
Date: 26 Aug 2003 21:19:47 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <01c36c15$bf09a820$8500a8c0@portable-pal>
NNTP-Posting-Host: AMontsouris-108-1-25-109.w81-48.abo.wanadoo.fr
X-Newsreader: Microsoft Internet News 4.70.1155

--MESSAGE FILE 16364 END: ./1 SCEE/yaroze/test/000000242html.html

--MESSAGE FILE 16365 START: ./1 SCEE/yaroze/test/000000243html.html
Path: chuka.playstation.co.uk!news
From: James Burns <james.w.burns@talk21.com>
Newsgroups: scee.yaroze.test
Subject: Re: is it alive?
Date: Wed, 27 Aug 2003 23:30:47 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <bijc7r$da21@www.netyaroze-europe.com>
References: <01c36c15$bf09a820$8500a8c0@portable-pal>
NNTP-Posting-Host: m152-mp1.cvx3-a.bre.dial.ntli.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.4)
Gecko/20030624
X-Accept-Language: en, en-us
In-Reply-To: <01c36c15$bf09a820$8500a8c0@portable-pal>

its a bit quiet innit

pal wrote:
>

--MESSAGE FILE 16365 END: ./1 SCEE/yaroze/test/000000243html.html

--MESSAGE FILE 16366 START: ./1 SCEE/yaroze/test/000000244html.html
Path: chuka.playstation.co.uk!news
From: "rllmuk" <someone@microsoft.com>
Newsgroups: scee.yaroze.test
Subject: whaaaa!
Date: Wed, 3 Dec 2003 22:07:43 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 3
Message-ID: <bqlnn7$p5u3@www.netyaroze-europe.com>
NNTP-Posting-Host: 213.249.184.131
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165

it's so quiet here!

--MESSAGE FILE 16366 END: ./1 SCEE/yaroze/test/000000244html.html

--MESSAGE FILE 16367 START: ./1 SCEE/yaroze/test/000000245html.html
Path: chuka.playstation.co.uk!news

From: Michael Garcia <mgarcia@mailme.org>
Newsgroups: scee.yaroze.test
Subject: Re: whaaaa!
Date: Fri, 05 Dec 2003 17:56:17 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <bqpdsq$1vc2@www.netyaroze-europe.com>
References: <bqlnn7$p5u3@www.netyaroze-europe.com>
NNTP-Posting-Host: c210-49-145-192.kelvn1.qld.optusnet.com.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.0; en-US; rv:1.4.1)
Gecko/20031008
X-Accept-Language: en-us, en
In-Reply-To: <bqlnn7$p5u3@www.netyaroze-europe.com>

yes i agree

rllmuk wrote:
> it's so quiet here!
>
>

--MESSAGE FILE 16367 END: ./1 SCEE/yaroze/test/000000245html.html

--MESSAGE FILE 16368 START: ./1 SCEE/yaroze/test/000000246html.html
Path: chuka.playstation.co.uk!news
From: "@james.w.burns@talk21.com" <""james\"@james.w.burns@talk21.com">
Newsgroups: scee.yaroze.test
Subject: monkey test
Date: Sun, 02 May 2004 10:14:05 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <c72f65$eqv4@www.netyaroze-europe.com>
NNTP-Posting-Host: m151-mp1.cvx2-a.bre.dial.ntli.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
User-Agent: Mozilla Thunderbird 0.6a (Windows/20040416)
X-Accept-Language: en-us, en

monkey see monkey do
--MESSAGE FILE 16368 END: ./1 SCEE/yaroze/test/000000246html.html

--MESSAGE FILE 16369 START: ./1 SCEE/yaroze/test/000000247html.html
Path: chuka.playstation.co.uk!news
From: James Burns <james.w.burns@talk21.com>
Newsgroups: scee.yaroze.test
Subject: Re: monkey test
Date: Sun, 02 May 2004 10:15:09 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <c72f85$eqv5@www.netyaroze-europe.com>
References: <c72f65$eqv4@www.netyaroze-europe.com>
NNTP-Posting-Host: m151-mp1.cvx2-a.bre.dial.ntli.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
User-Agent: Mozilla Thunderbird 0.6a (Windows/20040416)
X-Accept-Language: en-us, en
In-Reply-To: <c72f65$eqv4@www.netyaroze-europe.com>

hello does this work?

@james.w.burns@talk21.com > wrote:

> monkey see monkey do
--MESSAGE FILE 16369 END: ./1 SCEE/yaroze/test/000000247html.html

--MESSAGE FILE 16370 START: ./1 SCEE/yaroze/test/000000248html.html
Path: chuka.playstation.co.uk!news
From: Philippe Lorin <palpalpalpal@gmail.com>
Newsgroups: scee.yaroze.test
Subject: test
Date: 28 Jun 2005 11:11:49 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Sender: pal@localhost.localdomain
Message-ID: <87psu66e22.fsf@localhost.localdomain>
NNTP-Posting-Host: AMarseille-253-1-39-17.w83-205.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
User-Agent: Gnus/5.09 (Gnus v5.9.0) Emacs/21.3

Just testing gnus.
--MESSAGE FILE 16370 END: ./1 SCEE/yaroze/test/000000248html.html

--MESSAGE FILE 16371 START: ./1 SCEE/yaroze/test/000000249html.html
Path: chuka.playstation.co.uk!news
From: Philippe Lorin <palpalpalpal@gmail.com>
Newsgroups: scee.yaroze.test
Subject: line wrap test
Date: Thu, 07 Jul 2005 11:54:48 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <daivje$9bg2@www.netyaroze-europe.com>
NNTP-Posting-Host: AMarseille-253-1-10-119.w83-205.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
User-Agent: Mozilla Thunderbird 1.0.2 (X11/20050404)
X-Accept-Language: en-us, en

test...
....
....
....
....

     (gtk:drag-source-set dragable GDK-BUTTON1-MASK (alien:addr target-entry) 1
GDK-ACTION-COPY)
     (dynamic-signal-connect dragable "drag-data-get" :void (widget context data
info time user-data)
                             ;; I don't know why the line below doesn't work
                             ;; (gtk:selection-data-set data GDK-SELECTION-TYPE-
STRING 8 text-to-send (length text-to-send))
                             (gtk:selection-data-set-text data text-to-send
(length text-to-send))
                             (format t "Text sent!~%"))
     (gtk:widget-show-all win-source))
--MESSAGE FILE 16371 END: ./1 SCEE/yaroze/test/000000249html.html

--MESSAGE FILE 16372 START: ./1 SCEE/yaroze/test/000000250html.html
Path: chuka.playstation.co.uk!news
From: Philippe Lorin <palpalpalpal@gmail.com>
Newsgroups: scee.yaroze.test
Subject: Re: line wrap test
Date: Thu, 08 Jun 2006 15:44:22 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <e699qc$70h1@www.netyaroze-europe.com>
References: <daivje$9bg2@www.netyaroze-europe.com>
NNTP-Posting-Host: 135.69.99-84.rev.gaoland.net
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
User-Agent: Mozilla Thunderbird 1.0.7 (X11/20051013)
X-Accept-Language: en-us, en
In-Reply-To: <daivje$9bg2@www.netyaroze-europe.com>

test huhu
--MESSAGE FILE 16372 END: ./1 SCEE/yaroze/test/000000250html.html

--###############
--###############

--###############
--###############

--###############
--###############

--###############
--START NEWSGROUP FOLDER: ./2 SCEA
--###############

--###############
--START NEWSGROUP FOLDER: ./2 SCEA/yaroze
--###############

--###############
--START NEWSGROUP FOLDER: ./2 SCEA/yaroze/announce
--###############

--MESSAGE FILE 16373 START: ./2 SCEA/yaroze/announce/000000002html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: tga2img
Date: Thu, 24 Apr 1997 05:50:37 GMT
Organization: SCEA Net Yaroze News
Lines: 8
Message-ID: <335ef3c4.2132007@205.149.189.29>
NNTP-Posting-Host: ind-0005-2.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

If you downloaded the utility 'tga2img.exe' you might want to download
the new version posted on 04/24/97. This version fixes a couple of
minor bugs and adds a couple of new features. It also changes the

command line options, so if you also downloaded WalZ you'll want to
get the new version of it as well. The makefile has been changed to
work with the new version of tga2img.

Mario
--MESSAGE FILE 16373 END: ./2 SCEA/yaroze/announce/000000002html.html

--MESSAGE FILE 16374 START: ./2 SCEA/yaroze/announce/000000003html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: More file formats
Date: Tue, 29 Apr 1997 03:55:24 GMT
Organization: SCEA Net Yaroze News
Lines: 6
Message-ID: <33657096.14133213@205.149.189.29>
NNTP-Posting-Host: ind-0009-17.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

I have just finished posting the file formats for the RSD files and
the TMD files. These are not the 'official' documents. They were
created from html files obtained from the SCEE Net Yaroze site. The
official files will be posted as soon as they become available.

Mario
--MESSAGE FILE 16374 END: ./2 SCEA/yaroze/announce/000000003html.html

--MESSAGE FILE 16375 START: ./2 SCEA/yaroze/announce/000000004html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Sound document
Date: Tue, 29 Apr 1997 05:22:45 GMT
Organization: SCEA Net Yaroze News
Lines: 7
Message-ID: <336584b3.3679162@205.149.189.29>
NNTP-Posting-Host: ind-0007-12.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

I have posted a Word document on Sound Basics to the files area. If
anyone needs this file in another format, let me know. I didn't upload
the RTF file because, for some unknown reason, it grew to 3.79Mb.
Let's see, 17K of text plus 38K of images... Yeah, 3.79Mb in MSmath.
:^{

Mario
--MESSAGE FILE 16375 END: ./2 SCEA/yaroze/announce/000000004html.html

--MESSAGE FILE 16376 START: ./2 SCEA/yaroze/announce/000000005html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: lee@voxware.com (Lee Stewart)
Newsgroups: scea.yaroze.announce
Subject: Re: Sound document
Date: Tue, 29 Apr 1997 21:19:01 GMT
Organization: SCEA Net Yaroze News
Lines: 12
Message-ID: <336663af.20055276@news.scea.sony.com>
References: <336584b3.3679162@205.149.189.29>
NNTP-Posting-Host: 208.3.138.208
X-Newsreader: Forte Free Agent 1.11/32.235

On Tue, 29 Apr 1997 05:22:45 GMT, mperdue@iquest.net (Mario Perdue)
wrote:

>I have posted a Word document on Sound Basics to the files area.

What version of Word did you use? I can't read the document with Word
for Windows95 (verision 7). I tried downloading it a couple times to
see if the file was corrupted in transit, but Word asks me what the
format it.

Maybe it's missing the other 3.5 megs of data <grin>...

--MESSAGE FILE 16376 END: ./2 SCEA/yaroze/announce/000000005html.html

--MESSAGE FILE 16377 START: ./2 SCEA/yaroze/announce/000000006html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: Sound document
Date: Wed, 30 Apr 1997 00:18:42 GMT
Organization: SCEA Net Yaroze News
Lines: 20
Message-ID: <33668fa6.36048286@205.149.189.29>
References: <336584b3.3679162@205.149.189.29>
<336663af.20055276@news.scea.sony.com>
NNTP-Posting-Host: ind-0008-24.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

Sorry, it looks like I used Word 97. I'll save it as a Word 7 document
and update it later.

Mario

On Tue, 29 Apr 1997 21:19:01 GMT, lee@voxware.com (Lee Stewart) wrote:

>On Tue, 29 Apr 1997 05:22:45 GMT, mperdue@iquest.net (Mario Perdue)
>wrote:
>
>>I have posted a Word document on Sound Basics to the files area.
>
>What version of Word did you use? I can't read the document with Word
>for Windows95 (verision 7). I tried downloading it a couple times to
>see if the file was corrupted in transit, but Word asks me what the
>format it.
>
>Maybe it's missing the other 3.5 megs of data <grin>...
>

--MESSAGE FILE 16377 END: ./2 SCEA/yaroze/announce/000000006html.html

--MESSAGE FILE 16378 START: ./2 SCEA/yaroze/announce/000000007html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jeff Lawton <jlawton@groupz.net>
Newsgroups: scea.yaroze.announce
Subject: Re: Sound document
Date: Tue, 29 Apr 1997 21:03:29 -0400
Organization: SCEA Net Yaroze News
Lines: 10
Message-ID: <33669A61.6F2A@groupz.net>
References: <336584b3.3679162@205.149.189.29>
<336663af.20055276@news.scea.sony.com> <33668fa6.36048286@205.149.189.29>
Reply-To: jlawton@groupz.net

NNTP-Posting-Host: 208.138.69.193
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (Win95; I)

Mario Perdue wrote:
>
> Sorry, it looks like I used Word 97. I'll save it as a Word 7 document
> and update it later.

Would you mind saving it as Word 6? I don't have anything higher..

Thanks,

Jeff
--MESSAGE FILE 16378 END: ./2 SCEA/yaroze/announce/000000007html.html

--MESSAGE FILE 16379 START: ./2 SCEA/yaroze/announce/000000008html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: Sound document
Date: Wed, 30 Apr 1997 02:55:37 GMT
Organization: SCEA Net Yaroze News
Lines: 18
Message-ID: <3366b45d.45448740@205.149.189.29>
References: <336584b3.3679162@205.149.189.29>
<336663af.20055276@news.scea.sony.com> <33668fa6.36048286@205.149.189.29>
<33669A61.6F2A@groupz.net>
NNTP-Posting-Host: ind-0007-21.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

No problem, Word 6 it is.

Mario

On Tue, 29 Apr 1997 21:03:29 -0400, Jeff Lawton <jlawton@groupz.net>
wrote:

>Mario Perdue wrote:
>>
>> Sorry, it looks like I used Word 97. I'll save it as a Word 7 document
>> and update it later.
>
>Would you mind saving it as Word 6? I don't have anything higher..
>
>Thanks,
>
>Jeff

--MESSAGE FILE 16379 END: ./2 SCEA/yaroze/announce/000000008html.html

--MESSAGE FILE 16380 START: ./2 SCEA/yaroze/announce/000000009html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: Sound document
Date: Wed, 30 Apr 1997 16:39:56 GMT
Organization: SCEA Net Yaroze News
Lines: 14

Message-ID: <33677523.2411815@205.149.189.29>
References: <336584b3.3679162@205.149.189.29>
NNTP-Posting-Host: ind-0013-25.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

Wow, did I have enough typos in my last post?

Let's try it again.

I have re-posted the Sound Basics file as a zipped HTML document. I tried several other formats, but the resulting files were all HUGE! I hope everyone can work with this one.

I also hope I do a better job of proof reading my messages before posting them in the future.

Mario

--MESSAGE FILE 16380 END: ./2 SCEA/yaroze/announce/000000009html.html

--MESSAGE FILE 16381 START: ./2 SCEA/yaroze/announce/000000010html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: Sound document
Date: Wed, 30 Apr 1997 16:35:33 GMT
Organization: SCEA Net Yaroze News
Lines: 6
Message-ID: <33677460.2216468@205.149.189.29>
References: <336584b3.3679162@205.149.189.29>
NNTP-Posting-Host: ind-0013-25.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

I have re-posted a the Sound Basics to the file as a zipped HTML document. I tried several other formats, but they were all HUGE! I hpe everyone can work with this one.

Mario

--MESSAGE FILE 16381 END: ./2 SCEA/yaroze/announce/000000010html.html

--MESSAGE FILE 16382 START: ./2 SCEA/yaroze/announce/000000011html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: lee@voxware.com (Lee Stewart)
Newsgroups: scea.yaroze.announce
Subject: Re: Sound document
Date: Wed, 30 Apr 1997 17:28:21 GMT
Organization: SCEA Net Yaroze News
Lines: 20
Message-ID: <33677f3c.10518702@news.scea.sony.com>
References: <336584b3.3679162@205.149.189.29> <33677523.2411815@205.149.189.29>
NNTP-Posting-Host: 208.3.138.208
X-Newsreader: Forte Free Agent 1.11/32.235

On Wed, 30 Apr 1997 16:39:56 GMT, mperdue@iquest.net (Mario Perdue) wrote:

>I have re-posted the Sound Basics file as a zipped HTML document. I
>tried several other formats, but the resulting files were all HUGE! I
>hope everyone can work with this one.

It's great. I was able to download and view it with no problems.

Since we all have web browsers, it makes sense to use HTML. You can
even have a link to it on-line so that we don't have to download the
zip file.

Another nice cross-platform doc product is Adobe Acrobat. They tend
to be larger files, though.

Thanks. I'm in "sponge mode" and have spent the past week absorbing
all of the docs I can get.

--MESSAGE FILE 16382 END: ./2 SCEA/yaroze/announce/000000011html.html

--MESSAGE FILE 16383 START: ./2 SCEA/yaroze/announce/000000012html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: Sound document
Date: Wed, 30 Apr 1997 21:41:32 GMT
Organization: SCEA Net Yaroze News
Lines: 32
Message-ID: <3367bb54.15995899@205.149.189.29>
References: <336584b3.3679162@205.149.189.29> <33677523.2411815@205.149.189.29>
<33677f3c.10518702@news.scea.sony.com>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

Lee,

I'm glad you were able to get the doc file. I hope everyone else who
wanted it also got it. In the future I'll upload ASCII text files or
HTML if needed. I'll probably convert the existing files to maintain
consistancy.

Mario

On Wed, 30 Apr 1997 17:28:21 GMT, lee@voxware.com (Lee Stewart) wrote:

>On Wed, 30 Apr 1997 16:39:56 GMT, mperdue@iquest.net (Mario Perdue)
>wrote:
>
>>I have re-posted the Sound Basics file as a zipped HTML document. I
>>tried several other formats, but the resulting files were all HUGE! I
>>hope everyone can work with this one.
>
>It's great. I was able to download and view it with no problems.
>
>Since we all have web browsers, it makes sense to use HTML. You can
>even have a link to it on-line so that we don't have to download the
>zip file.
>
>Another nice cross-platform doc product is Adobe Acrobat. They tend
>to be larger files, though.
>
>
>Thanks. I'm in "sponge mode" and have spent the past week absorbing
>all of the docs I can get.
>

--MESSAGE FILE 16383 END: ./2 SCEA/yaroze/announce/000000012html.html

--MESSAGE FILE 16384 START: ./2 SCEA/yaroze/announce/000000013html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Bill Romanowski" <prairie@iquest.net>
Newsgroups: scea.yaroze.announce
Subject: download tomago
Date: Thu, 1 May 1997 18:12:51 -0500
Organization: prairie research
Lines: 12
Message-ID: <5kb7s5$9a37@scea>
NNTP-Posting-Host: roin1-a02.indy.tds.net
X-Newsreader: Microsoft Outlook Express 4.71.0544.0
X-MimeOLE: Produced By Microsoft MimeOLE Engine V4.71.0544.0

Yes, it's time to start uploading to the site...

<http://ww1.scea.sony.com/net/yaroze/pages/bromanowski4.html>

Just runtime in this zip.. Source is ragged right now but it'll be up
soon.

billr

--MESSAGE FILE 16384 END: ./2 SCEA/yaroze/announce/000000013html.html

--MESSAGE FILE 16385 START: ./2 SCEA/yaroze/announce/000000014html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: New documentation files
Date: Sun, 04 May 1997 00:11:25 GMT
Organization: SCEA Net Yaroze News
Lines: 4
Message-ID: <336bd3d0.3176318@205.149.189.29>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

The RSD, TIM and TMD file formats have been reposted as zipped HTML
files.

Mario
--MESSAGE FILE 16385 END: ./2 SCEA/yaroze/announce/000000014html.html

--MESSAGE FILE 16386 START: ./2 SCEA/yaroze/announce/000000015html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Greg LaBrec <greg_labrec@interactive.sony.com>
Newsgroups: scea.yaroze.announce
Subject: Some Good News and Some Bad News
Date: Thu, 08 May 1997 00:35:11 -0700
Organization: SCEA Net Yaroze News
Lines: 12
Message-ID: <3371822F.1DB@interactive.sony.com>
Reply-To: greg_labrec@interactive.sony.com
NNTP-Posting-Host: glabrec.vip.best.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Good News ---

Anyone who was a Yaroze member since Monday, May 5 should now have access to the SCEE Yaroze website. We will be forwarding updated userlists to SCEE and SCEI on every Monday.

Bad News ---

We've been having some trouble with the Newserver and lost some messages. We're trying to fix it but there may be a level of instability for the next few days. I will post an update when there is a change in condition.
--MESSAGE FILE 16386 END: ./2 SCEA/yaroze/announce/000000015html.html

--MESSAGE FILE 16387 START: ./2 SCEA/yaroze/announce/000000016html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: George_Bain@bc.sympatico.ca (George Bain)
Newsgroups: scea.yaroze.announce
Subject: Re: tga2img
Date: 8 May 1997 19:49:30 GMT
Organization: SCEA Net Yaroze News
Lines: 23
Message-ID: <5ktaoa$8ja1@scea>
References: <335ef3c4.2132007@205.149.189.29>
NNTP-Posting-Host: vanc01m01-14.bctel.ca
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.9 (Released Version) (x86 32bit)

In article <335ef3c4.2132007@205.149.189.29>, mperdue@iquest.net says...
>
>If you downloaded the utility 'tga2img.exe' you might want to download
>the new version posted on 04/24/97. This version fixes a couple of
>minor bugs and adds a couple of new features. It also changes the
>command line options, so if you also downloaded WalZ you'll want to
>get the new version of it as well. The makefile has been changed to
>work with the new version of tga2img.
>
>Mario

Can you give more info on tga2img? I downloaded your game (quite good) I like your programming style because it's so much like mine..anyhow how does img files work..the defines, WW and so on. Also in the make file you have imga targets listes there..could your explain that.

Latah....

George Bain

--MESSAGE FILE 16387 END: ./2 SCEA/yaroze/announce/000000016html.html

--MESSAGE FILE 16388 START: ./2 SCEA/yaroze/announce/000000017html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: tga2img
Date: Thu, 08 May 1997 23:34:17 GMT
Organization: SCEA Net Yaroze News

Lines: 20
Message-ID: <33726172.14907553@205.149.189.29>
References: <335ef3c4.2132007@205.149.189.29> <5ktaoa$8ja1@scea>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

>Can you give more info on tga2img? I downloaded your game (quite good)
>I like your programming style because it's so much like mine..anyhow how
>does img files work..the defines, WW and so on. Also in the make file you
>have imga targets listes there..could your explain that.

George,

I'm glad you like the game. If your programming style is like mine,
you're obviously a great programmer <VBG>.

Oh, you wanted to know about .IMG files. They're pretty straight
forward. The defines give the image attributes, x & y location in the
frame buffer, width and height in pixels and WW or width in words.

It's actually almost a TIM file. I'm thinking about changing it over
to create TIM's since there are already routines to support them.

I hope that clears things up,

Mario
--MESSAGE FILE 16388 END: ./2 SCEA/yaroze/announce/000000017html.html

--MESSAGE FILE 16389 START: ./2 SCEA/yaroze/announce/000000018html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jay Brewer <J.Brewer@handsontoys.com>
Newsgroups: scea.yaroze.announce
Subject: Download Free Model
Date: Fri, 09 May 1997 12:29:12 +0000
Organization: HandsOnToys, Inc.
Lines: 10
Message-ID: <33731899.1579@handsontoys.com>
Reply-To: J.Brewer@handsontoys.com
NNTP-Posting-Host: 204.167.99.141
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Macintosh; I; PPC)

We are going to be providing all of our concept models for downloading.
They are FREE - meaning you can use them however you like but tell us if
you do - we'd love to see them up and running around.

Enjoy!!!

http://ww1.scea.sony.com/net/yaroze/pages/jbrewer8.html

- Peerless Yaroze
--MESSAGE FILE 16389 END: ./2 SCEA/yaroze/announce/000000018html.html

--MESSAGE FILE 16390 START: ./2 SCEA/yaroze/announce/000000019html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Spaceguy update
Date: Fri, 16 May 1997 04:14:11 GMT

Organization: SCEA Net Yaroze News
Lines: 4
Message-ID: <337bded6.560451@205.149.189.29>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

The original version of Spaceguy had a bad MAKEFILE. A new version has
been posted to correct this problem.

Mario
--MESSAGE FILE 16390 END: ./2 SCEA/yaroze/announce/000000019html.html

--MESSAGE FILE 16391 START: ./2 SCEA/yaroze/announce/000000020html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Debug Docs
Date: Tue, 20 May 1997 02:48:04 GMT
Organization: SCEA Net Yaroze News
Lines: 6
Message-ID: <3381100c.1651862@205.149.189.29>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

I have just placed the file DEBUG.ZIP into the documentation file
library. This file describes the use of the GDB debugger. This file
contains the same information that is provided on the SCEE Yaroze
site, so if you already got that one, you don't need this one.

Mario
--MESSAGE FILE 16391 END: ./2 SCEA/yaroze/announce/000000020html.html

--MESSAGE FILE 16392 START: ./2 SCEA/yaroze/announce/000000021html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: New SCEE Demos
Date: Thu, 22 May 1997 15:32:39 GMT
Organization: SCEA Net Yaroze News
Lines: 5
Message-ID: <33846684.2982688@205.149.189.29>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

The files CHROME.ZIP, FLAME.ZIP and MORPH.ZIP have been posted to the
SCEE Demos area. If you havn't already DL'd these files from the SCEE
web site, they're worth the effort.

Mario
--MESSAGE FILE 16392 END: ./2 SCEA/yaroze/announce/000000021html.html

--MESSAGE FILE 16393 START: ./2 SCEA/yaroze/announce/000000022html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jeff <jlawton@groupz.net>
Newsgroups:
scea.yaroze.announce,scee.yaroze.freetalk.english,scea.yaroze.programming.gnu_co
mpiler,scea.yaroze.programming.codewarrior
Subject: GNU C WIN95/NT Front end editor...
Date: Thu, 22 May 1997 09:46:02 -0500
Organization: SCEA Net Yaroze News
Lines: 18

Message-ID: <33845C2A.21ED75EB@groupz.net>
Reply-To: jlawton@groupz.net
NNTP-Posting-Host: ags-5200-1-p23.groupz.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Mailer: Mozilla 4.0b4 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scea.yaroze.announce:22
scee.yaroze.freetalk.english:108 scea.yaroze.programming.gnu_compiler:15
scea.yaroze.programming.codewarrior:45

I just finished a front end WIN95/NT editor for GNU C. This is the
first version of the program, so it's in BETA phase. It supports upload
via SIOCONS (as soon as we finish our windows version it'll work dirctly
through it as opposed to a DOS window), GCC, strip, makefiles, compiler
flags, function jump tables, project type listing, and lot's more.

We are also working on a SIOCONS for 95/NT, and a TMD Editor. If you
want to download the most recent version visit my Sony page at:

http://www.scea.sony.com/net/yaroze/pages/jlawton.html

Please send me suggestions for additions to the program or any bugs you
might find. We should have another version ready in a week or so.

Regards,

Jeff Lawton

--MESSAGE FILE 16393 END: ./2 SCEA/yaroze/announce/000000022html.html

--MESSAGE FILE 16394 START: ./2 SCEA/yaroze/announce/000000023html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: New version of TIM tool
Date: Mon, 26 May 1997 03:00:41 GMT
Organization: SCEA Net Yaroze News
Lines: 4
Message-ID: <3388fc8c.4052246@205.149.189.29>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

A new version of TIM tool has been posted to the Utilities area. This
version fixes all of the known bugs.

Mario
--MESSAGE FILE 16394 END: ./2 SCEA/yaroze/announce/000000023html.html

--MESSAGE FILE 16395 START: ./2 SCEA/yaroze/announce/000000024html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: New 3D demos
Date: Mon, 26 May 1997 03:02:07 GMT
Organization: SCEA Net Yaroze News
Lines: 4
Message-ID: <3388fcdc.4132696@205.149.189.29>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

Eight new 3D demos have been added to the SCEE files area. It appears

that our friends in Europe have been very busy.

Mario
--MESSAGE FILE 16395 END: ./2 SCEA/yaroze/announce/000000024html.html

--MESSAGE FILE 16396 START: ./2 SCEA/yaroze/announce/000000025html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Step1
Date: Tue, 27 May 1997 02:49:13 GMT
Organization: SCEA Net Yaroze News
Lines: 9
Message-ID: <338a4a86.3112178@205.149.189.29>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

I've just uploaded a VERY SIMPLE 2D sprite demo called STEP1.ZIP.
Several people have asked for a sample of just displaying a Sprite to
the screen. Well, here it is. All this program does is display a
sprite (actually there are six of them) to the screen and wait for the
Select button to be pressed. The sprites don't move, they don't scale,
they don't rotate; they just sit there. It doesn't get much easier
than this.

Mario
--MESSAGE FILE 16396 END: ./2 SCEA/yaroze/announce/000000025html.html

--MESSAGE FILE 16397 START: ./2 SCEA/yaroze/announce/000000026html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: George_Bain@bc.sympatico.ca (George Bain)
Newsgroups: scea.yaroze.announce,scee.yaroze.announce
Subject: Star Fighter PSX
Date: 5 Jun 1997 08:25:33 GMT
Organization: SCEA Net Yaroze News
Lines: 12
Message-ID: <5n5t5t$7d027@scea>
NNTP-Posting-Host: vanc01m05-5.bctel.ca
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.9 (Released Version) (x86 32bit)
Xref: chuka.playstation.co.uk scea.yaroze.announce:26 scee.yaroze.announce:10

Check out my first Yaroze game Star Fighter. It's a 2D side
scroller which I originally did on my PC but converted it over
to the PSX. I would like to get some feedback on the game and
also my source code both of which are available at my website.
The game is also located on Showcase.

..to code or not to code.....I'd rather code.....

Latah....

George Bain

--MESSAGE FILE 16397 END: ./2 SCEA/yaroze/announce/000000026html.html

--MESSAGE FILE 16398 START: ./2 SCEA/yaroze/announce/000000027html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Manny Najera" <mnajera@ix.netcom.com>
Newsgroups: scea.yaroze.announce

Subject: Anyone want to form a group?
Date: 8 Jun 1997 22:53:45 GMT
Organization: SCEA Net Yaroze News
Lines: 12
Message-ID: <01bc745f$77aef0c0$3791b8cd@mannynaj>
NNTP-Posting-Host: dgr-il1-23.ix.netcom.com
X-Newsreader: Microsoft Internet News 4.70.1155

Hopefully by now we have all found out that it takes more than one person to make a great game. I think a group of four or more programmers could get results comparable to (if not better than) the games in the showcase made by our overseas counterparts.

How about this, If you're interested in starting something, I can send you a demo I made (about 400k), and perhaps you could do the same...

I'm interested in working on a large scale production - graphics, sound, music - the whole nine.

Manny Najera
--MESSAGE FILE 16398 END: ./2 SCEA/yaroze/announce/000000027html.html

--MESSAGE FILE 16399 START: ./2 SCEA/yaroze/announce/000000028html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jeff <jlawton@groupz.net>
Newsgroups: scea.yaroze.announce
Subject: New SIOCONS & Front End for GNU for 95/NT
Date: Tue, 17 Jun 1997 10:29:14 -0500
Organization: SCEA Net Yaroze News
Lines: 16
Message-ID: <33A6AD4A.9E70ABDD@groupz.net>
Reply-To: jlawton@groupz.net
NNTP-Posting-Host: ags-r4-p1.groupz.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Mailer: Mozilla 4.0b5 [en] (Win95; I)
X-Priority: 3 (Normal)

I just finish the new version of our front end for GNU compiler. It now includes a Windows 95/NT version of SIOCONS. I have included quite a few of the SIOCONS functions, but alas since it's a beta there may still be a couple of little glitches.

If you encounter anything , or want me too add something to make the program better please feel free to send me e-mail.

You can find the latest version at:

http://www.scea.sony.com/net/yaroze/pages/jlawton.html

Regards,

Jeff Lawton

--MESSAGE FILE 16399 END: ./2 SCEA/yaroze/announce/000000028html.html

--MESSAGE FILE 16400 START: ./2 SCEA/yaroze/announce/000000029html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.announce
Subject: TIM Manipulator
Date: Sat, 21 Jun 1997 13:10:52 -0700

Organization: SCEA Net Yaroze News
Lines: 34
Message-ID: <33AC354C.32EA@concentric.net>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts030d06.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

I would like to announce a utility I wrote called the TIM Manipulator.

While making some TIMs for the Yaroze I ran across a problem. When I used the Tim Tool to automatically convert TIMs from 8-bit to 4-bit, it would often select the wrong colors. I wanted some way to convert it on my own, choosing which colors to keep and which to discard.

This became the TIM Manipulator.

Here are the program features:
  o Read or write 4- or 8-bit TIM files
    * To output a 4-bit TIM you must first reduce the number of colors
      your TIM uses to 16 or less.
  o Change the RGB and transparency attributes of any CLUT entry
  o Swap CLUT entries to better organize your CLUT
  o Consolidate colors scattered about the CLUT
  o Undo the most recent action
  o View the TIM in 320x200 256 color
  o Print information about which CLUT entries are used and how many
    pixels use them
  o Print the TIM as hex values
  o Print the TIM info such as X/Y coordiates and H/W attributes for
    both CLUT and pixel sections

The zip is located on my website:

http://www.scea.sony.com/net/yaroze/pages/scartier.html

Please read the text file in the zip before using it for the first time. It explains how to use all the commands. I've also included that file's contents on my page.

Please feel free to mail me if you have any problems or suggestions about the utility.
--MESSAGE FILE 16400 END: ./2 SCEA/yaroze/announce/000000029html.html

--MESSAGE FILE 16401 START: ./2 SCEA/yaroze/announce/000000030html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.announce
Subject: Re: Anyone want to form a group?
Date: Thu, 26 Jun 1997 16:22:34 -0700
Organization: SCEA Net Yaroze News
Lines: 17
Message-ID: <33B2F9BA.1B0D@earthlink.net>
References: <01bc745f$77aef0c0$3791b8cd@mannynaj>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: max4-so-ca-23.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

Manny Najera wrote:
>
> Hopefully by now we have all found out that it takes more than one person
> to make a great game. I think a group of four or more programmers could
> get results comparable to (if not better than) the games in the showcase
> made by our overseas counterparts.
>
> How about this, If you're interested in starting something, I can send you
> a demo I made (about 400k), and perhaps you could do the same...
>
> I'm interested in working on a large scale production - graphics, sound,
> music - the whole nine.
>
> Manny Najera
Definetely I would like to be part of the group,Im a beginning games
programmer with not much experience,except Im an artist and I could do
the layouts and drawings. Anyway later
--MESSAGE FILE 16401 END: ./2 SCEA/yaroze/announce/000000030html.html

--MESSAGE FILE 16402 START: ./2 SCEA/yaroze/announce/000000031html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Sean Kennedy <skennedy@admin.humberc.on.ca>
Newsgroups: scea.yaroze.announce
Subject: Context Switching Primitives.
Date: Fri, 27 Jun 1997 15:50:21 -0400
Organization: Humber College A.A.T.
Lines: 26
Message-ID: <33B41977.5B3A@admin.humberc.on.ca>
Reply-To: kennedy@moe.acad.humberc.on.ca
NNTP-Posting-Host: ratbert.humberc.on.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)

Hello Everyone.
    As Part of my master plan to take over the universe, I have gotten 75%
though the implemetation of a basic task switching method EXE.

Called Context.u {Metrowerks CW 1.7.4 Project} the exe developed and
dl'd to the PSX will communicate vis-a-vis the serial port for ANSI
conio and will show how much time the R3000 Engine in the PSX spends its
time doing.

The code is -O0 optimised and will illustrate the concept of "Context
Switching" an isoteric term referring to the time it takes to go from
one thing to another and really get something done in the first place
anyway. More about that later in July. {Release date ? hmm, maybe July
20 or so, if I can get it to work like I would like to see it.}

On a side note, I aquired an interesting piece of technology:
A Scanning Electron Microscope.

It is an old one, It is irreparably damaged, BUT it looks like a
Supremely Technish thing Right out of the OLD Star Trek shows.
Lotsa Dials, Pipes, Shiny Metal Bits, and Glass. I think it would make
an Awesome Lamp. I'll Probably have a picture of it soon.

-TTFN
-sean
--MESSAGE FILE 16402 END: ./2 SCEA/yaroze/announce/000000031html.html

--MESSAGE FILE 16403 START: ./2 SCEA/yaroze/announce/000000032html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@admin.con2.com>
Newsgroups: scea.yaroze.announce
Subject: Re: Anyone want to form a group?
Date: 28 Jun 1997 17:36:02 GMT
Organization: SCEA Net Yaroze News
Lines: 9
Message-ID: <01bc83e9$d311a9a0$6ebf43ce@wkwerner>
References: <01bc745f$77aef0c0$3791b8cd@mannynaj> <33B2F9BA.1B0D@earthlink.net>
NNTP-Posting-Host: port10.con2.com
X-Newsreader: Microsoft Internet News 4.70.1155

I would be definitely interested. I am a C/C++ programmer for over a
decade and a computer programmer for twenty years. My speciality is
industrial controls systems, and I currently write autosortation systems
for UPS.

I am a consumate C programmer, however, I am also new to the game arena.

Wayne

--MESSAGE FILE 16403 END: ./2 SCEA/yaroze/announce/000000032html.html

--MESSAGE FILE 16404 START: ./2 SCEA/yaroze/announce/000000033html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
Newsgroups: scea.yaroze.announce
Subject: Re: Anyone want to form a group?
Date: Thu, 24 Jul 1997 08:14:23 -0700
Organization: SCEA Net Yaroze News
Lines: 29
Message-ID: <33D7714F.4318@hubcap.clemson.edu>
References: <01bc745f$77aef0c0$3791b8cd@mannynaj>
NNTP-Posting-Host: pm4-3.innova.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Manny Najera wrote:
>
> Hopefully by now we have all found out that it takes more than one person
> to make a great game. I think a group of four or more programmers could
> get results comparable to (if not better than) the games in the showcase
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> a demo I made (about 400k), and perhaps you could do the same...
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> music - the whole nine.
>
> Manny Najera

I might could throw some stuff in.
I've been in the work world now for just a year doing INTENSIVE C
programming (well, tack on another 2 years working on my own as a
general computer contractor to help pay my way through school). I have a
BS in CS from Clemson. Ive been programming since early C64 (games of
course).
Im a good artist and musician.

I play video games almost to the point of being neurotic.
Count me in.
I'm a newbie to the yaroze and it seems the documentation out there is
sad.
l8r
mike
mclee@clemson.edu
--MESSAGE FILE 16404 END: ./2 SCEA/yaroze/announce/000000033html.html

--MESSAGE FILE 16405 START: ./2 SCEA/yaroze/announce/000000034html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.announce
Subject: New site layout
Date: Mon, 25 Aug 1997 21:13:44 -0700
Organization: SCEA News Server
Lines: 17
Message-ID: <340257F8.7E8D@concentric.net>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts033d04.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

I've changed the layout of my web site to be a bit more
attractive. Also, it's now listed under "DragonShadow
Industries" instead of "Scott Cartier's Website". This
is because my friend and I will be collaborating on the
projects quite a bit and I didn't want it to seem like I
was the only one working on them. So we're using the
name DragonShadow Industries (or DSI) to refer to
ourselves. Since my friend doesn't have a Yaroze (and
lives 3000 miles away), I'll be the one maintaining the
site.

I've tried to make the new layout similar to a newspaper
with articles and such. Hopefully I can pass on what
information I glean from my endeavors. Drop on by and
let me know what you think!

http://www.scea.sony.com/net/yaroze/pages/scartier.html
--MESSAGE FILE 16405 END: ./2 SCEA/yaroze/announce/000000034html.html

--MESSAGE FILE 16406 START: ./2 SCEA/yaroze/announce/000000035html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.announce
Subject: Please play Tobal 2
Date: Tue, 26 Aug 1997 00:07:31 -0500
Organization: SCEA News Server
Lines: 30
Message-ID: <34026492.7EA882A8@ix.netcom.com>
NNTP-Posting-Host: ara-il8-10.ix.netcom.com
Mime-Version: 1.0
Content-Type: multipart/alternative; boundary="------------
95AF4F7D19270C07F49684B2"
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

--------------95AF4F7D19270C07F49684B2

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

If you want to see what a PlayStation can really do, I suggest you purchase an import copy of Tobal 2 at www.therage.com.

Look, I normally don't post messages like this, but once you see this game in action, you'll realize how poorly the PlayStation's hardware has been utilized until now.

Manny Najera

--------------95AF4F7D19270C07F49684B2
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<HTML>
If you want to see what a PlayStation can really do, I suggest you purchase an import copy of Tobal 2 at <A HREF="http://www.therage.com">www.therage.com</A>.

<P>Look, I normally don't post messages like this, but once you see this game in action, you'll realize how poorly the PlayStation's hardware has been utilized until now.

<P>Manny Najera</HTML>

--------------95AF4F7D19270C07F49684B2--

--MESSAGE FILE 16406 END: ./2 SCEA/yaroze/announce/000000035html.html

--MESSAGE FILE 16407 START: ./2 SCEA/yaroze/announce/000000036html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: greg_labrec@interactive.sony.com (Greg LaBrec)
Newsgroups: scea.yaroze.announce
Subject: Reminder
Date: Tue, 26 Aug 1997 17:36:01 GMT
Organization: Sony Computer Entertainment
Lines: 30
Message-ID: <340313bc.66969484@205.149.189.29>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

There will be a presentation this Thursday, August 28th, in the SCEA On-line Auditorium. The presentation, entitled "Survival-- An Overview" will begin at 7:00pm PST. A link to the Auditorium can be found on the main Net Yaroze Member Homepage. SCEA Engineer, Pradip Fatehpuria, will be presenting an overview on how he designed "Survival" for the Net Yaroze. The discussion will remain at the concept level, addressing the tricks and libraries applied and developed for the game.

Partial Outline:
Survival -- An Overview
Designing Games for Net Yaroze
Memory Resources
Processors / IO Devices
OS and Runtime Libraries
GCC Compiler and Linkers
SIOCONS

Data for Textures and Sound
Double Buffering
Object Handling
Collision Detection
The Libraries

Following the presentation, Bill Rehbock, VP Technical Support, Don Thomas, Net Yaroze Project Leader, and myself, will be on hand to take some general questions regarding the Net Yaroze program.

I'll be in the Auditorium a half-hour early to help with any questions regarding the set-up or use of the Auditorium environment.

--MESSAGE FILE 16407 END: ./2 SCEA/yaroze/announce/000000036html.html

--MESSAGE FILE 16408 START: ./2 SCEA/yaroze/announce/000000037html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: pbureau@odyssee.net (Patrick Bureau)
Newsgroups: scea.yaroze.announce
Subject: Re: Please play Tobal 2
Date: Wed, 27 Aug 1997 01:55:08 GMT
Organization: SCEA News Server
Lines: 22
Message-ID: <34038672.2767819@news.scea.sony.com>
References: <34026492.7EA882A8@ix.netcom.com>
NNTP-Posting-Host: c26.Dynamic-IP.Mlink.NET
X-Newsreader: Forte Free Agent 1.1/32.230

On Tue, 26 Aug 1997 00:07:31 -0500, Manny Najera
<mannyn@ix.netcom.com> wrote:

>If you want to see what a PlayStation can really do, I suggest you
>purchase an import copy of Tobal 2 at www.therage.com.
>
>Look, I normally don't post messages like this, but once you see this
>game in action, you'll realize how poorly the PlayStation's hardware has
>been utilized until now.

I rented Tobal 2 at my local videogames store last Saturday and I was quite impressed at the sharpness of the graphics. I've never seen a PSX fighting game in a resolution as high as this! The gouraud shading is great too. The quest mode has also been revamped. But since there's too much text, I'm kinda lost :)

A great game, but Square doesn't seem eager to release it in the States even if it is more polished that the first one. I think that Tobal No.1 didn't sold too well :(

Patrick Bureau

--MESSAGE FILE 16408 END: ./2 SCEA/yaroze/announce/000000037html.html

--MESSAGE FILE 16409 START: ./2 SCEA/yaroze/announce/000000038html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Nick Porcino <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.announce
Subject: My AI page is up
Date: Wed, 27 Aug 1997 22:28:35 -0800
Organization: SCEA News Server
Lines: 26
Message-ID: <34051A8F.35DC@bc.sympatico.ca>

NNTP-Posting-Host: vcta01m03-148.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

Hi everybody -
In case anyone's interested in my AI architecture I use in my games,
I've posted an old paper I wrote on my website.

<a
href="http://www.scea.sony.com/net/yaroze/pages/nporcino.html">http://
www.scea.sony.com/net/yaroze/pages/nporcino.html

I've used it to implement a soccer game when I was working at Bandai, as
well as various toy robots, RPG prototypes, and shooter games. The cool
thing is the AIs are very powerful, and it takes minimal CPU power to
process the logic. I didn't work on Tamagotchi, but I did train a bunch
of engineers on AI techniques. We were working on a project called
"SyntelliPet" which was an awful lot like a Tamagotchi, but it was
targetted at SNES, not even GameBoy. Boy did we miss the boat! I hope
some of my old teammates worked on Tamagotchi... Takahashi san and Seki
san, are you out there?

I apologize that the paper is kind of dry, but it does lead off with a
nice quote by Peter Molyneux. I was intending to have the paper
published in an AI journal, but I went to Japan to work on game and toy
design instead.

If anyone has any comments or questions on the AI architecture or how
it's implemented I'd be happy to field them.

- nick porcino
--MESSAGE FILE 16409 END: ./2 SCEA/yaroze/announce/000000038html.html

--MESSAGE FILE 16410 START: ./2 SCEA/yaroze/announce/000000039html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Solmonson <scosol@aimquest.com>
Newsgroups: scea.yaroze.beginners,scea.yaroze.announce,scea.yaroze.freetalk
Subject: NY must go! :(
Date: Thu, 06 Nov 1997 13:13:28 -0800
Organization: AimQuest Corporation
Lines: 25
Message-ID: <346232F8.71555BA7@aimquest.com>
Reply-To: scosol@aimquest.com
NNTP-Posting-Host: black4-2-0death.aimquest.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:122 scea.yaroze.announce:39
scea.yaroze.freetalk:163

All-

Sadly, my NY must go.
Between women/cars/band/work I just don't have the time.
I realize that everyone here already has one, but I'm hoping one of you
may know someone who wants one.

You all know how much it was new. (With Codewarrior)
Make me an offer-

Respond privately to "scosol@aimquest.com"

Scott

--
Scott Solmonson
Systems Administrator / Organic Grower \ Man Of Leisure
AimQuest Corporation \|/
scosol@aimquest.com
V.408.965.1169 /|\
F.408.955.1968
P.408.539.1942 \|/
p.scosol@aimquest.com
"Excuse me while I /|\
whip this out."
--MESSAGE FILE 16410 END: ./2 SCEA/yaroze/announce/000000039html.html

--MESSAGE FILE 16411 START: ./2 SCEA/yaroze/announce/000000040html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Sean Kennedy <skennedy@bconnex.net>
Newsgroups: scea.yaroze.announce
Subject: Re: Context Switching Primitives.
Date: Thu, 06 Nov 1997 22:26:28 -0500
Organization: Wooden Tulip Ltd.
Lines: 54
Message-ID: <34628A64.6349@bconnex.net>
References: <33B41977.5B3A@admin.humberc.on.ca>
Reply-To: skennedy@bconnex.net
NNTP-Posting-Host: pro1-12.barrie.connex.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Macintosh; I; 68K)

Sean Kennedy wrote:
>
> Hello Everyone.
> As Part of my master plan to take over the universe, I have gotten 75%
> though the implemetation of a basic task switching method EXE.
>
> Called Context.u {Metrowerks CW 1.7.4 Project} the exe developed and
> dl'd to the PSX will communicate vis-a-vis the serial port for ANSI
> conio and will show how much time the R3000 Engine in the PSX spends its
> time doing.
>
> The code is -O0 optimised and will illustrate the concept of "Context
> Switching" an isoteric term referring to the time it takes to go from
> one thing to another and really get something done in the first place
> anyway. More about that later in July. {Release date ? hmm, maybe July
> 20 or so, if I can get it to work like I would like to see it.}
>

> -TTFN
> -sean
Alas, What a Disaster...

Here's the scoop.

I disappeared Halfway Through August, And came back to the Wonderful
land of reality here in November...
It was the worst Season Startup Ever! { Origionally The Humber College
Thread..}

As well, I found that Context.pxe had a flaw. 1: No Floating Point.
Which I Integered, but that wasn't going to help.. 2: IOCTL bits,
specifically the printf function in RDB mode, AND printf in serial
console {SIOCONS} mode. THAT was a depressing finding..
Then came work. And the Yaroze turned into a game console again.

Well, Version 2 of CodeWarrior was Sent to my house. BUT, since the
Elton John CD manufacturing caused a runout of CD-ROM platters, I didn't
get mine. But the graphics on the mailcase were rather nice just the
same. { Nudge NUdge Wink! Joel.. ;) }

So I'm back online again. And Looksee at my website:

http://panther.humberc.on.ca/~woodentulip/index.html

And I'll give a status update when I get Context.pxe going.

As well I'm doing PC development in Parallel with NY development using
the 3Dfx chipset

Namely the Diamond Multimedia Monster 3D... Emm, Nice!

till later..

skennedy@bconnex.net
--MESSAGE FILE 16411 END: ./2 SCEA/yaroze/announce/000000040html.html

--MESSAGE FILE 16412 START: ./2 SCEA/yaroze/announce/000000041html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners,scea.yaroze.announce,scea.yaroze.freetalk
Subject: Re: NY must go! :(
Date: Thu, 06 Nov 1997 08:44:56 -0800
Organization: SCEA News Server
Lines: 3
Message-ID: <3461F408.1781@earthlink.net>
References: <346232F8.71555BA7@aimquest.com>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: pool015-max9.so-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:123 scea.yaroze.announce:41
scea.yaroze.freetalk:164

I'll miss ya,
Ill make a game just for you, in your honor.
-Austin Kottke(Bufferman)
--MESSAGE FILE 16412 END: ./2 SCEA/yaroze/announce/000000041html.html

--MESSAGE FILE 16413 START: ./2 SCEA/yaroze/announce/000000042html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.announce
Subject: Legal issues with the Yaroze
Date: Fri, 28 Nov 1997 15:34:45 -0600
Organization: SCEA News Server
Lines: 13
Message-ID: <347F38F4.AAD67812@ix.netcom.com>
NNTP-Posting-Host: dgr-il2-09.ix.netcom.com
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

I'm going to use my Yaroze for the Society of Hispanic Professional Engineers National Academic Olympiad Competition this coming February, which will be held in Orlando, Florida, with about 3000 people in attendance.

Would it be illegal to use my Yaroze for such a purpose? Better yet, would it be illegal to boot up the machine on a big, movie-theatre-size screen, letting everyone know that the whole thing is being run on a PlayStation? I don't want to be sued by Sony for using the PlayStation logo.

Manny Najera

--MESSAGE FILE 16413 END: ./2 SCEA/yaroze/announce/000000042html.html

--MESSAGE FILE 16414 START: ./2 SCEA/yaroze/announce/000000043html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk,scea.yaroze.beginners,scea.yaroze.announce
Subject: Hello All!
Date: Fri, 05 Dec 1997 21:27:00 GMT
Organization: SCEA News Server
Lines: 2
Message-ID: <3488713e.5780191@news.scea.sony.com>
NNTP-Posting-Host: ip115.ts5.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:173 scea.yaroze.beginners:133 scea.yaroze.announce:43

Just wanted to say hello to everyone on the newsgroups I am new to the NY program so HELLO!
--MESSAGE FILE 16414 END: ./2 SCEA/yaroze/announce/000000043html.html

--MESSAGE FILE 16415 START: ./2 SCEA/yaroze/announce/000000044html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.beginners,scea.yaroze.announce
Subject: Re: Hello All!
Date: Sat, 06 Dec 1997 10:19:47 -0800
Organization: SCEA News Server
Lines: 3
Message-ID: <34899743.2B10@concentric.net>
References: <3488713e.5780191@news.scea.sony.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts011d13.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:175 scea.yaroze.beginners:134 scea.yaroze.announce:44

Nice to know our ranks are still growing. Welcome aboard!

Scott
--MESSAGE FILE 16415 END: ./2 SCEA/yaroze/announce/000000044html.html

--MESSAGE FILE 16416 START: ./2 SCEA/yaroze/announce/000000045html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Titan" <titan@cyberbeach.net>
Newsgroups: scea.yaroze.announce
Subject: Add one more to the group.
Date: Sun, 7 Dec 1997 02:08:52 -0500
Organization: SCEA News Server
Lines: 9
Message-ID: <66dhn3$6s1@scea>
NNTP-Posting-Host: ppp5-240.sudbury.cyberbeach.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Just wanna announce that there is yet another newcomer on the block.

Hope to hear from ya!!

Steve Tolin
titan@cyberbeach.net

--MESSAGE FILE 16416 END: ./2 SCEA/yaroze/announce/000000045html.html

--MESSAGE FILE 16417 START: ./2 SCEA/yaroze/announce/000000046html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: The History of Video Games
Date: Sat, 13 Dec 1997 19:03:52 GMT
Organization: L4 Software
Lines: 18
Message-ID: <3492daa7.6495456@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

I just thought I'd let everyone here know that Don Thomas and I have
recently created a web site of Don's book, "I.C. When - The Chronology
of Video Games and Computers." It's a great place to find out about
where all this Video Game stuff came from. You can find it at:

http://www.l4software.com/icwhen

While you're at it, my new L4 Software site (it really needs work) is
at:

http://www.l4software.com

and I can be reached via email at:

mperdue@l4software.com

Mario
--MESSAGE FILE 16417 END: ./2 SCEA/yaroze/announce/000000046html.html

--MESSAGE FILE 16418 START: ./2 SCEA/yaroze/announce/000000047html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com

From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.announce
Subject: Escape Velocity Demo
Date: Sat, 13 Dec 1997 17:27:20 -0800
Organization: SCEA News Server
Lines: 11
Message-ID: <349335F8.55C8@concentric.net>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts009d24.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Hi all,

I just wanted to let everyone know that I recently posted a demo of my
game "Escape Velocity". I'd be interested to hear what you all think
of it. You can get it from my web page:

http://www.scea.sony.com/net/yaroze/pages/scartier.html

I look forward to hearing from you!

Scott
--MESSAGE FILE 16418 END: ./2 SCEA/yaroze/announce/000000047html.html

--MESSAGE FILE 16419 START: ./2 SCEA/yaroze/announce/000000048html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.announce
Subject: Re: The History of Video Games
Date: Mon, 15 Dec 1997 21:24:58 -0800
Organization: SCEA News Server
Lines: 4
Message-ID: <349610AA.6B70@concentric.net>
References: <3492daa7.6495456@205.149.189.29>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts007d25.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

I just checked it out. Hey I'm impressed! I can't wait to sit down
and read it all!

Scott
--MESSAGE FILE 16419 END: ./2 SCEA/yaroze/announce/000000048html.html

--MESSAGE FILE 16420 START: ./2 SCEA/yaroze/announce/000000049html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: The History of Video Games
Date: Tue, 16 Dec 1997 21:58:59 GMT
Organization: L4 Software
Lines: 13
Message-ID: <3496f97c.3199366@205.149.189.29>
References: <3492daa7.6495456@205.149.189.29> <349610AA.6B70@concentric.net>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

There's a lot there to read. Don's done a great job getting all the
info together in one place.

Mario

On Mon, 15 Dec 1997 21:24:58 -0800, Scott Cartier
<dsyaroze@concentric.net> wrote:

>I just checked it out. Hey I'm impressed! I can't wait to sit down
>and read it all!
>
>Scott

--MESSAGE FILE 16420 END: ./2 SCEA/yaroze/announce/000000049html.html

--MESSAGE FILE 16421 START: ./2 SCEA/yaroze/announce/000000050html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Matthew Hulett <matth@bellatlantic.net>
Newsgroups: scea.yaroze.announce
Subject: Who speaks for Steve
Date: Sat, 20 Dec 1997 03:11:13 +0000
Organization: SCEA News Server
Lines: 3
Message-ID: <349B3751.79DE@bellatlantic.net>
References: <66dhn3$6s1@scea>
NNTP-Posting-Host: client-119-23.bellatlantic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Win95; I)
CC: Matthew Hulett <matth@bellatlantic.net>

Funny, I wrote Steve to say hi and he had no idea where this came
from. Very strange... certainly has a pc sound to it, doesn't it?
   Matt
--MESSAGE FILE 16421 END: ./2 SCEA/yaroze/announce/000000050html.html

--MESSAGE FILE 16422 START: ./2 SCEA/yaroze/announce/000000054html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Matthew Hulett <matth@bellatlantic.net>
Newsgroups: scea.yaroze.announce
Subject: Re: Add one more to the group.
Date: Mon, 22 Dec 1997 00:56:03 +0000
Organization: SCEA News Server
Lines: 5
Message-ID: <349DBAA3.73BE@bellatlantic.net>
References: <66dhn3$6s1@scea>
NNTP-Posting-Host: client-119-26.bellatlantic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Win95; I)
CC: Matthew Hulett <matth@bellatlantic.net>

Sorry everyone, titan did deny authorship, not he says oops, he did post
it. What can I say, I thought only Sony could post in this group, I
figured a staffer posted the statement when he denied it, which would
have been odd because of the wording.
   Matt
--MESSAGE FILE 16422 END: ./2 SCEA/yaroze/announce/000000054html.html

--MESSAGE FILE 16423 START: ./2 SCEA/yaroze/announce/000000055html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Next Informal Chat
Date: Wed, 18 Feb 1998 02:04:21 GMT
Organization: L4 Software
Lines: 5
Message-ID: <34ea40ac.16635286@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

The next chat will be held at 9:00pm EST on Saturday Feb 21. As usual, everyone is welcome to attend. We'll do it again at 10:00pm EST on Wednesday Feb 25.

Mario
--MESSAGE FILE 16423 END: ./2 SCEA/yaroze/announce/000000055html.html

--MESSAGE FILE 16424 START: ./2 SCEA/yaroze/announce/000000056html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: Next Informal Chat
Date: Fri, 20 Feb 1998 02:41:14 GMT
Organization: L4 Software
Lines: 15
Message-ID: <34eced05.43683128@205.149.189.29>
References: <34ea40ac.16635286@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

It has come to my attention that some members do not know the chats are held in the Auditorium Lobby, so I thought I'd better mention it here.

Mario

On Wed, 18 Feb 1998 02:04:21 GMT, mperdue@l4software.com (Mario Perdue) wrote:

>The next chat will be held at 9:00pm EST on Saturday Feb 21. As usual,
>everyone is welcome to attend. We'll do it again at 10:00pm EST on
>Wednesday Feb 25.
>
>Mario

--MESSAGE FILE 16424 END: ./2 SCEA/yaroze/announce/000000056html.html

--MESSAGE FILE 16425 START: ./2 SCEA/yaroze/announce/000000057html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <Ed_Federmeyer@mw.3com.com>
Newsgroups: scea.yaroze.announce,scee.yaroze.mydemos
Subject: Break3D game ready for download!
Date: Fri, 06 Mar 1998 18:17:35 -0600
Organization: SCEA News Server
Lines: 20
Message-ID: <3500921F.E20B531E@mw.3com.com>
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.announce:57 scee.yaroze.mydemos:98

I've uploaded a game I worked on in January, called "Break-3D" to
my SCEA Yaroze web page:

http://www.scea.sony.com/net/yaroze/pages/efedermeyer.html
(file "Break3D.zip").

It's a 3D interpretation of the classic "Breakout(tm)" game, with some
influence of "Space Invaders(tm)". It's got the 90's 3D thing going for
it, while retaining an authentic retro graphics look! It's got 12
classical
songs that change each level. Lots of action and fun! ;-)

It's up by the graces of Sony unless a "Breakout(tm)" copyright holder
complains, in which case, ffffwwhhhiitt, it's gone, so get it while it's
hot! :-)

I hope you all enjoy it!
Ed Federmeyer

--MESSAGE FILE 16425 END: ./2 SCEA/yaroze/announce/000000057html.html

--MESSAGE FILE 16426 START: ./2 SCEA/yaroze/announce/000000058html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Katrina Auyeung <kauyeung@usa.net>
Newsgroups: scea.yaroze.announce
Subject: Re: Break3D game ready for download!
Date: Sat, 07 Mar 1998 23:35:07 -0800
Organization: SCEA News Server
Lines: 28
Message-ID: <35024A2B.D14B2142@usa.net>
References: <3500921F.E20B531E@mw.3com.com>
NNTP-Posting-Host: ppp1-23.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)

Ed Federmeyer wrote:
>
> I've uploaded a game I worked on in January, called "Break-3D" to
> my SCEA Yaroze web page:
>
> http://www.scea.sony.com/net/yaroze/pages/efedermeyer.html
> (file "Break3D.zip").
>
> It's a 3D interpretation of the classic "Breakout(tm)" game, with some
> influence of "Space Invaders(tm)". It's got the 90's 3D thing going for
> it, while retaining an authentic retro graphics look! It's got 12
> classical
> songs that change each level. Lots of action and fun! ;-)
>
> It's up by the graces of Sony unless a "Breakout(tm)" copyright holder
> complains, in which case, ffffwwhhhiitt, it's gone, so get it while it's
> hot! :-)
>
> I hope you all enjoy it!
> Ed Federmeyer

Pretty good! Getting past level 1 was tough 'cuz I could never hit
the blocks at the ends of the screen. It got easier afterwards when
you had more balls in play.

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16426 END: ./2 SCEA/yaroze/announce/000000058html.html

--MESSAGE FILE 16427 START: ./2 SCEA/yaroze/announce/000000059html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Informal Chat
Date: Wed, 11 Mar 1998 04:09:17 GMT
Organization: L4 Software
Lines: 7
Message-ID: <35060d81.48498484@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

After fighting a killer virus for the last 3 weeks, my doctor tells me
I'm going to live. So I guess it's time to schedule another informal
chat. It seems that Saturday night gets a better turnout than
Wednesday, so Saturday it is. I'll be in the Auditorium Lobby at
9:00pm EST or there abouts. See you there.

Mario
--MESSAGE FILE 16427 END: ./2 SCEA/yaroze/announce/000000059html.html

--MESSAGE FILE 16428 START: ./2 SCEA/yaroze/announce/000000060html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.announce
Subject: Re: Informal Chat
Date: Thu, 12 Mar 1998 17:35:41 -0500
Organization: SCEA News Server
Lines: 20
Message-ID: <6e9njq$i0m13@scea>
References: <35060d81.48498484@205.149.189.29>
NNTP-Posting-Host: pc42.aug-ga.ddinet.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Everyone must be sick.. I just getting over the flu myself... I'll be
there this time... I thought we were posting info about the chat sessions
in the Freetalk group.. So I would almost never read this one.. And when I
noticed I had found out that I had missed 2 already.. :(This time though
I'm ready.

Regards,

Jeff / Nemesis

Mario Perdue wrote in message <35060d81.48498484@205.149.189.29>...
>After fighting a killer virus for the last 3 weeks, my doctor tells me
>I'm going to live. So I guess it's time to schedule another informal
>chat. It seems that Saturday night gets a better turnout than
>Wednesday, so Saturday it is. I'll be in the Auditorium Lobby at
>9:00pm EST or there abouts. See you there.
>
>Mario

--MESSAGE FILE 16428 END: ./2 SCEA/yaroze/announce/000000060html.html

--MESSAGE FILE 16429 START: ./2 SCEA/yaroze/announce/000000061html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.announce,scee.yaroze.mydemos
Subject: Re: Break3D game ready for download!
Date: Fri, 13 Mar 1998 15:10:52 -0500
Organization: SCEA News Server
Lines: 19
Message-ID: <6ec3g7$i0m16@scea>
References: <3500921F.E20B531E@mw.3com.com>
NNTP-Posting-Host: pc42.aug-ga.ddinet.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.announce:61 scee.yaroze.mydemos:109

Ed Federmeyer wrote in message <3500921F.E20B531E@mw.3com.com>...
>I've uploaded a game I worked on in January, called "Break-3D" to
>my SCEA Yaroze web page:
>
>http://www.scea.sony.com/net/yaroze/pages/efedermeyer.html
>(file "Break3D.zip").

Nice job... Although I must say I did have some trouble getting past the
first wave.. You lose a couple of balls and that game becomes HARD fast..
Really bad if one of the 2 balls you have left gets behind the advancing
wall.

Regards

Jeff / Nemesis

--MESSAGE FILE 16429 END: ./2 SCEA/yaroze/announce/000000061html.html

--MESSAGE FILE 16430 START: ./2 SCEA/yaroze/announce/000000062html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups:
scee.yaroze.freetalk.english,scea.yaroze.freetalk,scee.yaroze.mydemos,scea.yaroz
e.announce
Subject: Mine Field v1.0 (NTSC) ready for downloading!
Date: Mon, 16 Mar 1998 15:20:29 -0800
Organization: Cisco Systems
Lines: 21
Message-ID: <350DB3BD.2E12F823@netmagic.net>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:519
scea.yaroze.freetalk:519 scee.yaroze.mydemos:111 scea.yaroze.announce:62

Hiya all,

I finished up the game I have been working on for the last 3 weeks
or so. I was going to make it larger, but decided it was already
hard enough. Some of the highlights:

    - 6 different levels
    - a good-looking mouse cursor
    - a cheezy digital soundtrack (if you can call it that)

To get it, point your browser to:

  http://www.scea.sony.com/net/yaroze/pages/ftp/elee2/minefld.zip

Please see the README.TXT file for details on setup and game play.
Comments always appreciated. Have fun! ^_^

Jyaa...
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16430 END: ./2 SCEA/yaroze/announce/000000062html.html

--MESSAGE FILE 16431 START: ./2 SCEA/yaroze/announce/000000063html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.announce
Subject: Accepted at DigiPen Vancouver
Date: Fri, 27 Mar 1998 19:39:27 -0500
Organization: SCEA News Server
Lines: 17
Message-ID: <6fhga8$pui1@scea>
NNTP-Posting-Host: sud-tcs1-port15.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Well guys I'd like to say that I received my acceptance letter to DigiPen
Vancouver today!!

The program starts in September but I think I might get out there sooner.

Just figured I'd announce my second major step towards professional game
development....after the Yaroze of course.

Thanx

Steve Tolin
titan@vianet.on.ca

--MESSAGE FILE 16431 END: ./2 SCEA/yaroze/announce/000000063html.html

--MESSAGE FILE 16432 START: ./2 SCEA/yaroze/announce/000000064html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.announce
Subject: Re: Accepted at DigiPen Vancouver
Date: Mon, 30 Mar 1998 19:44:53 -0500
Organization: SCEA News Server
Lines: 35

Message-ID: <35203C85.9D268D5C@mail.datasys.net>
References: <6fhga8$pui1@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 216.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
To: Steve Tolin <titan@vianet.on.ca>

Steve Tolin wrote:
>
> Well guys I'd like to say that I received my acceptance letter to DigiPen
> Vancouver today!!

Cool! I went to DigiPen Vancouver for the 2 week summer programing
course, and it was awesome. I plan to goto the DigiPen Institute of
technology when I graduage from highschool.

> The program starts in September but I think I might get out there sooner.

Vancouver is a very nice city - Everything is right there. Malls,
computer stores, the ocean... And it's also 30 minutes away from total
isolation in the mountains so you can relax.

> Just figured I'd announce my second major step towards professional game
> development....after the Yaroze of course.

Too bad they don't (And won't ever) have any yaroze systems...
Nintendo supports DigiPen by offering them profesional SNES
development systems as well as all sorts of game development teaching
aids. And they are hoping to get some n64 dev systems in the near
future. Because DigiPen doesn't want to ruin this relationship, they
won't have any yaroze systems.

--
'Darco
darco@NOSPAM@bigfoot.com

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Meow, Meow, Meow..." - The Dan
--MESSAGE FILE 16432 END: ./2 SCEA/yaroze/announce/000000064html.html

--MESSAGE FILE 16433 START: ./2 SCEA/yaroze/announce/000000065html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: "Cool" labels
Date: Sat, 04 Apr 1998 02:44:57 GMT
Organization: L4 Software
Lines: 6
Message-ID: <35259dff.2017097@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

I just thought I'd let everyone know that the 'cool' labels have been

removed from the member index. This doesn't mean that I don't think
those sites are cool anymore. In fact, it's just the opposite, I think
all the sites are cool.

Mario
--MESSAGE FILE 16433 END: ./2 SCEA/yaroze/announce/000000065html.html

--MESSAGE FILE 16434 START: ./2 SCEA/yaroze/announce/000000066html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.announce
Subject: web site update: free texture
Date: Sat, 11 Apr 1998 01:17:43 -0800
Organization: SCEA News Server
Lines: 8
Message-ID: <wal-ya02408000R1104980117430001@news.scea.sony.com>
NNTP-Posting-Host: ppp-asft04--101.sirius.net
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

Ok, nothing too exciting to announce, except that I have uploaded a single
texture file that some may find useful, or not. It's a texture that I made
from a digital photograph I took of a building (I had to distort it in
Photoshop because I took the picture at street level). Check it out!

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 16434 END: ./2 SCEA/yaroze/announce/000000066html.html

--MESSAGE FILE 16435 START: ./2 SCEA/yaroze/announce/000000067html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: FAQ
Date: Fri, 17 Apr 1998 02:51:47 GMT
Organization: L4 Software
Lines: 4
Message-ID: <3536c33e.44117046@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

I've posted the beginning of the Yaroze FAQ. You can find a link to it
on the FILES page.

Mario
--MESSAGE FILE 16435 END: ./2 SCEA/yaroze/announce/000000067html.html

--MESSAGE FILE 16436 START: ./2 SCEA/yaroze/announce/000000068html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.announce
Subject: A short story...
Date: Thu, 23 Apr 1998 13:48:24 -0400
Organization: SCEA News Server
Lines: 16

Message-ID: <6hnufu$a2a6@scea>
NNTP-Posting-Host: pc42.aug-ga.ddinet.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I just opened up a web site off the sony server. I wanted to make a place we could all go to trade Libs that were / are user created. All runtime code will be password protected on the Yaroze servers, and we will NOT post any code that is licensed by Sony, we are only looking for user libs.. You can get there by going http://yaroze-world.org . If you have any libs or any reviews or pretty much anything you want to add to the site please let me know.

On a side note if you send me e-mail and don't get a reply right away it's because I'll be in Austria / Germany from Apr 24 -> May 9th...

Regards,

Jeff

--MESSAGE FILE 16436 END: ./2 SCEA/yaroze/announce/000000068html.html

--MESSAGE FILE 16437 START: ./2 SCEA/yaroze/announce/000000069html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Going to E3
Date: Wed, 27 May 1998 02:32:39 GMT
Organization: L4 Software
Lines: 4
Message-ID: <356b7ad2.762801@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Just a reminder that I will be at E3 for the next few days. I'll check in when I return.

Mario
--MESSAGE FILE 16437 END: ./2 SCEA/yaroze/announce/000000069html.html

--MESSAGE FILE 16438 START: ./2 SCEA/yaroze/announce/000000070html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: David White <dwhite2@san.rr.com>
Newsgroups: scea.yaroze.announce
Subject: HolliDance is ready
Date: Mon, 08 Jun 1998 20:02:34 -0700
Organization: SCEA News Server
Lines: 25
Message-ID: <357CA4DD.63AE@san.rr.com>
NNTP-Posting-Host: dt033nc9.san.rr.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Macintosh; I; PPC)

HolliDance is a simple dance program that I've written as
a personal project. It displays a girl who dances in sync

to music. The program simulates 2 cameras that move about
her club, two spot lights that move about and change color,
and an ocasional stobe light effect. HolliDance is a real
time animation program; no two frames are ever the same.

HolliDance exixts in four versions: PowerMac, SGI, Be OS,
and Sony Play Station (Net Yaroze).

The Net Yaroze version is compiled for both NTSC and PAL
configurations. Due to it's large amount of data, it
requires a Code Warrior compatible loader.

It has been a fun project and hopefully you will enjoy it
as well.

Note to sony: I'm temporarily hosting the binary until you
have posted it. It's only available via my web page on your
server and therefore can not be downloaded by nonmembers.
I'll take it off my server when you are ready (I need the space!).

David White
http://www.scea.sony.com/net/yaroze/pages/dwhite.html
dwhite2@san.rr.com
--MESSAGE FILE 16438 END: ./2 SCEA/yaroze/announce/000000070html.html

--MESSAGE FILE 16439 START: ./2 SCEA/yaroze/announce/000000071html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Vacation
Date: Thu, 11 Jun 1998 02:16:00 GMT
Organization: L4 Software
Lines: 11
Message-ID: <35813cd7.2745866@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

I just wanted to let everyone know that I will be leaving for a (long
overdue) vacation on friday. I'll be checking in from time to time
while I am away, but not as often as I normally do. Things should get
back to normal after I return on, or about the 25th.

Also, I've been having some trouble with my newsreader. If you can
read this message, it has probably been fixed. If you have an
outstanding issue that I seem to have missed in the last week or so,
please bring it up again.

Mario
--MESSAGE FILE 16439 END: ./2 SCEA/yaroze/announce/000000071html.html

--MESSAGE FILE 16440 START: ./2 SCEA/yaroze/announce/000000072html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!129
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.announce
Subject: New Yaroze Dev FAQ
Date: Mon, 29 Jun 1998 03:28:13 GMT
Organization: SCEA News Server
Lines: 1341
Message-ID: <6n71c1$4at1@scea>

NNTP-Posting-Host: 98M0022.dorm.gmu.edu
X-Newsreader: News Xpress 2.01

Hi, I've been working on a Yaroze Development FAQ. Here is a preliminary version of it, and I was hoping that anyone that would wish to contribute to it would let me know. I'm especially looking for answers to some questions I've provided. It would be nice to have one common resource to go to for any technical Net Yaroze questions, and I'm hoping this can be the start of it. If there's any more questions/answers/comments you could provide, please email at jamin1@psu.edu, thanks!

Jamin

Yaroze Dev FAQ 0.5

DEFINITIONS

In this FAQ, I would like to keep some definitions consistent so that there is no confusion about terminology. If you are adding something to this FAQ, please use the following conventions, thanks.

CLUT - color look-up table (4-bit or 8-bit)

display buffer (or display area or frame buffer) - portion of video memory that actually gets displayed when the playstation is running

main memory - memory used for normal program storage and operation; also the initial place for all incoming code and data when a yaroze project is downloaded

model - the information making up the 3D representation of a game object; it includes orientation of the primitives making up the object and their coloring attributes

object - the arbitrary game object in a Yaroze game, which can have state information attached to it, including sprite and 3D model references

OT - ordering table, the thing that sorts primitives such as lines, sprites, triangles, and quads

texture - image for sprite or image for mapping onto a model

translucency - image or polygons appear "clear", meaning you can see through it, but not invisible

transparency - doesn't show up at all, like the black background pixels of a sprite

video memory - memory physically apart from main memory, used for image storage and blitting to display area of video memory

<FILE FORMATS>

TIM = image file
RSD = intermediate model file

TMD = playstation format model(s) file

TROUBLESHOOTING

See the following:
http://www.netyaroze-europe.com/yaroze/problems/trblsht.htm

1) Why is display from my Net Yaroze is completely grey and grainy / shudders?

"You may be running an NTSC configured program on a PAL configured monitor. If you have the source, make sure that the program contains a SetVideoMode(MODE_PAL) command and does not contain a SetVideoMode(MODE_NTSC) command.

If you only have the executable, you can pick up the 'Screen Mode Changer' (N!K/Napalm) from the Napalm hacker site (see link section) - it is able to change executables which contain a SetVideoMode(...) command.
If, like me, you own an old Amiga monitor (1084/1084S/CM1884), an RGB to SCART cable should do the trick - forget your old Amiga lead!" -- James Rutherford

2) I am trying to use graphic functions, but the screen locks / judders?

"These kind of effects can occur when you haven't allocated enough GPU packet space." -- James Rutherford

ORDERING TABLE, SORTING, DISPLAY LOOP, ETC.

1) How does priority work in the ordering table?

For each "primitive" that you "sort", you can give a priority of 0 to 2^MY_OT_LENGTH - 1, where 0 is the frontmost to the screen, and 2^MY_OT_LENGTH - 1 is backmost on the screen. So obviously, increasing MY_OT_LENGTH gives you more layers, or priorities, to work with.

If you sort primitives at the *same* priority, then the ones you sort first are drawn last, meaning they will appear frontmost (at that priority level) when displayed.

2) How does the display loop work? Do I sort stuff and update stuff every single cycle, or what?

3) Why would you want to "turn off" a primitive/object for display instead of just not sorting it?

SPRITES

1) How do sprites work?

Sprites are simply references to rectangular regions in video memory that are transferred to the "display" or "frame buffer" position in video memory when they are "sorted" into the ordering table. So to make these images appear, you must load textures (also called bitmaps or TIMs) into the video memory

first, and set up your sprites so that they reference portions of these textures. So what the playstation does is simply make use of the information stored in the sprite to "blit", or transfer, the pixels from one part of video memory to the other. The reason it is done this way is that copying from video mem to video mem is much faster than main mem to video mem.

2) What's the deal with video memory -- what's with the 4-bit, 8-bit, and 16-bit stuff?

TIM images can be specified as either 4-bit, 8-bit, or 16-bit (or 24-bit, but that will be covered later) meaning that there are 4, 8, or 16 bits of information, respectively, for each pixel in the image. However, all image colors on the playstation (besides the 24-bit true color picture mode) are displayed using 15 bits of information for the actual RGB values altogether -- 5 bits for R, 5 bits for G, and 5 bits for B. However, unsigned shorts are 16 bits, meaning there's one bit left over when storing a color -- and this is used for "translucency". This bit is '1' if the color is to be considered for translucency (the docs call it "transparency", but I reserve this word for something else). In other words, if a sprite or model texture using this color would like to be translucent, then the translucent color will be calculated. Otherwise, if the bit is '0', the color will not even be considered for translucency, even if the sprite or texture feels like being translucent. Note that there's a special case if each R,G,B value is 0, and then the remaining bit is considered as something totally different -- which I call "transparency", which is what is used to draw sprites without the black background. In this case, the 0 and 1 stand for the color black to be considered transparent or not when blitting the image.

So even though 16 bits are used for color, what about 4-bit and 8-bit TIMs? Well, obviously, 4-bit and 8-bit TIMs take up less space than 16-bit TIMs, which have a 16-bit value for each pixel, which is the actual color of the image pixel. 4-bit and 8-bit TIMs work differently, though. Instead of using their data bits for actual color, their data bits are used to reference a *table* of 16-bit colors (remember, I said all object colors are really 16-bit). This is where the term "CLUT" comes into play. With 4 bits, 16 different CLUT entries can be accessed, and for 8 bits, 256 different CLUT entries can be accessed. So 4-bit TIMs need to include a 16-value CLUT, and 8-bit TIMs need to include a 256-value CLUT. The CLUT values themselves are 16-bit, though, since they're referring to an actual color (well, actually 15-bit color...this is where some confusion sometimes arises). There are tools to edit the pixel positions and CLUT positions of the TIM image in video memory -- the TIM must include both the pixel information and the CLUT itself.

What about video memory? Well, the video memory is considered to be 1024 x 512 *pixels* -- where a pixel is an unsigned 16-bit color value. But the TIMs contained in video memory (when transferred with LoadImage()) are actually compressed, so that one "video memory pixel" takes up *two* 8-bit TIM pixels, and *four* 4-bit TIM pixels. But remember, these pixels represent CLUT look-up values, not actual 16-bit colors. So the TIM sprites are actually "squished" in video memory, before they get to have fun in their decompressed state over in the display buffer.

So what this means is that all of the sprites you see on the screen are actually 16-bit pixels, not 4-bit or 8-bit CLUT pixels -- so what actually happens when a blit occurs in the video memory with a 4-bit or 8-bit image, is that the playstation automatically references the TIM's pixel color by referencing the CLUT, and expands the pixel in its true color on the display buffer. Pretty neat, huh?

3) How do the 24-bit images work?

4) What's (x,y), (mx,my), and (u,v) for in the sprite structure GsSPRITE?

The vars x and y refer to the sprite's position on the screen when it is sorted to the OT. However, note that this x and y is with respect to the sprite's center, which is denoted by the vars mx and my. These vars describe the "center" of the sprite, which is the thing that gets placed at x and y on the screen. This can be used if you want to refer to some other part of the sprite as the center, instead of the upper left corner. Note that x and y can be negative, or even larger than the screen, but this does not cause an error. The OT compensates and automatically "clips" the sprite if it is partially or even totally off screen.

The u and v refer to the *pixel* location of the sprite's upper left corner with reference to its parent image (or texture page, or TIM). This can be considered as if the sprite is already expanded from its original 4-bit or 8-bit compressed image size. So if my sprite starts on pixel 20 over and on pixel 10 down in my TIM (just like it is painted, not worrying about compression), then you just specify (u,v) = (20, 10). The playstation takes care of the actual referencing in video memory, which takes into consideration the compression and the texture offset in video memory, via the information included in the TIM file.

5) Why are my sprites colored wrong?

Check the CLUT position in TimTool. All CLUTS must have unique positions in video mem; if any of them are the same, one CLUT will get loaded over another, using the color scheme of the other picture.

6) Why do my sprite textures look misaligned on the screen?

Double check the alignment of the texture in TimTool. Sometimes TimTool nudges the texture down some, messing up what you might think is the proper offset for the texture.

7) Why is my sprite losing pixels, especially along the vertical axis?

Change sprite scaling from 4096 to 4095.

8) How can I cycle colors on my sprites?

Use MoveImage() to make a copy in video memory of the CLUT of the image that the sprite is using (to somewhere below the original CLUT), and between update frames, use MoveImage() to copy colors from the copied CLUT into the original CLUT, and the palette colors that are mapped to the sprite will give it an appearance of cycling, if it's set up right. Check out Jamin Frederick's Pt (Palette) library, which you can use to do this.

7) How can I do pixel-by-pixel collision detection on my sprites?

Typically, you can use just bounding boxes to see if sprites collide, but sometimes it is necessary to get down to the pixel level. One way to do this is to first see if the bounding boxes intersect, and if they do, then you can do a pixel-by-pixel collision detection on the intersection rectangle of the corresponding sprite images. The only problem is that these images are in video memory, unless you haven't written over the images that are in main memory when they originally were copied over from the com utility. In other words, we don't really have byte-by-byte access to the video memory for close comparisons, so we are forced to work with main memory. So once you get access to the intersection rectangles of the sprite images, all you have to do is compare corresponding pixels in the rectangles, one at a time, until you

get a "hit" (non-black) pixel from one image with a "hit" pixel from the other image. However, this involves some rather tricky interpretation of the TIM image data in main memory. This is implemented in the CollisionDetect() function available on Jamin Frederick's web page.

8) What other methods of collision detection are there?

From a newsgroup discussion:

"Have you considered whether a pixel-by-pixel collision detect is *really* necessary? It sounds so time expensive when you could be doing some freaky special effects or better AI or something instead... I've used gobs of weird hacks for collision detection in games, and I've always been able to find a way around pixel-by-pixel. I thought I'd list some of them off:

0. Make your game so intense no one has time to notice that collisions are pixel exact or not.

1. Simple shapes as hit regions - design the art so it fits well into shapes that are easy to mathematically check against, like rectangles, circles, and triangles.

2. Rotated simple shapes as hit regions - sometimes you've got objects that can rotate - rotating a rectangle and checking it against another rotated rectangle is still cheaper than pixel-by-pixel.

3. Stick Figures. Say you've got a figure like a character in a 2d fighter. Make a simple stick figure that mimics the shape and motion of the sprite, ie: a line for the head, a line for upper arm, lower arm, hand, two lines for the torso, etc. etc. Then to do hit detect with the other character in the game all you have to do is treat each line as a fat line and check them against the fat lines in the other character. This has the advantage of letting you know that the hand connected with the noggin.

4. Simple hierarchical shapes. Say you've got a top down view of the TOS U.S.S. Enterprise on the screen. Do your hit detecting on a circle and three rectangles, one for the two engines and one for the engineering hull, with the rectangles of course rotated according to the orientation of the ship on the screen.

5. Polygon shapes. Make a polygon outline that fits around the shape as tightly as you'd like so that game feels good, then check for intersection with collidable objects. If you design it right you can have one complicated polygon collision shape which you test against some trivial shape like a rectangle, but even still, poly-poly intersection is faster than pixel-by-pixel, unless your sprites are really tiny, in which case suggestion number 1. is probably the best IMO." -- Nick Porcino

IMAGES

1) Where do my images have to be aligned in video memory?

2) Do my sprites have to be in a special position within an image? I heard they have to be on even coords or something.

3) Can I have more than one image on a given texture page? Can I arrange several images next to each other within the texture page?

4) What's the max size of a TIM? Does it depend on the number of colors?

Max size of a TIM is 256 x 256 pixels, no matter how few colors it is. One of the reasons is because sprites are referenced (u,v) via pixel offsets of texture pages (or TIMs), and since u and v are both unsigned chars, the biggest they can both be is 255, meaning sprite (u,v)s can only be from (0,0) to (255, 255).

5) Where are the best places for CLUTs in video memory?

The typical convention is placement below the display buffers, since the area is too small to have any decent-sized sprites down there.

6) How do you set up transparency for a sprite / texture?

7) How do you set up translucency for a sprite / texture / model / polygon?

8) What do the different translucency settings mean?

50% back + 50% polygon
100% back + 100% polygon
100% back - 100% polygon
100% back + 25% polygon

9) Do all the translucency settings work right?

10) Why do you have to specify translucency for GetTPage()?

"You can use GetTPage to calculate the tsb section of a tmd primitive which does require the semi-transpency rate. Just & the result with 31 to get the Texture page number." -- Jim

11) How are texture pages numbered, and what is their ID?

12) Why doesn't LoadImage() work for large rectangles, close to the size of the video memory (1024 x 512)?

BACKGROUNDS
---

1) How does the 16x16 pixel tiling work?

2) How do I make tiled backgrounds with sprites (bigger than 16x16 pixel tiles)?

This is a nifty trick. The ordering table accepts information in the sprite struct (GsSPRITE) that you give it as a *new* sprite, so that you don't have to maintain the same information in the struct within a screen update. So what you can do is keep changing the info in the sprite struct and sort it into the OT. So to make a checkered background, for instance, you just need a black square struct and a white square struct, and repeatedly sort them while changing their positions.

3) How does the offsetting work -- I mean, how do you get sprites to scroll around in the background and stuff (2D)?

It usually depends on the game, but here it goes...

First of all, let's draw a difference between a game object and a game sprite. A game object is something in the game that has a state and presence, but is not necessarily displayed. A sprite is just a representation of the object ON THE SCREEN, and always refers to the thing being displayed. So an object can easily have many sprites, each one representing different states of the object, or an object's current position on the screen.

Ok, so first you set up a world coordinate system, where all of the objects that you intend to have in the game are given a position in the world. So all the changes that you give to your objects are with respect to the world coordinates, NOT THE SPRITE COORDINATES. The reason for this is that the sprite coordinates can be calculated from the object's position in the world with respect to the SCREEN's position in the world. That's right -- you consider the "game screen" to have a position in the world as well, so that when you want to "scroll around" the world, you're just moving the screen's position around in the world, and the sprites that get displayed on your screen are just a result of them being around the screen when it gets close to them in the world.

So for instance, if you chose your world to start at (0,0) in the top left corner, then you could assign objects coordinates like (8,20) or (67,258) or (600,780) or even (4563,23453), depending on how big you want to make your world. Of course you're limited by how large your numbers can get, which for an unsigned long (32-bit) is 0 to 4,294,967,295. So just imagine that you have a bunch of (rectangular) objects positioned in your world like this (usually when you're referring to an object's world coord, it is the upper left corner of its rectangle, at least in this example) and think about a rectangular, 320x240 screen, moving and scrolling around in the world with them (again using the upper-left corner pixel as the world coord). Now to get them to be on the proper position on the screen, you want their sprite representations to be according to where the object is in reference to the screen in the world. If the object stays still and the screen moves, for instance, well then the sprite moves on the screen even though the object hasn't moved in the world at all. So what you have to do is set up a relation between the sprite and the screen. It's just:

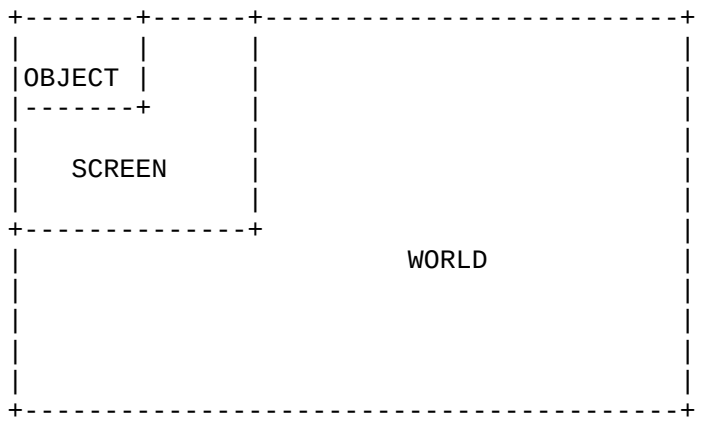
```
 SpriteX = ObjectX - ScreenX
SpriteY = ObjectY - ScreenY
```

So if the object position gets bigger with the screen position fixed, then the sprite position gets bigger, and moves right and down on the screen. If the screen position gets bigger with the object position fixed, then the sprite position get smaller, and moves left and up on the screen. Now remember, this example is all in terms of the origin of the world being to the upper left, and the origin of the objects and screen at the upper left of their bounding boxes as well.

When you give the OT a sprite to sort, you're giving it the sprite's SCREEN position. From experimentation I have found out that this does not mean it has to be from (0,0) - (SCREENW-1, SCREENH-1), but it can be any number at all, even negative! The OT compensates and does all the clipping for you, so that the formula above works fine when using SpriteX and SpriteY as the position to be be placed on the screen.

If you have trouble visualizing it, just start out with 1 object and the screen at the origin of the world, and imaging what happens to the sprite image on the screen when you try to move either one according to the formula:

ORIGIN



4) Why am I getting a "banding" effect with my background tiles, where a vertical line in the tile is smeared over a pixel?

The individual tile textures of a background each have to be on an even u coordinate. If each sprite texture is not positioned on an even number in the video memory, you will get this effect. This can easily happen if you use gridlines to separate your tiles for easy editing, for instance.

3D

1) What is the 3D coordinate system of the playstation? I've looked everywhere in the manuals but couldn't find a simple description!

It's actually a right-handed coordinate system, meaning (with your right hand) +X cross +Y gives you +Z. The +X axis is to the right of the screen, +Y is down on the screen, and +Z is in towards (behind) the screen.

2) What's the difference between RSD and TMD?

RSD is the file format used to convert from modelers, similar to DXF and other model formats. It is in ascii, making it easy to edit by hand. The info making up an RSD is actually four files, .rsd, .ply, .mat, and .grp. It's easy to mix up talking about RSD (which includes all four files) with just rsd. A modeler converting to RSD will generate all four of these files. Also, an RSD refers to only one model, and the grouping information (.grp) in the model doesn't carry over to TMD.

TMD is the file format the playstation uses, and the data making up this file actually resides in memory when your Yaroze program is drawing objects on the screen. A TMD can have more than one model, and each model has its own set of primitives, which are made up of those model's own vertices and normals. Each primitive is described in detail as a triangle, quad, flat shaded, gourand shaded, colored, color gradated, or textured. All the combinations are described in the Sony online docs.

3) Are the coordinates different in RSD and TMD?

3) How can I see information on my RSD?

To view an RSD, use RSDTool. To get information on the vertex extents and "center" position, do rsdform -v mymodel.rsd. Follow this with > to output to a file.

4) How can I see information on my TMD?

To view a TMD, try this:
http://www.netyaroze-europe.com/~sevans/ftp/demos/yaroze/tmdview.ZIP

You can also get vertex information on the TMD when you are converting from the RSD with rsdlink, just do rsdlink -v mymodel.rsd or rsdlink -info mymodel.rsd. Follow this with > to output to a file.

5) Can I save multiple models in one RSD file?

Yes and no. An RSD contains only one model per file, so if you wish to put several models into one RSD with rsdcat, you are really only merging several models into one big one, and in effect, merging three coordinate systems into one.

6) Can I save multiple RSD models to one TMD file?

Yes. Unlike RSD files, TMD files can make references to several different models within the file. To put several RSD models together into one TMD, you can use rsdlink with several RSD file names as arguments (see top of p.149 in yellow manual).

7) Is there any reason to put several models within a TMD file instead of only one?

8) What do the coordinates mean in rsdform (option -v)? What is "center"?

These coordinates refer to the offsets from the model's coordinate system. If you "translate" the model with rsdform, you are moving all the vertices within the fixed model coord system, and you can imagine a bounding box of all the vertices that comprise the primitives of the model moving around in space with respect to the model's fixed coordinate axis. The "center" is just a reference to the center of mass of the model, which can usually be specified within a modeler program. The playstation will rotate models around (0,0,0) of the coordinate system, *not* the "center", which can be a nonzero offset from (0,0,0).

When you save an object in a modeler and it is not placed in the middle of the world, for instance at (8, 10, 12), the "center" in your RSD will appear as (8, 10, 12). To get the model back to the origin (so that it rotates correctly) you need to translate back to (-8, -10, -12). However, many times you will want to use this information, for instance, if you have several objects and need to know their relative offset position, such as a helicopter and its blades. You would need to know how high the blades are in the world originally, so that you can offset them with respect to the helicopter when you're actually drawing them in your program.

The origin of the model's coord system (0,0,0) is the point that is referred to when translating the model in your program. So if I give my model's translation vector (.t) in my program the value of (5, 2, 10), the model's origin will be at (5, 2, 10), and all the primitives will be drawn around this point.

9) How do I assign parents to other objects?

When initializing your object's coordinate system, instead of doing

GsInitCoordinate2(WORLD, &MyObjectCoord), do GsInitCoordinate2(&MyParentCoord, &MyObjectCoord), assuming you already initialized &MyParentCoord with WORLD or some other coordinate system. Each argument is a pointer to type GsCOORDINATE2, which includes a matrix that describes the coordinate system you are using. So then, after the initialization is done, all of the offsets of your model are with reference to the parent coordinate system. For example:

```
GsCOORDINATE2 MyParentCoord;
GsCOORDINATE2 MyObjectCoord;

// the coords of an object with MyParentCoord are in the world
GsInitCoordinate2(WORLD, &MyParentCoord);

// the coords of an object with MyObjectCoord are w.r.t. the parent
GsInitCoordinate2(&MyParentCoord, &MyObjectCoord);
```

So if you had an GsDOBJ2 handler representing a tank, make its coord2 member point to MyParentCoord (the tank is the parent), and if you had a GsDOBJ2 handler representing the tank turret, make its coord2 member point to MyObjectCoord (the tank turret is the child). Now if the turret is at (0,0,0), it will be at the tank model's origin. You'll probably want to tranlate the turret to (0, -1000, 0) or so, depending on your model, and everywhere the tank moves (in the world), the tank turret will follow.

10) How do I rotate an object?

First you have to know that all models rotate about the origin (0,0,0) of your model's coordinate system (do rsdform -v mymodel.rsd). This means that however your primitives are placed in your RSD, they will rotate around this point. So if the "center" of your model (representing the actual center of your model) is not (0,0,0), translate it there first before you rotate it.

Assuming there is an initialized GsCOORDINATE2 Coord structure (belonging the object which I am rotating), and I want to rotate the object (RotX, RotY, RotZ):

```
MATRIX TempMatrix;
SVECTOR RotVector;

// this makes a vector
RotVector.vx = RotX;
RotVector.vy = RotY;
RotVector.vz = RotZ;

// this turns a vector into a matrix, so that I can multiply
RotMatrix(&RotVector, &TempMatrix);

// multiply original coord matrix by "rotation" matrix
MulMatrix0(&Coord.coord, &TempMatrix, &Coord.coord);

// object should be redrawn now since it changed
Coord.flg = 0;
```

Note: Rotation this way may distort your model if your model is not very large.

11) How do you advance an object in the direction it's facing?

Assuming that your model starts out pointing in the +z direction, and you want to advance U units, and that your object has a GsCOORDINATE2 Coord struct:

```
SVECTOR StartVector;
SVECTOR CurrentDir;

// assume origin points exactly towards +z direction
StartVector.vx = 0;
StartVector.vy = 0;
StartVector.vz = ONE;

// multiply original orientation (start vector) by current orientation matrix,
to get the current direction vector
ApplyMatrixSV(&Coord.coord, &StartVector, &CurrentDir);

// add a multiple (units) of the current direction to the current translation
Coord.coord.t[0] += (U * CurrentDir.vx) / ONE;
Coord.coord.t[1] += (U * CurrentDir.vy) / ONE;
Coord.coord.t[2] += (U * CurrentDir.vz) / ONE;

// the object should be updated now
Coord.flg = 0;
```

Note: You could use 1 instead of ONE=4096, and then not divide later on by ONE, but you'd get considerable error if you don't "pump up" your start vector to considerable size because of the integer precision.

9) What's a standard size for a model?

Typical sizes are about 500.0 to 2000.0 in each dimension.

10) How small/big can I make my model?

If a model is too small (meaning its vertex coordinates are small numbers, like 1s or 10s), errors of the playstation fixed-integer rotation and scaling (matrix computations) will be too large and the model will distort.

If a model is too large

8) I don't see my object! Where is it?

First, see if you're actually sorting it with GsSortObject4() -- of course, there's some stuff you have to do before you can actually sort it, like calling GsGetLws(), GsSetLightMatrix(), and GsSetLsMatrix(). You should also make sure the loading of the model was done right, too.

Second, see if the scale is big enough. Modelers tend to save out RSD models in the -2.0 to 2.0 range, which is pretty small for a standard playstation model. Scale it up with rsdform -s 512 512 512 mymodel.rsd, to give it a size big enough to see at standard viewing distances, which are 500.0 to 1000.0 units away.

7) I want to have an object with several moving parts (a model for each part) and have each part move independently. What do I have to do to get this to work?

Since each model must move independently, you should first center each RSD model by setting its "center" to (0,0,0). For instance, This is so that each object will rotate properly about its "center".

12) What's the difference between GsVIEW2 and GsRVIEW2?

) Is it true that the colors specified for an object's polygon is 24-bit, whereas images used for textures on models may only be 4-, 8-, or 16-bit?

) I've tried to draw TMD lines or sprites as documented in the File Format document, but they don't seem to be working.

Even though they're documented, 3d lines and sprites cannot be used on the yaroze.

) I've also tried to use double sided polygons with no success.

Again, double-sided polys are not supported on the Yaroze.

) How do TIMs get linked up with objects?

When you do the rsdlink command, your TMD gets info about the textures you are using for the mapping to the object(s) from the TIM files referenced by your object. Make sure that if these textures change at all, such as tpage location or clut location, that you redo rsdlink.

) Do you have to texture map TIMs onto each individual polygon, as in RSDTool, or is there a way to "wrap" a texture around groups of polygons.

There doesn't seem to be any tools out right now to do this, although the next version of RSDTool was supposed to incorporate this feature.

) Why are my objects all "flat", even when I rotate them?

You forgot to set the coordinate system of your object, i.e., make your GsDOBJ2 object handler coordinate pointer (.coord2) point to a validly initialized GsCOORDINATE2 struct.

) Are there any *simple* modelers out there, that don't triangulate like crazy?

) How do I convert a 3D coordinate to a 2D coordinate?

--SNIP--

```
void InitTransProj(void);
void TransProj(VECTOR *pos, short *x, short *y);

static GsCOORDINATE2 trans;

//
------------------------------------------------------------------------
//      init trans proj coord
//
------------------------------------------------------------------------
void InitTransProj()
{
        GsInitCoordinate2(WORLD, &trans);
}
```

```
//
//----------------------------------------------------------------------
//      Trans Proj - convert 3d x,y,z to 2d screen x,y
//
//----------------------------------------------------------------------
void TransProj(VECTOR *pos, short *x, short *y)
{
        MATRIX mat;
        VECTOR v;

        trans.coord.t[0] = pos->vx;
        trans.coord.t[1] = pos->vy;
        trans.coord.t[2] = pos->vz;
        trans.flg = 0;

        GsGetLs(&trans, &mat);

        ApplyMatrixLV(&mat, pos, &v);

        if(mat.t[2]) {
                *x = ProjectionDistance * v.vx / mat.t[2];
                *y = ProjectionDistance * v.vy / mat.t[2];
        } else {
                *x = 0;
                *y = 0;
        }
}

--SNIP----------------------------------------------------------------------
```

Contributed by Steve Hunt <steve@itallnight.u-net.com>

YAROZE PLATFORM

) What's this 0x00000000 stuff mean?

This is a hex value, which is 32 bits, meaning 8 hex digits corresponds to 32 binary digits (4 bits per hex digit). The PSX has a 32-bit address space, meaning all operations with memory are done with 8-digit hex values. Some other addresses are 4 hex digits = 16 bits, like device memory, but most things are done with 8-digit hex values.

) What's the difference between uchar and ushort and ulong?

The "u" stands for unsigned, so any values you stick in the variable can't be negative. This gives you twice the numbers you can get from "signed" variables char, short, and long. Unsigned variables are ideal for memory addresses, though, since they are never negative -- uchar gives you 8 bits of storage, or addresses from 0x00 to 0xff, ushort gives you 16 bits of storage, or addresses from 0x0000 to 0xffff, and ulong gives you 32 bits of storage, or addresses from 0x00000000 to 0xffffffff.

) Why do I have to load data at 0x80090000? What about those other addresses mentioned in the manual?

For the yaroze system, the only valid memory-mapped addresses (meaning if you stick stuff at these locations, it gets "mapped" to the actual playstation RAM) are 0x80000000 to 0x801fffff. This is exactly 2 megabytes, or 2,097,152

(2 * 2 ^ 20) bytes, to be exact. The other locations are not used on the yaroze. The only valid space for us is 0x80090000 to 0x801fff00 (1,507,072 bytes), since the rest is being used for the system. That's why data is usually started at 0x80090000, and added upwards. Your program may be loaded anywhere in this space, depending on where you tell your compiler to load it, but it's usually loaded up towards the top. There has to be enough space upwards for the program itself (code and heap), plus the amount the stack will grow. The program's stack usually starts at the top of our usable space, which is 0x801fff00, and grows down until it collides with the loaded program (this is bad). That's why it's up to the programmer to figure out how much his stack will grow, and tell the compiler to place the program low enough in memory so that the stack doesn't end up running into it.

Typical Setup:

```
  SYSTEM (OS) STACK (0x801FFFFF)
  PROGRAM STACK (0x801FFF00)
    |
    |
    *

  (hope the stack and heap don't collide!)

    *
    |
    |
  PROGRAM HEAP
  PROGRAM CODE (stays same size)
  DATA N
    ...
  DATA 3
  DATA 2
  DATA 1 (0x80090000)
  OTHER OS GOODIES (0x80000000)
```

You can set the PROGRAM STACK and PROGRAM CODE in your compiler and the DATA 1 - DATA N in your yaroze batch file.

) What's fixed point?

Fixed point is an alternative to floating point, and is quicker since it actually uses integer hardware and not any special floating-point hardware. It is actually a trick done with integers, and tends not to be quite as accurate as true floating point operations, so you have to watch it when rotating and scaling models, and make sure they're not getting distorted.

The playstation uses 12-bit fixed point, meaning there's 12 bits of a short (16-bit) integer allocated to the decimal portion of a number (3 bits are used for the integer part, and 1 for the sign). These numbers are the values that will represent the vertices and normals in 3D space within a TMD file. The details aren't important unless you plan to change the attributes of a model in real-time, which involves fiddling with the byte values of the TMD in memory.

See the following web page for more info on fixed point:
http://www.scea.sony.com/net/yaroze/pages/scartier.html

) Can I do floating point?

) How do I get C++ to work?

http://www.netyaroze-europe.com/~c_graham/cplus.html

EFFICIENCY

) How efficient is C++ on the playstation?

) How efficient is using 16x16 pixel tiles (with GsBG) as opposed to using sprites (with GsSPRITE) as backgrounds?

) How can I make my games quicker, taking into account playstation hardware?

a) Make use of the DCACHE in functions that you call very often; see Scott Evans' (SCEE) DCACHE article.

b) Declare variables static in functions that you call very often, so fewer local variables need to be pushed and popped.

) What are some suggestions to make my 2D graphics a little faster?

) What are some suggestions to make my 3D graphics a little faster?

a) First and foremost -- keep polygon count low. With the tools available this is sometimes difficult, since it seems modelers like to triangulate when saving out.

b) Make several versions of objects at different "resolutions", and sort higher polygon objects when those objects are closer to the camera, and lower polygon objects when they are farther away.

) Why does saving to DXF from modelers make so many more polygons? What can I do to avoid this?

) Is it more important that I make fewer objects or fewer polygons?

CODEWARRIOR

) What can I do with Codewarrior that I can't do with Siocons?

a) Automatic makefiles
b) GUI coding (not suggested)
c) GUI debug
d) Use MWDebugIO functions, which allow you to create, open, and close files on your PC

) What can I do with Siocons that I can't do with Codewarrior?

a) Download memory directly to a PC file (DSAVE[])

) Is there any differences in writing code for Codewarrior versus writing code for Siocons?

) What's the best setup?

One way to develop for Yaroze is to use Codewarrior to "make" your projects and the PSComUtil to download batch files, since it's mostly point and click. I have found the Codewarrior IDE very disturbing, though, so I choose to use an outside editor such as Microsoft DevStudio, or some shareware code editor. You can leave the files that you edit in the Codewarrior project, and just bring Codewarrior into focus and click "make" when you want to build your project to be downloaded to the yaroze.

Some other people have suggested forgetting Codewarrior altogether, using the makefile capabilities of MS DevStudio and integrating DJGPP(GCC) with it. See Steve Dunn's (SCEE) home page.

Also, check out the front end gnu programs that are available (in the utilities listing of this FAQ).

) How about some simple Codewarrior (MWDebugIO) example code for creating, opening, reading, and writing files to the PC?

) What kinds of problems are there with Metrowerk's MWDebugIO library?

) Why is PSComUtil failing?

If you get
"Connection Failed. Status -1
Transport Send Data. Status 101812
Transport Poll Rx Status. Status 101812
The PlayStation has generated a Hardware Interrupt exception at instruction address 0x0."

Probably means that Pscomutil is still resident in memory. Check your task manager and delete the process. For some reason, even if you exit PSComUtil, it still stays resident in memory sometimes.

SOUND

) How do I make sounds play? What programs have to be run?

Say I want to use 3 .wav files, a.wav, b.wav, and c.wav. First you do "aiff2vag a.wav b.wav c.wav" to create .vag's out of the .wav's. Then you have to type "mkvab -f sounds.def a.vag b.vag c.vag -o sounds.vab" where sounds.vab is the output .vab and sounds.def is your definition file. What's that? It's a file you need to provide to make a vab. The vab can contain programs, and for each program, a tone. You set it up so that there's a .vag for each tone. You have to set this by hand via the .def file. To see other people's .def files for their programs, type "mkvab -r person.vab -o person.def" where person.vab is their vab, and person.def is the output .def that you want to look at. In the .def file is where you associate programs and tones. A program can have one or more tones, but the way it is usually set up is that there's a program for each sound, and each program only contains one tone, the .vag that you specify. Sometimes people use maybe two programs and say ten different tones, and maybe 4 tones in the first program and 6 tones in the second program, where each tone is associated with a vag. I don't know why, though. Maybe someone can answer this for me. Anyway, suppose you set up your .def so that program 0 has two tones, a.vag and b.vag, and program 1 has one tone, c.vag. So to play the sound, you do "SsUtKeyOn(vabid, prog, tone, note, fine, voll, volr);", where prog is the the program for the sound you want to play as specified in your .def file,

such as prog 0, and tone is the tone of that prog as specified in your .def file, such as tone 0 or tone 1. The note is the pitch to play the sound. At 0, it's normal. Increasing the pitch is like going up the keys of a piano. The fine parameter is just fine pitch. And voll and volr is the left and right volumes. But what about vabid? Well, when you call SsVabTransfer(), you get returned a vab id. This is the vab that is being used for your sound calls. The vab got loaded into sound memory when you called SsVabTransfer(), where you have to specify the VH and VB type files that have been loaded into main memory from siocons. How did they get into main memory in the first place? Well, all you have to do is split up your vab you made, sounds.vab, with "vabsplit sounds.vab". Then you got the files sounds.vh and sounds.vb, which you just load into the psx memory via siocons. Using the syntax of SsVabTransfer(), you just transfer them into sound memory, and you're ready to make sound calls.

KNOWN BUGS, ERRORS, OR TYPOS
---

1) In the green manual, RotMatrix(MATRIX *m, SVECTOR *r) should actually be RotMatrix(SVECTOR *r, MATRIX *m)

MISCELLANEOUS
---

1) What Yaroze tutorials are available?

Ira Rainey's Sprite Tutorial (SCEE)
http://www.netyaroze-europe.com/~shadow/ftp/STUFF/Howto.pdf

James Chow's help docs (SCEE)
http://www.netyaroze-europe.com/~jaycee/

Peter Passmore's 3D Tutorial (SCEE)
http://www.netyaroze-europe.com/~middx_uni/ftp/tutorial.zip

Robert Swan's accompaniment to above tutorial (SCEE) - see other downloads too
http://www.netyaroze-europe.com/~middex2/ftp/comp_tut.zip

Jamin Frederick's Sprite Tutorial (SCEA)
http://www.scea.sony.com/net/yaroze/pages/ftp/jfrederick/onespr.zip

Nelson Santos' Ping - beginner game with docs
http://www.total.net/~nsantos/downloads/ping.zip

2) What are some useful general-purpose yaroze utilities?

**SCEE member sites:

Memory Viewer - graphically view Yaroze RAM, 0x80000000 to 0x801fffff
http://www.netyaroze-europe.com/~shaughnj/ftp/memview.zip

Analog PAD diagnostics - displays analog PAD values
http://www.netyaroze-europe.com/~shaughnj/ftp/analog.zip

DOS yaroze tools for people who don't like windows
http://www.netyaroze-europe.com/~yannick/

ARS (Action Replay File Server) - lets you do i/o with yaroze at 20x the speed; NOTE: you need Datel Action Replay for this
http://www.netyaroze-europe.com/~c_graham/areplay.html

NiceARS - ARS implemented in windows NT; NOTE: you need Datel Action Replay for this
http://www.netyaroze-europe.com/~steved/nice_ars_for_windows_nt.htm

RsdAnim - "...a PC (Win95) hosted keyframe animator for Playstation RSD format 3D models...."
http://www.netyaroze-europe.com/~c_graham/rsdanim.html

Binary Conversion Tool - converts data files to C source binaries
http://www.netyaroze-europe.com/~steved/tools/binary_conversion_tool.htm

Sound Effects Player - lets you test sounds on yaroze
http://www.netyaroze-europe.
com/~steved/articles/sfx_player/sound_effects_player.htm

C++ Library - wrappers around standard pslib function calls
http://www.netyaroze-europe.com/~steved/cpp_yaroze_library.htm

Yaroze Master - makes editing and using makefiles a snap on Win95/NT
http://www.netyaroze-europe.com/~deruiter/ym.zip

Lightwave to RSD converter - convert from LOB to RSD
http://www.netyaroze-europe.com/~Sig1LL/ftp/converters/pcpsx120.zip

Starfield Library - function calls to easily make a 3d starfield
http://www.netyaroze-europe.com/~rcutting/ftp/starfield/starfield.ZIP

GCC C++ - Win32 compiler for your C++ code, even if you don't have Codewarrior
http://www.netyaroze-europe.com/~frothy/ftp/gcc281.ZIP

Crossroads - freeware 3D file converter (Win32)
http://www.pnn.com/~rickhowd/xroads1.zip

Convert - freeware DOS audio file converter
http://www.netyaroze-europe.com/~nslaven/ftp/utils/convrt14.zip

PAK - compression utility for data uploads (incomplete?)
http://www.netyaroze-europe.com/~smithers/ftp/pak.zip

Linux Tools
http://www.netyaroze-europe.com/~respond/download.html

Amiga Tools
http://www.netyaroze-europe.com/~CACTUS/

Unix Tools
http://www.netyaroze-europe.com/~byz00002/unix/

Utilities for Atari ST sprites
http://www.netyaroze-europe.com/~sevans/demos.htm

TMD Viewer - includes depth cuing and object/viewpoint manipulation
http://www.netyaroze-europe.com/~sevans/ftp/demos/yaroze/tmdview.ZIP

CRNCHPLY - reduces redundant PLY data
CRNCHPL - same as above, but without DOS4GW.EXE
MEMEDIT - edit the contents of any file on your second memory card
DATAMAN - manages data download offsets
http://www.netyaroze-europe.com/~jruss1/#tools

Memory Card Dump
http://www.netyaroze-europe.com/~badchild/ftp/card.zip

Stereoscopic Vision
http://www.netyaroze-europe.com/~middx_uni/ftp/stereo.zip

Dump Address - creates .h and batch files for your Yaroze datafiles
Palette Ripper - extracts Cluts from PCX files. Useful for light and palette animation
Vertex Extractor - Extracts vertex and normal data from TMD files. Useful for animated 3D objects
http://www.netyaroze-europe.com/~IBEYOND/ftp/niftytools.zip

**SCEA member sites:

VRAM and TIM viewer
http://ww1.scea.sony.com/net/yaroze/pages/ftp/kbender/vvram.zip

PSXsock - enables TCP/IP connection of Yaroze (Win95/NT)
http://www.scea.sony.com/net/yaroze/pages/ftp/jblack/PSXsock.zip

Unix Tools
http://www.scea.sony.com/net/yaroze/pages/chenrich.html

Psx IDE - front end to gcc for Win95/NT
http://yaroze-world.org/assets/images/psxide.zip

WAD Builder - compression utility for Yaroze data/code
http://yaroze-world.org/assets/images/wb.zip

Joystick Routines
Sprite Animation
Decompression
Starfield
(libraries and example code)
http://yaroze-world.org/html/ps_code.html

Card save module - functions to save to memory card
Font module - lets you use pretty, custom fonts
Menu module - lets you easily make a menu system
http://lucien.blight.com/~sauron/Net.Yaroze._Rocks_.My.World/

Address Arranger - automatically arranges your data addresses for downloading
Sprite Assembler - clips a sprite from a TIM and resaves it
TIM Manipulator - fiddle with specific TIM attributes
Screen Grabber - grabs the screen and stores as a file
http://www.scea.sony.com/net/yaroze/pages/scartier.html

PPTMDView - TMD/RSD viewer for Mac
http://www.scea.sony.com/net/yaroze/pages/ftp/wlee/PPTMDView_0.21.sit.hqx

Font Library - fonts and special effects
http://comradery.com/erico/cool/yaroze/fontdemo/fontdemo.zip

GsBG Library - lets you do tiled backgrounds
http://www.scea.sony.com/net/yaroze/pages/ftp/eolaughlen/bgdemo.zip

3) Where is there some useful technical info?

**SCEE member sites:

Scott Evans' Technical Notes
http://www.netyaroze-europe.com/~sevans/tech.htm)

Some intro demos and tidbits: dynamic TMDs, lines, sprites, gradients, split screen (Robert Swan, Downloads section)

http://www.netyaroze-europe.com/~middex2/

Various technical info
http://www.netyaroze-europe.com/~mrfrosty/yze_resource/rce_index.html

Using DevStudio with GCC
http://www.netyaroze-europe.com/~steved/using_gcc_makefiles_in_ds.htm

General matrix and MIPS info, graphics links
http://www.netyaroze-europe.com/~javier/index.html

Shiny Toruses
http://www.netyaroze-europe.com/~Sig1LL/projects/second/howto.htm

3D Studio file format
http://www.netyaroze-europe.com/~Sig1LL/3ds/3ds.html

Motion Capture
http://www.netyaroze-europe.com/~Sig1LL/motion.html

TMD file format
http://www.netyaroze-europe.com/~Sig1LL/tmd/tmdform.html

Exception Handling
http://www.netyaroze-europe.com/~Sig1LL/ftp/source/EXCEP.ZIP

Macintosh help
http://www.netyaroze-europe.com/~daryl/

C++ for Yaroze
http://www.netyaroze-europe.com/~c_graham/cplus.html

**SCEA member sites:

NM.EXE
ClearImage()
Multiple CLUTs
Misc Tricks
Fixed Point
http://www.scea.sony.com/net/yaroze/pages/scartier.html

Using the Yaroze with C++
http://www.scea.sony.com/net/yaroze/pages/cblackwell2.html

C++ class examples
http://www.scea.sony.com/net/yaroze/pages/cblackwell4.html

Some programming tips
http://www.scea.sony.com/net/yaroze/pages/cblackwell3.html

Some answered FAQs
http://www.scea.sony.com/net/yaroze/pages/hchen.html

VSync() Diagram
http://www.scea.sony.com/net/yaroze/pages/wlee5.html

Tidbit on speeding up DOS SIOCONS programs
http://www.scea.sony.com/net/yaroze/pages/dminsterman.html

Macintosh resources
http://www.scea.sony.com/net/yaroze/pages/nporcino.html

Some info on SSUtKeyOn()
http://www.total.net/~nsantos/downloads/sfx.zip

Docs describing api
http://www.total.net/~nsantos/downloads/yardoc.zip

4) Where are some other interesting sites?

Personal profiles of participating Yaroze members
http://www.netyaroze-europe.com/~madmac/

Yaroze Game Reviews
http://www.netyaroze-europe.com/~mrfrosty/yze_resource/rce_index.html

Net Yaroze Times
http://www.geocities.com/TimesSquare/Alley/2200/

Club Yaroze
http://www.clubyarouze.com/cyarchive/

Underground Yaroze (no longer updated)
http://www.pacificcoast.net/~titan/

5) Are there any chat sessions going on?

Yaroze Chat in Auditorium on SCEA web page (every Saturday 9:00pm EST)
http://www.scea.sony.com/net/yaroze/aud.html

James Rutherford's chat page (schedule posted)
http://www.netyaroze-europe.com/~mrfrosty/chat/index.html

ICQ Chat Group
http://groups.icq.com/group.asp?no=17896

6) What yaroze contests are there? Who can participate?

UK Game Developer 98 -- SCEE Yaroze only
(http://www.gduk.co.uk/html/first.html)

) Is there any way to read from a CD other than the Yaroze boot disk, and is it allowed?

) Can I run yaroze programs on a regular playstation? Do I still need to download?

) What are some cool 2D special effects?

) What are some cool 3D special effects?

) How do I get PAL games from SCEE to work in NTSC?

) What is ARG and Pro Action Replay?

) How much is Pro Action Replay, and where do I get it?

--MESSAGE FILE 16440 END: ./2 SCEA/yaroze/announce/000000072html.html

--MESSAGE FILE 16441 START: ./2 SCEA/yaroze/announce/000000073html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scea.yaroze.announce
Subject: Re: New Yaroze Dev FAQ
Date: Mon, 29 Jun 1998 15:58:58 -0700
Organization: Cisco Systems
Lines: 113
Message-ID: <35981C32.AC9F87F4@jps.net>
References: <6n71c1$4at1@scea>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-246.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Sections cut to save space.

Jamin Frederick wrote:
    [...]
> Yaroze Dev FAQ 0.5
>
> DEFINITIONS
> -----------
    [...]
> CLUT - color look-up table (4-bit or 8-bit)

Change to:

    CLUT - Color Look-Up Table. A color map for 4-bit and 8-bit
    sprites.

    [...]
> main memory - memory used for normal program storage and operation; also the
> initial place for all incoming code and data when a yaroze project is
> downloaded

Add:

    Each Playstation contains 2 MB of main memory, of which about 512 KB
    is used by the operating system (0x80000000-0x8008ffff) leaving
    approximately 1.4 MB for use.

> model - the information making up the 3D representation of a game object; it
> includes orientation of the primitives making up the object and their coloring
> attributes

Probably should be changed to "3D model".

You should also add in entries for all the file format types.

> <FILE FORMATS>
>
> TIM = image file
> RSD = intermediate model file
> TMD = playstation format model(s) file

You should probably make this into a heirarchy. e.g.

```
    FILE FORMATS
    ------------
    Graphics:
      RSD - intermediate model file
      TIM - bitmap image file
      TMD - Playstation format model(s) file
    Sound:
           DEF - instrument definition file
           SEQ - Playstation music sequence file.  Usually
             generated by SMF2SEQ.
      VAB - soundwave data file containing VAGs and a DEF
           VAG - individual soundwave data file.  Generated by
                 AIFF2VAG or WAV2VAG.
      VB  - soundwave data file generated by splitting a
                 VAB
           VH  - soundwave data file generated by splitting a
                 VAB
    Utilities:
      SIO - common SIOCONS batch file extension

    [...]
> IMAGES
> ------
>
> 1) Where do my images have to be aligned in video memory?

They should be aligned on 16-byte boundaries.  Try to ensure that your
TIM stays within one of the 32 designated texture pages.

> 3) Can I have more than one image on a given texture page?  Can I arrange
> several images next to each other within the texture page?

Yes, as long as you abide by #1.

> 6) How do you set up transparency for a sprite / texture?

Ensure that when you converted your bitmap to TIM format that you have
enabled the transparency bit.  This can be done by putting a checkmark in
the
appropriate boxes in TimUtil.  Then, when setting up your GsSPRITE
structure,
make sure the transparency attribute is set correctly.

> 8) What do the different translucency settings mean?
>
> 50% back + 50% polygon
> 100% back + 100% polygon
> 100% back - 100% polygon
> 100% back + 25% polygon

This is additive transparency which manipulates the RGB values per pixel
based on the new image's RGB values.  For example, if you use the
"50% back + 50% polygon", then for each pixel in the display buffer (where
the new image is being placed) the old pixel's RGB values are reduced by
50% intensity and are added to 50% of the intensitiy of the new image.

    [...]

> **SCEA member sites:

Please add:

    DMS (S3M module player for Yaroze)
    http://www.scea.sony.com/net/yaroze/pages/elee2.html
```

```
Mata ne,           ...                                          ...
- e!             ::'              tenchi@shell.jps.net            '::
  (Protocol)    ::  ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis  ::
  (Tenchikun)    ::.           http://www.jps.net/tenchi          .::
                   '''                                          '''
--MESSAGE FILE 16441 END: ./2 SCEA/yaroze/announce/000000073html.html


--MESSAGE FILE 16442 START: ./2 SCEA/yaroze/announce/000000074html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.announce
Subject: Re: New Yaroze Dev FAQ
Date: Tue, 30 Jun 1998 00:56:43 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <35983791.87283832@news.scea.sony.com>
References: <6n71c1$4at1@scea> <35981C32.AC9F87F4@jps.net>
NNTP-Posting-Host: client-151-198-130-141.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235


>  Utilities:
>    SIO - common SIOCONS batch file extension

  Am I mistaken, or is .SIO a common PsComUtil batch file extension?

-Matt

--MESSAGE FILE 16442 END: ./2 SCEA/yaroze/announce/000000074html.html


--MESSAGE FILE 16443 START: ./2 SCEA/yaroze/announce/000000075html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scea.yaroze.announce
Subject: Re: New Yaroze Dev FAQ
Date: Tue, 30 Jun 1998 17:48:09 -0700
Organization: Cisco Systems
Lines: 18
Message-ID: <35998749.BD6EF3D9@jps.net>
References: <6n71c1$4at1@scea> <35981C32.AC9F87F4@jps.net>
<35983791.87283832@news.scea.sony.com>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

I've seen both.  SIO can also be used by CodeWarrior---please correct
me if wrong.

Matthew Hulett wrote:
>
> >       Utilities:
> >         SIO - common SIOCONS batch file extension
>
>   Am I mistaken, or is .SIO a common PsComUtil batch file extension?
>
> -Matt

--
```

Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16443 END: ./2 SCEA/yaroze/announce/000000075html.html

--MESSAGE FILE 16444 START: ./2 SCEA/yaroze/announce/000000076html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Game / Demo Competition....
Date: Sat, 4 Jul 1998 09:53:34 -0500
Organization: SCEA News Server
Lines: 13
Message-ID: <6nlf6k$6102@scea>
NNTP-Posting-Host: dl04.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:76 scea.yaroze.freetalk:797
scee.yaroze.beginners:389 scee.yaroze.freetalk.english:1350

I have decided to start a Game / Demo competition... It is for anyone /
group that owns a Yaroze, SCEA, SCEE, SCEI.. Details can be found on my web
site:

http://yaroze-world.org

If you are interested in joining let me know.

Regards,

Jeff (aka Zark Wizard) / Nemesis

--MESSAGE FILE 16444 END: ./2 SCEA/yaroze/announce/000000076html.html

--MESSAGE FILE 16445 START: ./2 SCEA/yaroze/announce/000000077html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Mon, 06 Jul 1998 10:42:09 -0700
Organization: Cisco Systems
Lines: 48
Message-ID: <35A10C71.E193D187@jps.net>
References: <6nlf6k$6102@scea>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:77 scea.yaroze.freetalk:798
scee.yaroze.beginners:390 scee.yaroze.freetalk.english:1356

Cool. Some notes:

- some kind of disclaimer statiting that this is not an
  officialed contest from the SCE[A|E|I].

- requirements for entries. something like:

  All games and demos must:
  - be executables that can be loaded with the
    provided Yaroze utilities (e.g. SIOCONS). It
    doesn't matter what you used to create it, but
    it must be run-able for all.
  - have an NTSC mode if it originates from a PAL system.
  - have a title screen or ending credits text
    listing at least one contact address (e-mail)
  - adhere to the Yaroze membership guidelines
    (i.e. no profanity, racism, sexist comments,
    nudity etc.); basic courtesy to other members
    worldwide.

- copyright disclaimer stating that Yaroze and the Playstation
  are Sony stuff and that the programs entered in this compo
  are copyright their respectful authors. Also, that entries
  are being run at the risk of the members' machines---e.g.
  no one will be responsible for damage to their equipment
  due to bad refresh rates. Of course, there would be a penalty
  if someone enters a virus or something.

Jeff Lawton wrote:
>
> I have decided to start a Game / Demo competition... It is for anyone /
> group that owns a Yaroze, SCEA, SCEE, SCEI.. Details can be found on my web
> site:
>
> http://yaroze-world.org
>
> If you are interested in joining let me know.
>
> Regards,
>
> Jeff (aka Zark Wizard) / Nemesis

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16445 END: ./2 SCEA/yaroze/announce/000000077html.html

--MESSAGE FILE 16446 START: ./2 SCEA/yaroze/announce/000000078html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: David White <david.white@cubic.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Mon, 06 Jul 1998 11:08:46 -0700
Organization: SCEA News Server
Lines: 15
Message-ID: <35A112AE.446B@cubic.com>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
NNTP-Posting-Host: onyx1.corp.cubic.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01SC-SGI (X11; I; IRIX 5.3 IP19)
Xref: chuka.playstation.co.uk scea.yaroze.announce:78 scea.yaroze.freetalk:799
scee.yaroze.beginners:391 scee.yaroze.freetalk.english:1357

Elliott Lee wrote:
>
> Cool. Some notes:
>
>   - requirements for entries. something like:
>
>   All games and demos must:
>   - be executables that can be loaded with the
>   provided Yaroze utilities (e.g. SIOCONS). It
>   doesn't matter what you used to create it, but
>   it must be run-able for all.

That would lock out all Macintosh developers!

David
--MESSAGE FILE 16446 END: ./2 SCEA/yaroze/announce/000000078html.html

--MESSAGE FILE 16447 START: ./2 SCEA/yaroze/announce/000000079html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Mon, 06 Jul 1998 16:26:45 -0700
Organization: Cisco Systems
Lines: 26
Message-ID: <35A15D35.E5068B36@jps.net>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
<35A112AE.446B@cubic.com>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:79 scea.yaroze.freetalk:800
scee.yaroze.beginners:394 scee.yaroze.freetalk.english:1359

David White wrote:
> Elliott Lee wrote:
> > Cool. Some notes:
> >   - requirements for entries. something like:
> >   All games and demos must:
> >   - be executables that can be loaded with the
> >   provided Yaroze utilities (e.g. SIOCONS). It
> >   doesn't matter what you used to create it, but
> >   it must be run-able for all.
>
> That would lock out all Macintosh developers!
>
> David

Special arrangements can be made for Mac developers who must use the
CodeWarrior suite. What I meant was that whatever you produce must
be sharable with other people. For instance, you shouldn't develop
something that streams data from your PC/Mac via a tool like an AR.
What is the highest common denominator we have?

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                  '''   '''
--MESSAGE FILE 16447 END: ./2 SCEA/yaroze/announce/000000079html.html

--MESSAGE FILE 16448 START: ./2 SCEA/yaroze/announce/000000080html.html
Path: chuka.playstation.co.uk!scea!pro1-147.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Tue, 07 Jul 1998 22:49:56 -0500
Organization: Wooden Tulip Ltd.
Lines: 34
Message-ID: <skennedy-0707982249560001@pro1-147.barrie.connex.net>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
<35A112AE.446B@cubic.com> <35A15D35.E5068B36@jps.net>
NNTP-Posting-Host: pro1-147.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.announce:80 scea.yaroze.freetalk:806
scee.yaroze.beginners:395 scee.yaroze.freetalk.english:1369

In article <35A15D35.E5068B36@jps.net>, tenchi@jps.net wrote:

> David White wrote:
> > Elliott Lee wrote:
> > > Cool. Some notes:
> > >   - requirements for entries. something like:
> > >   All games and demos must:
> > >   - be executables that can be loaded with the
> > >   provided Yaroze utilities (e.g. SIOCONS). It
> > >   doesn't matter what you used to create it, but
> > >   it must be run-able for all.
> > That would lock out all Macintosh developers!
> > David
>
> Special arrangements can be made for Mac developers who must use the
> CodeWarrior suite. What I meant was that whatever you produce must
> be sharable with other people. For instance, you shouldn't develop
> something that streams data from your PC/Mac via a tool like an AR.
> What is the highest common denominator we have?

Yes, that is a good point, But I have also been dev'ing PSX apps and using
SIOCONS {USING SOFTPC... ;) } to DL and test the code. This really does
well for those who want good speed.

It does mean that if you are a Mac Developer {I am, I also do WIN32 DX5
and GB..} that you do need the requirement of using a Power Macintosh.
I found out {Much to the annoyance of J. Sumner @ Metrowerks...} that to
do any "REAL" work on Yaroze, I needed a powermac. I finally got one.
Hi Joel...   :)

FYI, I also got the GCC under MkLinux {Powermac} to host yaroze technology.
Trouble is, I need to build a SIOCONS for MkLinux..
Anybody at Sony got the source??? All I need is the Binary Downloader.. BLOAD
component.
--MESSAGE FILE 16448 END: ./2 SCEA/yaroze/announce/000000080html.html

--MESSAGE FILE 16449 START: ./2 SCEA/yaroze/announce/000000081html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Tue, 7 Jul 1998 21:50:26 -0500
Organization: SCEA News Server
Lines: 10
Message-ID: <6numah$7mk7@scea>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
NNTP-Posting-Host: dl01.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOle: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:81 scea.yaroze.freetalk:807
scee.yaroze.beginners:396 scee.yaroze.freetalk.english:1370

Great point... I'll add exectly that to the site.

Regards,

Zark / Nemesis

http://yaroze-world.org

--MESSAGE FILE 16449 END: ./2 SCEA/yaroze/announce/000000081html.html

--MESSAGE FILE 16450 START: ./2 SCEA/yaroze/announce/000000082html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Thu, 09 Jul 1998 14:55:48 -0400
Organization: SCEA News Server
Lines: 29
Message-ID: <35A51234.B26BE66C@mail.datasys.net>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
<35A112AE.446B@cubic.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-16.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.announce:82 scea.yaroze.freetalk:821
scee.yaroze.beginners:399 scee.yaroze.freetalk.english:1381

David White wrote:
>
> Elliott Lee wrote:
> >
> > Cool. Some notes:
> >
> >   - requirements for entries. something like:
> >
> >   All games and demos must:
> >   - be executables that can be loaded with the
> >   provided Yaroze utilities (e.g. SIOCONS). It

> >   doesn't matter what you used to create it, but
> >   it must be run-able for all.
>
> That would lock out all Macintosh developers!

As long as you run your PSE file through the PlayStation postlinker
and turn it inso the PS-X format (extension PXE), then it loads fine
in SIOCONS. This is what I've been doing.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 16450 END: ./2 SCEA/yaroze/announce/000000082html.html

--MESSAGE FILE 16451 START: ./2 SCEA/yaroze/announce/000000083html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@home.com (Michael Klucher)
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetak,scee.yaroze.freetalk.english
Subject: Compiling Utilites List
Date: Sat, 11 Jul 1998 08:52:27 GMT
Organization: SCEA News Server
Lines: 7
Message-ID: <35a726c2.53921695@news.scea.sony.com>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451
Xref: chuka.playstation.co.uk scea.yaroze.announce:83
scee.yaroze.freetalk.english:1391

Hello fellow yaroze members! Well I am trying to do something useful
and though af a great Idea I think we should have a list of all the
utilities that members have made. So if you have a useful program for
the Net Yaroze E-Mail me at dajudge@home.com and let me know where I
can get the utility and what it is used for so I can catagorize it!
Thanks for your help
Michael Klucher
--MESSAGE FILE 16451 END: ./2 SCEA/yaroze/announce/000000083html.html

--MESSAGE FILE 16452 START: ./2 SCEA/yaroze/announce/000000084html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: ECTS 98
Date: Tue, 28 Jul 1998 21:24:13 GMT
Organization: L4 Software
Lines: 17
Message-ID: <35be4133.21907636@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Forte Agent 1.5/32.452

September 6th marks the beginning of ECTS 98, Europe's premier interactive entertainment exposition, and Net Yaroze will be there. In the spirit of cooperation that is the hallmark of the Net Yaroze project, our counterparts in Europe have agreed to allow North American members to submit games to be included on a Net Yaroze demo disk. This is a great opportunity for you to get your work shown to thousands of ECTS attendees, including journalists, game industry representatives and other Net Yaroze members around the world. If you've got something that you would like to have considered for inclusion on the CD please post it on the web site and contact me ASAP. We will make our selection from all submissions received by Friday August 7th.

Mario

For more information on ECTS 98 visit http://www.ects.com

--MESSAGE FILE 16452 END: ./2 SCEA/yaroze/announce/000000084html.html

--MESSAGE FILE 16453 START: ./2 SCEA/yaroze/announce/000000085html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: ECTS Uploads
Date: Tue, 18 Aug 1998 19:01:32 GMT
Organization: L4 Software
Lines: 5
Message-ID: <35d9ceb4.22543025@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

This message is to notify all members who submitted files for ECTS that these files have been released. You may now create links to them from your web page if you wish.

Mario
--MESSAGE FILE 16453 END: ./2 SCEA/yaroze/announce/000000085html.html

--MESSAGE FILE 16454 START: ./2 SCEA/yaroze/announce/000000086html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scea.yaroze.announce
Subject: Re: ECTS Uploads
Date: Tue, 18 Aug 1998 15:26:33 -0700
Organization: Cisco Systems
Lines: 16
Message-ID: <35D9FF99.18083B3D@jps.net>
References: <35d9ceb4.22543025@205.149.189.29>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-238.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Is there a web page on SCEA listing all these files?

Mario Perdue wrote:
>

> This message is to notify all members who submitted files for ECTS
> that these files have been released. You may now create links to them
> from your web page if you wish.
>
> Mario

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16454 END: ./2 SCEA/yaroze/announce/000000086html.html

--MESSAGE FILE 16455 START: ./2 SCEA/yaroze/announce/000000087html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: ECTS Uploads
Date: Tue, 18 Aug 1998 23:14:03 GMT
Organization: L4 Software
Lines: 18
Message-ID: <35da0a89.37861643@205.149.189.29>
References: <35d9ceb4.22543025@205.149.189.29> <35D9FF99.18083B3D@jps.net>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

No, but with luck, the individuals who submitted files will post
announcements here.

Mario

On Tue, 18 Aug 1998 15:26:33 -0700, Elliott Lee <tenchi@jps.net>
wrote:

>Is there a web page on SCEA listing all these files?
>
>Mario Perdue wrote:
>>
>> This message is to notify all members who submitted files for ECTS
>> that these files have been released. You may now create links to them
>> from your web page if you wish.
>>
>> Mario

--MESSAGE FILE 16455 END: ./2 SCEA/yaroze/announce/000000087html.html

--MESSAGE FILE 16456 START: ./2 SCEA/yaroze/announce/000000088html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Nelson Santos" <nsantos@total.net>
Newsgroups: scea.yaroze.announce
Subject: I'm back!!!
Date: 21 Aug 1998 06:14:59 GMT
Organization: SCEA News Server
Lines: 12
Message-ID: <01bdcce4$dbf02480$d99dcdcd@nsantos>
NNTP-Posting-Host: ppp-annex-0163.tor.accent.net
X-Newsreader: Microsoft Internet News 4.70.1160

Hello all,

It has been a while since I have been in the Yaroze scene, but now I'm back! Our projects are again under way, so feel free to visit our web site to stay up-to-date.

www.total.net/~nsantos

Glad to be back!

Nelson

--MESSAGE FILE 16456 END: ./2 SCEA/yaroze/announce/000000088html.html

--MESSAGE FILE 16457 START: ./2 SCEA/yaroze/announce/000000089html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: SCEA regular chat sessions 9pm EST
Date: Fri, 21 Aug 1998 09:07:59 -0500
Organization: SCEA News Server
Lines: 19
Message-ID: <6rjulg$1qh1@scea>
NNTP-Posting-Host: dl22.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:89 scea.yaroze.beginners:253
scea.yaroze.freetalk:874 scee.yaroze.freetalk.english:1875

I would like to propose that we move our chat sessions to :

http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This room would allow the SCEE members to join the chat sessions, although it would be rather late.. I have no idea how many coders sleep. (Me not being one of them)

I also think that this is a better chat room.. Once you set it to Float. Let me know what you guys think.

BTW the chat room was originally set up by Mr Frosty, I just thought I would open it to all, considering that there are quite a few SCEA guys that don't have access to the SCEE server.

Regards,

Jeff Lawton (aka Zark Wizard) / Nemesis

--MESSAGE FILE 16457 END: ./2 SCEA/yaroze/announce/000000089html.html

--MESSAGE FILE 16458 START: ./2 SCEA/yaroze/announce/000000090html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups: scea.yaroze.announce
Subject: Our latest game...
Date: Fri, 21 Aug 1998 15:00:12 -0500
Organization: SCEA News Server
Lines: 13
Message-ID: <6rkj5r$1qh2@scea>
NNTP-Posting-Host: dl06.bisnet.net

X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Just letting you guys know that you can grab the latest version of our game
from:

http://yaroze-world.org/html/ps_exe_s.html

Regards,

Jeff (aka Zark Wizard) / Nemesis

Great to see that you are finally back with us Nelson!

--MESSAGE FILE 16458 END: ./2 SCEA/yaroze/announce/000000090html.html

--MESSAGE FILE 16459 START: ./2 SCEA/yaroze/announce/000000091html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Fri, 21 Aug 1998 16:14:40 -0400
Organization: SCEA News Server
Lines: 17
Message-ID: <35DDD530.3E070299@bigfoot.com>
References: <6rjulg$1qh1@scea>
NNTP-Posting-Host: 88.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:91 scea.yaroze.beginners:254
scea.yaroze.freetalk:876 scee.yaroze.freetalk.english:1889

Jeff Lawton wrote:
>
> I would like to propose that we move our chat sessions to :
>
> http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
> room would allow the SCEE members to join the chat sessions, although it
> would be rather late.. I have no idea how many coders sleep. (Me not being
> one of them)

Cool. I'll check it out tonight. I haven't attended any saturday night
yaroze chat yet, mainly because by the time I remember, it's 11:00pm!

> BTW the chat room was originally set up by Mr Frosty, I just thought I would
> open it to all, considering that there are quite a few SCEA guys that don't
> have access to the SCEE server.

Heh. Yeah.
--MESSAGE FILE 16459 END: ./2 SCEA/yaroze/announce/000000091html.html

--MESSAGE FILE 16460 START: ./2 SCEA/yaroze/announce/000000092html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free

talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Sat, 22 Aug 1998 20:03:04 GMT
Organization: L4 Software
Lines: 27
Message-ID: <35df239e.1564110@205.149.189.29>
References: <6rjulg$1qh1@scea>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.announce:92 scea.yaroze.beginners:255 scea.yaroze.freetalk:881 scee.yaroze.freetalk.english:1895

The problem with having the chat in a public area is you would have to restrict your discussions.

Mario

On Fri, 21 Aug 1998 09:07:59 -0500, "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com> wrote:

>I would like to propose that we move our chat sessions to :
>
>http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This >room would allow the SCEE members to join the chat sessions, although it >would be rather late.. I have no idea how many coders sleep. (Me not being >one of them)
>
>I also think that this is a better chat room.. Once you set it to Float. >Let me know what you guys think.
>
>BTW the chat room was originally set up by Mr Frosty, I just thought I would >open it to all, considering that there are quite a few SCEA guys that don't >have access to the SCEE server.
>
>Regards,
>
>Jeff Lawton (aka Zark Wizard) / Nemesis
>

--MESSAGE FILE 16460 END: ./2 SCEA/yaroze/announce/000000092html.html

--MESSAGE FILE 16461 START: ./2 SCEA/yaroze/announce/000000093html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.announce
Subject: New upload: "Haunted Maze" (ECTS'98 upload)
Date: Sun, 23 Aug 1998 12:19:09 -0500
Organization: Ed Federmeyer
Lines: 21
Message-ID: <6rpinm$1qh8@scea>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I've just uploaded my latest game: "Haunted Maze". The ECTS'98 demo disc was what prompted me to pull this one together, after many months of other (non-Yaroze) projects.

It's a 3D 3rd person game where you move your guy around a maze collecting goodies and avoiding zombie-like monsters to open the exit and get to the

next level.

Check it out from my web page:
http://ww1.scea.sony.com/net/yaroze/pages/efedermeyer.html

It is a little over 1.0Mb, but you get alot for that download time! It
includes all the source, including my personal Yaroze quick-prototyping
library, all the graphical and sound data in their original form, plus the
entire tree is pre-built, with the "release" subdirectory containing just
what you need to download to your Yaroze and play the game.

I hope you like it!
Ed Federmeyer

--MESSAGE FILE 16461 END: ./2 SCEA/yaroze/announce/000000093html.html

--MESSAGE FILE 16462 START: ./2 SCEA/yaroze/announce/000000094html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.announce
Subject: Re: New upload: "Haunted Maze" (ECTS'98 upload)
Date: Tue, 25 Aug 1998 02:05:02 -0700
Organization: SCEA News Server
Lines: 34
Message-ID: <35E27E3E.272C94E3@shell.jps.net>
References: <6rpinm$1qh8@scea>
NNTP-Posting-Host: svalliap-isdn1.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Hey. That's pretty cool. I played it to like level 10 before I had
to take a break. The music you picked just makes me plain nervous.
:P The baddies move pretty quick....

- e!

Ed Federmeyer wrote:
>
> I've just uploaded my latest game: "Haunted Maze". The ECTS'98 demo disc
> was what prompted me to pull this one together, after many months of other
> (non-Yaroze) projects.
>
> It's a 3D 3rd person game where you move your guy around a maze collecting
> goodies and avoiding zombie-like monsters to open the exit and get to the
> next level.
>
> Check it out from my web page:
> http://ww1.scea.sony.com/net/yaroze/pages/efedermeyer.html
>
> It is a little over 1.0Mb, but you get alot for that download time! It
> includes all the source, including my personal Yaroze quick-prototyping
> library, all the graphical and sound data in their original form, plus the
> entire tree is pre-built, with the "release" subdirectory containing just
> what you need to download to your Yaroze and play the game.
>
> I hope you like it!
> Ed Federmeyer

--
Mata ne, ...

- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                     '''   '''
--MESSAGE FILE 16462 END: ./2 SCEA/yaroze/announce/000000094html.html

--MESSAGE FILE 16463 START: ./2 SCEA/yaroze/announce/000000095html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <support@accelerationsw.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Sat, 29 Aug 1998 14:28:58 +0000
Organization: SCEA News Server
Lines: 46
Message-ID: <35E8102A.B8746DB2@accelerationsw.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
NNTP-Posting-Host: 204.137.153.48
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.announce:95 scea.yaroze.beginners:263
scea.yaroze.freetalk:894 scee.yaroze.freetalk.english:2004

Plus, having a new area will just confuse people and make less SCEA
people show up (and few enough show up as it is). We should stick to
the auditorium because it has been done that way always (both these
reasons are why we never moved it to a real IRC chat room, which is much
more user friendly than the auditorium).

Mario Perdue wrote:
>
> The problem with having the chat in a public area is you would have to
> restrict your discussions.
>
> Mario
>
> On Fri, 21 Aug 1998 09:07:59 -0500, "Jeff Lawton"
> <jlawton@jadetech*NOSPAMERS*.com> wrote:
>
> >I would like to propose that we move our chat sessions to :
> >
> >http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
> >room would allow the SCEE members to join the chat sessions, although it
> >would be rather late.. I have no idea how many coders sleep. (Me not being
> >one of them)
> >
> >I also think that this is a better chat room.. Once you set it to Float.
> >Let me know what you guys think.
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> >BTW the chat room was originally set up by Mr Frosty, I just thought I would
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> >have access to the SCEE server.
> >
> >Regards,
> >
> >Jeff Lawton (aka Zark Wizard) / Nemesis
> >

--
-   Joshua Meeds

  Dreamwriter Dragon
 dreamer@sinclair.net
      -=UDIC=-
____

We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 16463 END: ./2 SCEA/yaroze/announce/000000095html.html

--MESSAGE FILE 16464 START: ./2 SCEA/yaroze/announce/000000096html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Sat, 29 Aug 1998 23:11:01 GMT
Organization: L4 Software
Lines: 46
Message-ID: <35e88a2c.13761044@205.149.189.29>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E8102A.B8746DB2@accelerationsw.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.announce:96 scea.yaroze.beginners:264
scea.yaroze.freetalk:895 scee.yaroze.freetalk.english:2007

Also, we should have a new version of the Auditorium running soon
(Peter is working on it) which will give us new options for chatting.

Stay tuned,

Mario

On Sat, 29 Aug 1998 14:28:58 +0000, Joshua Meeds
<support@accelerationsw.com> wrote:

>Plus, having a new area will just confuse people and make less SCEA
>people show up (and few enough show up as it is). We should stick to
>the auditorium because it has been done that way always (both these
>reasons are why we never moved it to a real IRC chat room, which is much
>more user friendly than the auditorium).
>
>Mario Perdue wrote:
>>
>> The problem with having the chat in a public area is you would have to
>> restrict your discussions.
>>
>> Mario
>>
>> On Fri, 21 Aug 1998 09:07:59 -0500, "Jeff Lawton"
>> <jlawton@jadetech*NOSPAMERS*.com> wrote:
>>
>> >I would like to propose that we move our chat sessions to :
>> >
>> >http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
>> >room would allow the SCEE members to join the chat sessions, although it

>> >would be rather late.. I have no idea how many coders sleep. (Me not being
>> >one of them)
>> >
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>> >Let me know what you guys think.
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>> >open it to all, considering that there are quite a few SCEA guys that don't
>> >have access to the SCEE server.
>> >
>> >Regards,
>> >
>> >Jeff Lawton (aka Zark Wizard) / Nemesis
>> >

--MESSAGE FILE 16464 END: ./2 SCEA/yaroze/announce/000000096html.html

--MESSAGE FILE 16465 START: ./2 SCEA/yaroze/announce/000000097html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: George Bain's tutorials
Date: Thu, 10 Sep 1998 02:38:39 GMT
Organization: L4 Software
Lines: 5
Message-ID: <35f73b1c.47263702@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

For those of you who still do not have access to the SCEE web site,
George Bain's 2D tutorials are now available on the SCEA site. Go to
http://www.scea.cony.com/net/yaroze/demos/scee and check them out.

Mario
--MESSAGE FILE 16465 END: ./2 SCEA/yaroze/announce/000000097html.html

--MESSAGE FILE 16466 START: ./2 SCEA/yaroze/announce/000000098html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: George Bain's 2D tutorials (really)
Date: Thu, 10 Sep 1998 02:41:05 GMT
Organization: L4 Software
Lines: 5
Message-ID: <35f83bf5.47481235@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Oooops! Try this link instead:

http://www.scea.sony.com/net/yaroze/demos/scee

Mario
--MESSAGE FILE 16466 END: ./2 SCEA/yaroze/announce/000000098html.html

--MESSAGE FILE 16467 START: ./2 SCEA/yaroze/announce/000000099html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Darco's Newbie Tutorials
Date: Tue, 15 Sep 1998 07:52:06 -0400
Organization: SCEA News Server
Lines: 53
Message-ID: <35FE54E6.85E323A8@bigfoot.com>
NNTP-Posting-Host: 255.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:99 scea.yaroze.beginners:271
scea.yaroze.freetalk:930 scee.yaroze.freetalk.english:2323

I'll be writing a newbie tutorial (A tutorial for newbies) so that newbies like Chris Ramirez and Tranvir Khan can learn faster. I'm modeling it after the type of tutorial that I learn best from.

The tutorial will be in HTML format, will be fully illistrated(Screen shots, flow charts, etc.), and of course will include example code. Heck, I might even run spell check on it. ;)

Nearly every PlayStation term will be hyper linked to it's definition in the glossary so if you don't understand a word you there's no excuse not to look it up. Just click on it.

I'll start work on it this weekend. Here is a list of what's going to be on it when I'm finished. There's probably going to be allot more on there. If you can think of anything else that needs to be in there, just tell me.

Now, Eventually I'll have this organized into a very orderly outline that you will see from the title screen. But for now it's just a jumble:

1) Hardware diagrams and explanations
2) The PlayStation address space (An explanation of)
3) Memory Management
4) A Glossary
5) Using GCC effectively
6) Using CodeWarrior effectively
7) How to use MAKE
8) Ordering tables
9) Logical code layout (Tips for making readable and modular code)
10) Your first yaroze program
11) An explanation of VRAM
12) Working with VRAM

Blah blah blah... There allot more than I can think of but i have to be at school in 15 minutes.

The reason I'm writing this is because I don't think that there are any tutorials out there that really teach something. No offense to George Bain or anyone, I've used those tutorials and learned allot from them. But just giving a newbie code isn't going to make them learn anything. Without an explanation, they'll just cut and paste code and then ask why it doesn't work. This tutorial will have more explanation than code.

Perhaps I should give all the example code in pascal to force them to re-write it themselves. :) That is the best way I've seen to learn

something; to re-write it.

I'm not going to do that though, that's too mean to those who don't have
a sure footing in C.

But anyway, any input would be greatly appreciated.

'Darco
--MESSAGE FILE 16467 END: ./2 SCEA/yaroze/announce/000000099html.html

--MESSAGE FILE 16468 START: ./2 SCEA/yaroze/announce/000000100html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Ed Federmeyer <Ed_Federmeyer@mw.3com.com>
Newsgroups: scea.yaroze.announce,scee.yaroze.announce
Subject: PAL Eater v1.0
Date: Wed, 16 Sep 1998 16:18:18 -0500
Organization: SCEA News Server
Lines: 27
Message-ID: <36002B1A.5B84E6F1@mw.3com.com>
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.announce:100 scee.yaroze.announce:156

Hey all you SCEA members, don't you wish you could see what our
SCEE friends are up to, but that really great game or demo only comes
as an executable without source, and you don't have a TV that supports
the PAL format? Well, give "PAL Eater v1.0" a try... It's a DOS
program that takes a PAL-only Net Yaroze executable and converts
it to an NTSC Net Yaroze executable!

You can get it from my web page:
http://www.scea.sony.com/net/yaroze/pages/efedermeyer.html

Source and documentation is included if you are curious about how
this program works. I should mention that since I don't have the
official specs on all the file formats and compiler outputs, I can't
guarantee it will work on ALL programs, but it did work on all of
the dozen or so I tried it on. If you find a program it fails to
convert, let me know and I'll try to fix it.

I don't have a Mac, otherwise I would have provided a Mac
version as well. If anyone wants to port it, that'd be great. I only
had to make a few changes (ulong/ushort already defined, O_BINARY
wasn't defined) to make it compile on a Sun, so a Linux port
should be easy as well, for anyone who wants to support that
platform.

Have fun with all the new games and demos this opens up to you!
Ed Federmeyer

--MESSAGE FILE 16468 END: ./2 SCEA/yaroze/announce/000000100html.html

--MESSAGE FILE 16469 START: ./2 SCEA/yaroze/announce/000000101html.html
Path: chuka.playstation.co.uk!scea!pro1-145.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials

Date: Wed, 16 Sep 1998 23:36:16 -0500
Organization: Wooden Tulip Ltd.
Lines: 72
Message-ID: <skennedy-1609982336170001@pro1-145.barrie.connex.net>
References: <35FE54E6.85E323A8@bigfoot.com>
NNTP-Posting-Host: pro1-145.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.announce:101 scea.yaroze.beginners:278
scea.yaroze.freetalk:938 scee.yaroze.freetalk.english:2349

Darco Wrote:
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> newbies like Chris Ramirez and Tranvir Khan can learn faster. I'm
> modeling it after the type of tutorial that I learn best from.
>
> The tutorial will be in HTML format, will be fully illistrated(Screen
> shots, flow charts, etc.), and of course will include example code.
> Heck, I might even run spell check on it. ;)
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> Nearly every PlayStation term will be hyper linked to it's definition in
> the glossary so if you don't understand a word you there's no excuse not
> to look it up. Just click on it.
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> I'll start work on it this weekend. Here is a list of what's going to be
> on it when I'm finished. There's probably going to be allot more on
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> 7) How to use MAKE
> 8) Ordering tables
> 9) Logical code layout (Tips for making readable and modular code)
> 10) Your first yaroze program
> 11) An explanation of VRAM
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>
> Blah blah blah... There allot more than I can think of but i have to be
> at school in 15 minutes.
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> tutorials out there that really teach something. No offense to George
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> But just giving a newbie code isn't going to make them learn anything.
> Without an explanation, they'll just cut and paste code and then ask why
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>
> Perhaps I should give all the example code in pascal to force them to
> re-write it themselves. :) That is the best way I've seen to learn
> something; to re-write it.
>
> I'm not going to do that though, that's too mean to those who don't have
> a sure footing in C.
>
> But anyway, any input would be greatly appreciated.
>
> 'Darco

Hey, Here is great opportunity for a Prime time Freeware type publication.
These things are time consuming efforts if they get that way, {MkLInux
took Three Years.} but don't sweat the small stuff.

Look at it from the perspective of doing little bits at a time.
Kind of like doing assembler.

#1:Start small, but have a plan.
#2:Then Expand on content in #1.
#3:Add features.
#4:Return to #1 for the next phase of the project.

Very successful way of doing this.

Email me at kennedy@moe.acad.humberc.on.ca I'd like to try this.

-sean
--MESSAGE FILE 16469 END: ./2 SCEA/yaroze/announce/000000101html.html

--MESSAGE FILE 16470 START: ./2 SCEA/yaroze/announce/000000102html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials
Date: Thu, 17 Sep 1998 04:05:12 GMT
Organization: SCEA News Server
Lines: 17
Message-ID: <36008975.34692581@news.scea.sony.com>
References: <35FE54E6.85E323A8@bigfoot.com>
NNTP-Posting-Host: client-151-198-130-80.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.announce:102 scea.yaroze.beginners:279
scea.yaroze.freetalk:939 scee.yaroze.freetalk.english:2352

Excellent idea Darco. I would appreciate it. George actually intends
to write an instructional analysis to go with his code, but once he
got started he realized what an enormous task he was undertaking. I
think he will finish it in time, when he gets a PC for his home.

Perhaps you might write a tutorial to go with his code, or you might
team up with him to do a team effort to put out the defintive yaroze
tutorial. I would greatly appreciate such a work to bridge the gap
between PC and yaroze programming. It would save beginner programmers
a lot of time. And you would receive much praise. The Sony docs
were written for advanced programmers, a beginner will have to spend a
good deal of time working with sample code to get up to speed.

Just some ideas...

-Matt

--MESSAGE FILE 16470 END: ./2 SCEA/yaroze/announce/000000102html.html

--MESSAGE FILE 16471 START: ./2 SCEA/yaroze/announce/000000103html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials

Date: Thu, 17 Sep 1998 20:49:04 -0400
Organization: SCEA News Server
Lines: 26
Message-ID: <3601AE00.5C0E05C0@bigfoot.com>
References: <35FE54E6.85E323A8@bigfoot.com> <skennedy-1609982336170001@pro1-145.barrie.connex.net>
NNTP-Posting-Host: 326.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
To: Sean Kennedy <skennedy@bconnex.net>
Xref: chuka.playstation.co.uk scea.yaroze.announce:103 scea.yaroze.beginners:280 scea.yaroze.freetalk:950 scee.yaroze.freetalk.english:2369

Sean Kennedy wrote:
>
> Hey, Here is great opportunity for a Prime time Freeware type publication.
> These things are time consuming efforts if they get that way, {MkLInux
> took Three Years.} but don't sweat the small stuff.
>
> Look at it from the perspective of doing little bits at a time.
> Kind of like doing assembler.
>
> #1:Start small, but have a plan.
> #2:Then Expand on content in #1.
> #3:Add features.
> #4:Return to #1 for the next phase of the project.
>
> Very successful way of doing this.
>

Darco reads and re-reads the above text with a look of bewilderment on his face

.....Huh?

'Darco
--MESSAGE FILE 16471 END: ./2 SCEA/yaroze/announce/000000103html.html

--MESSAGE FILE 16472 START: ./2 SCEA/yaroze/announce/000000104html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Darco's Newbie Tutorials
Date: Thu, 17 Sep 1998 21:01:04 -0400
Organization: SCEA News Server
Lines: 36
Message-ID: <3601B0D0.6FE514C5@bigfoot.com>
References: <35FE54E6.85E323A8@bigfoot.com> <36008975.34692581@news.scea.sony.com>
NNTP-Posting-Host: 326.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:104 scea.yaroze.beginners:282 scea.yaroze.freetalk:951 scee.yaroze.freetalk.english:2371

Matthew Hulett wrote:
>
> Excellent idea Darco. I would appreciate it. George actually intends
> to write an instructional analysis to go with his code, but once he
> got started he realized what an enormous task he was undertaking. I
> think he will finish it in time, when he gets a PC for his home.

Ahh... Ok, that's cool.

> Perhaps you might write a tutorial to go with his code, or you might
> team up with him to do a team effort to put out the defintive yaroze
> tutorial. I would greatly appreciate such a work to bridge the gap
> between PC and yaroze programming. It would save beginner programmers
> a lot of time. And you would receive much praise. The Sony docs
> were written for advanced programmers, a beginner will have to spend a
> good deal of time working with sample code to get up to speed.
>

Not sure about teaming up with someone. I'll write a few tutorials and see how everything works out...Who knows what this could turn into in time? A cooperative effort might be possible in the future.

I'll be starting work on the tutorial this weekend, simply because I don't have any time to do it during the week. (Gadda keep my grades up for DigiPen, now don't I?) I'll be releasing it in sections... As I finish a lesson I'll post it on my web space.

Thanks everyone for the input. I'll try to make the actual tutorial live up to your hopes. I already have a motif setup, and this weekend the real drafting begins. After I get the first lesson up, I'll try to post a new lesson or two every week until most everything is covered. (Or until I get too tired to keep it up) This will be a learning experience for me as well, as this will force me to cover and research nearly all aspects of the PlayStation. So... Here we go.

'Darco
--MESSAGE FILE 16472 END: ./2 SCEA/yaroze/announce/000000104html.html

--MESSAGE FILE 16473 START: ./2 SCEA/yaroze/announce/000000105html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.announce,scea.yaroze.problems.mac
Subject: A bit late, but new version of Mac TMD viewer available
Date: Mon, 05 Oct 1998 23:21:44 -0700
Organization: SCEA News Server
Lines: 8
Message-ID: <wal-ya02408000R0510982321440001@news.scea.sony.com>
NNTP-Posting-Host: dnai-207-181-237-68.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0
Xref: chuka.playstation.co.uk scea.yaroze.announce:105
scea.yaroze.problems.mac:84

I finally uploaded the most recent version of my Mac RSD/TMD viewer. Take a look... let me know what you think! It's available on my web page (address below). I haven't been spending much (any) time doing any Yaroze-related coding lately (got a new job), but I hope to get back into it soon...

--
wayne a. lee <wal@blarg.net>

<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 16473 END: ./2 SCEA/yaroze/announce/000000105html.html

--MESSAGE FILE 16474 START: ./2 SCEA/yaroze/announce/000000106html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.announce
Subject: Game discussion
Date: Sat, 24 Oct 1998 02:29:07 -0400
Organization: SCEA News Server
Lines: 18
Message-ID: <70rri9$dnq13@scea>
NNTP-Posting-Host: sud-tcs1-port35.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hello all..

As you might have read there are a few SCEA members that are currently
working on a group project in the forma of a 2D scrolling adventure.   If
you are interested in getting in on some of our games design discussions
join us on Saturday nights at 9:00PM est in the Sony PalaceChat accessed off
the main Yaroze page.

Hope to see ya there.

Steve Tolin
titan@vianet.on.ca

Project: S.E.D.E

--MESSAGE FILE 16474 END: ./2 SCEA/yaroze/announce/000000106html.html

--MESSAGE FILE 16475 START: ./2 SCEA/yaroze/announce/000000107html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.announce
Subject: Re: Game discussion
Date: Sat, 24 Oct 1998 14:38:32 -0700
Organization: SCEA News Server
Lines: 22
Message-ID: <363248D8.4D618513@sinclair.net>
References: <70rri9$dnq13@scea>
NNTP-Posting-Host: mdm045.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; I)

I'm missing something... what Palace Chat? I don't see any link for
that from the main Yaroze Page.

- Joshua Meeds
  Dreamwriter

Steve Tolin wrote:
>
> Hello all..
>

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> working on a group project in the forma of a 2D scrolling adventure.   If
> you are interested in getting in on some of our games design discussions
> join us on Saturday nights at 9:00PM est in the Sony PalaceChat accessed off
> the main Yaroze page.
>
> Hope to see ya there.
>
> Steve Tolin
> titan@vianet.on.ca
>
> Project: S.E.D.E
--MESSAGE FILE 16475 END: ./2 SCEA/yaroze/announce/000000107html.html

--MESSAGE FILE 16476 START: ./2 SCEA/yaroze/announce/000000108html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.announce
Subject: Re: Game discussion
Date: Sat, 24 Oct 1998 18:52:28 -0400
Organization: SCEA News Server
Lines: 32
Message-ID: <70tl3c$dnq14@scea>
References: <70rri9$dnq13@scea> <363248D8.4D618513@sinclair.net>
NNTP-Posting-Host: sud-tcs1-port27.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

The Auditorium....

It lauches the PalaceChat software..

Sorry for the confusion...

Joshua Meeds wrote in message <363248D8.4D618513@sinclair.net>...
>I'm missing something... what Palace Chat? I don't see any link for
>that from the main Yaroze Page.
>
>- Joshua Meeds
> Dreamwriter
>
>Steve Tolin wrote:
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>> Hello all..
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>> working on a group project in the forma of a 2D scrolling adventure.   If
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>> join us on Saturday nights at 9:00PM est in the Sony PalaceChat accessed
off
>> the main Yaroze page.
>>
>> Hope to see ya there.
>>
>> Steve Tolin
>> titan@vianet.on.ca
>>
>> Project: S.E.D.E

--MESSAGE FILE 16476 END: ./2 SCEA/yaroze/announce/000000108html.html

--MESSAGE FILE 16477 START: ./2 SCEA/yaroze/announce/000000109html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scea.yaroze.announce
Subject: Re: Game discussion
Date: Sat, 24 Oct 1998 21:08:47 -0400
Organization: Identical Software
Lines: 13
Message-ID: <36327A1F.55D2CE15@identicalsoftware.com>
References: <70rri9$dnq13@scea> <363248D8.4D618513@sinclair.net>
<70tl3c$dnq14@scea>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)

> The Auditorium....
>
> It lauches the PalaceChat software..

Is there a stand alone program for accessing the
chat rather than a web browser? (And is there a
Linux version?)

You should log the chats and make them available
online.

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 16477 END: ./2 SCEA/yaroze/announce/000000109html.html

--MESSAGE FILE 16478 START: ./2 SCEA/yaroze/announce/000000110html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: Game discussion
Date: Sun, 25 Oct 1998 18:09:39 GMT
Organization: L4 Software
Lines: 16
Message-ID: <36336907.10010252@205.149.189.29>
References: <70rri9$dnq13@scea> <363248D8.4D618513@sinclair.net>
<70tl3c$dnq14@scea> <36327A1F.55D2CE15@identicalsoftware.com>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Sat, 24 Oct 1998 21:08:47 -0400, Dennis Payne
<dulsi@identicalsoftware.com> wrote:

>Is there a stand alone program for accessing the
>chat rather than a web browser? (And is there a
>Linux version?)

No, it's a Java app that runs in your browser.

>You should log the chats and make them available
>online.

I don't know of any way to do this at the present time. I'm hoping
that the new version will allow us to capture the chats.

Mario
--MESSAGE FILE 16478 END: ./2 SCEA/yaroze/announce/000000110html.html

--MESSAGE FILE 16479 START: ./2 SCEA/yaroze/announce/000000111html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.announce
Subject: Re: Game discussion
Date: Sun, 25 Oct 1998 20:49:19 -0800
Organization: SCEA News Server
Lines: 37
Message-ID: <3633FF4F.186779E5@sinclair.net>
References: <70rri9$dnq13@scea> <363248D8.4D618513@sinclair.net>
<70tl3c$dnq14@scea>
NNTP-Posting-Host: mdm-17-203.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; I)
X-Accept-Language: en

Just to clear up some possible confusion, now that I know what you're
talking about, it's Placeware Chat. I happen to have a commercial
program called Palace Chat, which is decent, and requires client
software.

Steve Tolin wrote:
>
> The Auditorium....
>
> It lauches the PalaceChat software..
>
> Sorry for the confusion...
>
> Joshua Meeds wrote in message <363248D8.4D618513@sinclair.net>...
> >I'm missing something... what Palace Chat? I don't see any link for
> >that from the main Yaroze Page.
> >
> >- Joshua Meeds
> > Dreamwriter
> >
> >Steve Tolin wrote:
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> >> working on a group project in the forma of a 2D scrolling adventure.   If
> >> you are interested in getting in on some of our games design discussions
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> >> the main Yaroze page.
> >>
> >> Hope to see ya there.
> >>
> >> Steve Tolin
> >> titan@vianet.on.ca
> >>
> >> Project: S.E.D.E
--MESSAGE FILE 16479 END: ./2 SCEA/yaroze/announce/000000111html.html

--MESSAGE FILE 16480 START: ./2 SCEA/yaroze/announce/000000112html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.announce
Subject: Re: Game discussion
Date: Tue, 27 Oct 1998 12:04:30 -0500
Organization: SCEA News Server
Lines: 51
Message-ID: <714tui$eeg4@scea>
References: <70rri9$dnq13@scea> <363248D8.4D618513@sinclair.net>
<70tl3c$dnq14@scea> <3633FF4F.186779E5@sinclair.net>
NNTP-Posting-Host: sud-tcs1-port108.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Yup... Joshua is right....   I also use Palace Chat which is totally
different software...

When I typed the original message I was using it so I had it on the brain...

Sorry about all the confusion...

Joshua Meeds wrote in message <3633FF4F.186779E5@sinclair.net>...
>Just to clear up some possible confusion, now that I know what you're
>talking about, it's Placeware Chat. I happen to have a commercial
>program called Palace Chat, which is decent, and requires client
>software.
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>Steve Tolin wrote:
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>>
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>> >I'm missing something... what Palace Chat? I don't see any link for
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>> > Dreamwriter
>> >
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>> >> Steve Tolin
>> >> titan@vianet.on.ca
>> >>
>> >> Project: S.E.D.E

--MESSAGE FILE 16480 END: ./2 SCEA/yaroze/announce/000000112html.html

--MESSAGE FILE 16481 START: ./2 SCEA/yaroze/announce/000000113html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jamin Frederick" <jamin1@psu.edu>
Newsgroups: scea.yaroze.announce
Subject: Dev FAQ 1.0
Date: Wed, 30 Dec 1998 20:22:26 -0800
Organization: SCEA News Server
Lines: 2353
Message-ID: <76ej38$g3o5@scea>
NNTP-Posting-Host: dialup359-pri.voicenet.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Happy Holidays!

Yaroze Dev FAQ 1.0
September 1998

Compiled by Jamin Frederick
Net Yaroze Member SCEA
http://www.cse.psu.edu/~frederic

TABLE OF CONTENTS

DEFINITIONS
FILE FORMATS
ADDITIONAL SONY UTILITIES
KNOWN BUGS, ERRORS, OR TYPOS

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1) How do I use the memory card to store the default baud rate?
2) Why can't I see all the pixels on my TV screen? Part of the image is cut off on all sides.
3) What can I do if I get "Out of environment space" when I try to build a project?
4) Why is display from my Net Yaroze is completely grey and grainy / shudders?
5) I am trying to use graphic functions, but the screen locks / judders?
6) What does "BUS ERROR ON DATA LOAD" mean when I upload files to main memory?

YAROZE PLATFORM
1) What's this 0x00000000 stuff mean?
2) What's the difference between uchar and ushort and ulong?
3) Why do I have to load data at 0x80090000? What about those other addresses mentioned in the manual?
4) What's fixed point?
5) How do I get C++ to work?
6) Are there any naming conventions established for the Net Yaroze when using the memory card to store game information?
7) How do I read the controller?
8) In the sample programs I see ResetGraph(3). The manual does not document what the value of 3 is supposed to do.
9) Why does the screen flicker in interlace mode?

ORDERING TABLE, SORTING, DISPLAY LOOP, ETC.
1) What is an Ordering Table?

2) What is a Packet?
3) In the sample programs, the packet area is defined as:
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5) How does the display loop work? Do I sort stuff and update stuff every single cycle, or what?

SPRITES
1) How do sprites work?
2) What's the deal with video memory -- what's with the 4-bit, 8-bit, and 16-bit stuff?
3) What's (x,y), (mx,my), and (u,v) for in the sprite structure GsSPRITE?
4) Why are my sprites colored wrong?
5) Why do my sprite textures look misaligned, or shifted some, on the screen?
6) Why is my sprite losing pixels, especially along the vertical axis?
7) Do my sprites have to be in a special position within an image?
8) How can I cycle colors on my sprites?
9) How can I do pixel-by-pixel collision detection on my sprites?
10) What other methods of collision detection are there?

IMAGES
1) What is a texture page, and why does the Yaroze system use them?
2) Where do my images have to be aligned in video memory?
3) Can I have more than one image on a given texture page? Can I arrange several images next to each other within the texture page?
4) What's the max size of a sprite? Does it depend on the number of colors?
5) Where are the best places for CLUTs in video memory?
6) How do you set up transparency for a sprite / texture?
7) How do you set up translucency for a sprite / texture / polygon / model?
8) What do the different translucency settings mean?
9) Why do you have to specify translucency for GetTPage()?

BACKGROUNDS
1) How does the 16x16 pixel tiling work?
2) How do I make tiled backgrounds with sprites (bigger than 16x16 pixel tiles)?
3) How does the offsetting work -- I mean, how do you get sprites to scroll around in the background and stuff (2D)?
4) Why am I getting a "banding" effect with my background tiles, where a vertical line in the tile is smeared over a pixel?

3D GRAPHICS
1) How do I create a 3D object?
2) What is the 3D coordinate system of the playstation? I've looked everywhere in the manuals but couldn't find a simple description!
3) What is the direction of positive rotation around the x, y, and z axes?
4) What's the difference between RSD and TMD?
5) Are the coordinates different in RSD and TMD?
6) How can I see information on my RSD?
7) How can I see information on my TMD?
8) Can I save multiple models in one RSD file?
9) Can I save multiple RSD models to one TMD file?
10) What do the coordinates mean in rsdform (option -v)? What is "center"?
11) How do I assign parents to other objects?
12) How do I rotate an object?
13) How do you advance an object in the direction it's facing?
14) What does GsGetLs(), GsSetLs(), and Gs--- actually do?
15) What does gteMIMefunc() do?
16) What's a standard size for a model?
17) How small/big can I make my model?
18) I don't see my object! Where is it?

19) What's the .flg member in GsCOORDINATE2 for?
20) Is it true that the colors specified for an object's polygon is 24-bit, whereas images used for textures on models may only be 4-, 8-, or 16-bit?
21) I've tried to draw TMD lines or sprites as documented in the File Format document, but they don't seem to be working.
22) How do I draw lines in 3D?
23) I've also tried to use double sided polygons with no success.
24) I've set the 'fce' flag in the TMD structure to create double-sided polygons, but it doesn't work. What's wrong?
25) How can I mix 3D objects with 2D sprites?
26) How do TIMs get linked up with objects?
27) Do you have to texture map TIMs onto each individual polygon, as in RSDTool, or is there a way to "wrap" a texture around groups of polygons?
28) Why are my objects all "flat", even when I rotate them?
29) How do I convert a 3D coordinate to a 2D coordinate?

SOUND
1) How do I make sounds play? What programs have to be run?
2) I tried to test my sound FX with VABPLAY but it doesn't work. What's wrong?

EFFICIENCY
1) How can I make my games quicker, taking into account playstation hardware?
2) What are some suggestions to make my 3D graphics a little faster?

CODEWARRIOR
1) What can I do with Codewarrior that I can't do with Siocons?
2) What can I do with Siocons that I can't do with Codewarrior?
3) What's the best compiler setup?
4) What kinds of problems are there with Metrowerk's MWDebugIO library?
5) Why is PSComUtil failing?

YAROZE COMMUNITY
1) What Yaroze tutorials are available?
2) What are some useful general-purpose yaroze utilities?
3) Where is there some useful technical info?
4) Where are some other interesting sites?
5) Are there any chat sessions going on?
6) What yaroze contests are there? Who can participate?

MISCELLANEOUS
1) How do I convert from PAL to NTSC or NTSC to PAL?
2) How can I make my program detect NTSC or PAL an runtime?
3) How do I takes screenshots?

UNANSWERED

DEFINITIONS

In this FAQ, I would like to keep some definitions consistent so that there is no confusion about terminology. If you are adding something to this FAQ, please use the following conventions, thanks.

3D model

the information making up the 3D representation of a game object; it includes orientation of the primitives making up the object and their

coloring attributes

CLUT

Color Look-Up Table. A color map for 4-bit and 8-bit sprites

display buffer (or display area or frame buffer)
----
portion of video memory that actually gets displayed when the
playstation is running

image
-----
a 2D picture that is typically created by an artist and used for sprites
or model textures

main memory
----
memory used for normal program storage and operation; also the initial
place for all incoming code and data when a yaroze project is downloaded

object
------
the arbitrary game object in a Yaroze game, which can have state
information attached to it, including sprite and 3D model references

OT
--
ordering table, the thing that sorts primitives such as lines, sprites,
triangles, and quads

sound memory
----
memory physically apart from main memory, used for storage and playback
of sound

sprite
------
portion of an image that is used to display a game object

texture
----
portion of an image for mapping onto a model

texture page
----
one of 64 portions of video memory that are labeled according to the
Playstation API

translucency
----
image or polygons appear "clear", meaning you can see through them,
but still allowing original coloring to be seen

transparency
----
doesn't show up at all, like the black background pixels of
a sprite

video memory
----
memory physically apart from main memory, used for image
storage and blitting to display area of video memory

FILE FORMATS

Graphics:

 RSD - intermediate model file
 TIM - bitmap image file
 TMD - Playstation format model(s) file

Sound:

 DEF - instrument definition file
 SEQ - Playstation music sequence file. Usually
  generated by SMF2SEQ.
 VAB - soundwave data file containing VAGs and a DEF
 VAG - individual soundwave data file. Generated by
  AIFF2VAG or WAV2VAG.
  VB - soundwave data file generated by splitting a
  VAB
  VH - soundwave data file generated by splitting a
  VAB

Utilities:

   SIO - common SIOCONS batch file extension

ADDITIONAL SONY UTILITIES

Listed here are the utilities that are additional to the Net Yaroze package received in the mail, and their upgrade histories. They are distributed and supported by the "official" Net Yaroze authorities (SCEI, SCEE, and SCEA).

Rsdcat
v1.04
v1.06

Rsdlink
v3.7
v3.72

Tmdsort
v1.1
v1.25

Aiff2vag
v2.0
v3.1

KNOWN BUGS, ERRORS, OR TYPOS
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1) In the green manual, RotMatrix(MATRIX *m, SVECTOR *r) should actually be RotMatrix(SVECTOR *r, MATRIX *m)

STARTUP / TROUBLESHOOTING

See the following:
http://www.netyaroze-europe.com/~jaycee/
http://www.netyaroze-europe.com/yaroze/problems/trblsht.htm

1) How do I use the memory card to store the default baud rate?

Information on this is available on the [SCEA] Yaroze web site in the file BAUDRATE.ZIP located in the MISC section of the file area.

2) Why can't I see all the pixels on my TV screen? Part of the image is cut off on all sides.

Most TV's do not display the entire image broadcast to them. The size of the border varies from set to set, but for 320x240 mode it can be as much as 27 pixels on all sides. For this reason, it is recommended that you not display information critical to the game in these areas. A good rule of thumb is to limit your game play to the center 266x200 pixels.

3) What can I do if I get "Out of environment space" when I try to build a project?

There are a couple of ways to increase your environment space, depending on your operating system. The easiest is to add "/e:4096" to the SHELL= line in your CONFIG.SYS file. If you do not have a "SHELL=" line in your config.sys file, you can add one. The format for the command is:

SHELL=<full path to command.com> /E:<memory size> /p

If your COMMAND.COM is at the root of your C: drive, the command would be:

SHELL=C:\command.com /E:4096 /p

You may also need to add the following line to your AUTOEXEC.BAT file:

SET GO32=DPMIStack 500000

After making these changes, you must reboot your computer before they will take effect.

4) Why is display from my Net Yaroze is completely grey and grainy / shudders?

You may be running an NTSC configured program on a PAL configured monitor. If you have the source, make sure that the program contains a SetVideoMode(MODE_PAL) command and does not contain a SetVideoMode(MODE_NTSC) command. If you only have the executable, you can pick up the 'Screen Mode Changer' (N!K/Napalm) from the Napalm hacker site (see link section) - it is able to change executables which contain a SetVideoMode(...) command. If, like me, you own an old Amiga monitor (1084/1084S/CM1884), an RGB to SCART cable should do the trick - forget

your old Amiga lead!

5) I am trying to use graphic functions, but the screen locks / judders?

These kind of effects can occur when you haven't allocated enough GPU packet space.

6) What does "BUS ERROR ON DATA LOAD" mean when I upload files to main memory?

a) You're loading code/data into main memory at an improper address. Make sure the address is from 0x80090000 to 0xFFFFFF00.

b) A bus error often occurs when you write words or double words to an odd address. Check you're not uploading to funny or uneven offsets.

YAROZE PLATFORM

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1) What's this 0x00000000 stuff mean?

This is a hex value, which is 32 bits, meaning 8 hex digits corresponds to 32 binary digits (4 bits per hex digit). The PSX has a 32-bit address space, meaning all operations with memory are done with 8-digit hex values. Some other addresses are 4 hex digits = 16 bits, like device memory, but most things are done with 8-digit hex values.

2) What's the difference between uchar and ushort and ulong?

The "u" stands for unsigned, so any values you stick in the variable can't be negative. This gives you twice the numbers you can get from "signed" variables char, short, and long. Unsigned variables are ideal for memory addresses, though, since they are never negative -- uchar gives you 8 bits of storage, or addresses from 0x00 to 0xff, ushort gives you 16 bits of storage, or addresses from 0x0000 to 0xffff, and ulong gives you 32 bits of storage, or addresses from 0x00000000 to 0xffffffff.

3) Why do I have to load data at 0x80090000? What about those other addresses mentioned in the manual?

For the yaroze system, the only valid memory-mapped addresses (meaning if you stick stuff at these locations, it gets "mapped" to the actual playstation RAM) are 0x80000000 to 0x801fffff. This is exactly 2 megabytes, or 2,097,152 (2 * 2 ^ 20) bytes, to be exact. The other locations are not used on the yaroze. The only valid space for us is 0x80090000 to 0x801fff00 (1,507,072 bytes), since the rest is being used for the system. That's why data is usually started at 0x80090000, and added upwards. Your program may be loaded anywhere in this space, depending on where you tell your compiler to load it, but it's usually loaded up towards the top. There has to be enough space upwards for the program itself (code and heap), plus the amount the stack will grow. The program's stack usually starts at the top of our usable space, which is 0x801fff00, and grows down until it collides with the loaded program (this is bad). That's why it's up to the programmer to figure out how much his stack will grow, and tell the compiler to place the program low enough in memory so that the stack doesn't end up running into it.

Typical Setup:

```
  SYSTEM (OS) STACK (0x801FFFFF)
  PROGRAM STACK (0x801FFF00)
    |
    |
    *

  (hope the stack and heap don't collide!)

    *
    |
    |
  PROGRAM HEAP
  PROGRAM CODE (stays same size)
  DATA N
    ...
  DATA 3
  DATA 2
  DATA 1 (0x80090000)
  OTHER OS GOODIES (0x80000000)
```

You can set the PROGRAM STACK and PROGRAM CODE in your compiler and the DATA 1 - DATA N in your yaroze batch file.

4) What's fixed point?

Fixed point is an alternative to floating point, and is quicker since it actually uses integer hardware and not any special floating-point hardware. It is actually a trick done with integers, and tends not to be quite as accurate as true floating point operations, so you have to watch it when rotating and scaling models, and make sure they're not getting distorted.

The Playstation uses 12-bit fixed point, meaning there's 12 bits of a short (16-bit) integer allocated to the decimal portion of a number (3 bits are used for the integer part, and 1 for the sign). The Playstation uses fixed point for the following cases:

a) Sprite rotation
b) Sprite scale
c) 3D normals

See the following web page for more info on fixed point:
http://www.scea.sony.com/net/yaroze/pages/scartier.html

5) How do I get C++ to work?

Take a look at these web sites:

http://www.netyaroze-europe.com/~c_graham/cplus.html
http://www.scea.sony.com/net/yaroze/pages/cblackwell2.html

6) Are there any naming conventions established for the Net Yaroze when using the memory card to store game information?

Please follow the conventions outlined below. While not mandatory, commercially released games expect save files to be in this format, and may behave unpredictably if they encounter a Memory Card with a file that is not.

File Names

=========

Use the following structure for file names.

Bytes Contents Notes

0 Magic Number Always 'B'

1 Region Japan: 'I' (*1)

North America: 'A'

Europe: 'E'

2-11 "NETYAROZE"

12-20 User/Public Use only non-0x00,

0x2a(*),0x3f(?) ASCII.

End with 0x00.

*1: None are checked by the system

Example: If the product code is SLPS-00001, the file name's first 12 characters are BISLPS-00001. Always add zeros to make the numerical portion 5 digits.

File Headers

==========

Put the following headers at the start of each file.

Bytes Contents Notes

2 Magic number Always 'SC'

1 Type See "Type Field" table below

1 Number of slots

64 Text name Shift JIS, (*1)

28 Pad

32 CLUT

128 Icon image (1) 16 x 16 x 4 bits

128 Icon image (2) Type: 0x12, 0x13 only

128 Icon image (3) Type: 0x13 only

128 x N Data Varies

*1: Non-kanji and primary standard kanji only, full-size 32 characters.

Type Field

========

Type Number of icon images (automatically replaced animation)

0x11 1

0x12 2

0x13 3

7) How do I read the controller?

The controllers are read automatically during the vertical blank interval. All you need to do is provide a pair of variables to store the controller state and register those variables with the Yaroze libraries. Like this:

```
volatile u_char *Cont0;
volatile u_char *Cont1;

GetPadBuf(&Cont0, &Cont1);
```

Once this has been done, the controllers can be referenced as Cont0 and Cont1. For more information see Section 12, "Peripheral Devices Management," in the Yaroze User Guide.

8) In the sample programs I see ResetGraph(3). The manual does not document what the value of 3 is supposed to do.

ResetGraph(3) is essentially the same as ResetGraph(0) except that the current screen mode is maintained and the screen is not cleared.

9) Why does the screen flicker in interlace mode?

In interlace mode, the entire screen must be drawn between Vsync's. In NTSC mode this means that you must be able to draw the entire screen 60 times a second. If not, flicker will occur.

For more information see Section 5, "Frame Buffer Access," in the Yaroze User Guide.

ORDERING TABLE, SORTING, DISPLAY LOOP, ETC.

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1) What is an Ordering Table?

An Ordering Table is a list of items to be drawn on the screen. The Ordering Table can also implement a simple Z-buffer algorithm to ensure that "closer" objects are not drawn under objects that are "deeper" into the screen. You can think of an Ordering Table as a series of transparent layers laid on top of the other. Any number of objects can be drawn on each of the layers. The layers are drawn from the back toward the front.

For more information see Section 6, "Integrated Graphics," in the Yaroze User Guide.

2) What is a Packet?

A packet is sometimes referred to as a primitive. It is the smallest unit

that can be dealt with by the GPU.

For more information see Section 6, "Integrated Graphics," in the Yaroze User Guide.

3) In the sample programs, the packet area is defined as:

```
PACKET GpuPacketArea[2][PACKET_CNT*(20+4)];
```

What does this mean?

Four (4) bytes are used for the tag area of the packet. Twenty (20) bytes is the largest possible primitive packet, hence, (20+4) bytes per packet. You may use a smaller value than 20, like (n+4) where n is the size of the largest possible packet in your models. Information on the number and size of the primitives is reported when you run the RSD2TMD tool. Using these values, you can calculate the largest memory block taken by all the primitives in your world and use that area as the GS packet area.

4) How does priority work in the ordering table?

For each "primitive" that you "sort", you can give a priority of 0 to 2^MY_OT_LENGTH - 1, where 0 is the frontmost to the screen, and 2^MY_OT_LENGTH - 1 is backmost on the screen. So obviously, increasing MY_OT_LENGTH gives you more layers, or priorities, to work with.

If you sort primitives at the *same* priority, then the ones you sort first are drawn last, meaning they will appear frontmost (at that priority level) when displayed.

5) How does the display loop work? Do I sort stuff and update stuff every single cycle, or what?

You should sort your primitives each frame (with the appropriate SortXXX() functions), since the screen is entirely updated anew each time DrawOt() is called. However, this does not mean you have to update the other attributes of your game objects at each frame, which may not benefit from being updated as quickly as this. Alternatively, you can keep track of the number of times the screen was redrawn with a variable called LoopCnt, which can be incremented after DrawOt(), and only change game object attributes at certain intervals:

```
if(LoopCnt % Interval == 0)
  ..Do Object Update..
```

So by varying Interval, you can change how often you want your object to get updated -- big Interval for longer times, small Interval for quicker times. Note that LoopCnt can be incremented forever if it is unsigned -- it will just wrap around to 0 again after it hits its maximum.

SPRITES

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1) How do sprites work?

Sprites are simply references to rectangular regions in video memory that are transferred to the "display" or "frame buffer" position in video memory when they are "sorted" into the ordering table. So to make these images appear, you must load textures (also called bitmaps or TIMs) into

the video memory first, and set up your sprites so that they reference portions of these textures. So what the playstation does is simply make use of the information stored in the sprite to "blit", or transfer, the pixels from one part of video memory to the other. The reason it is done this way is that copying from video mem to video mem is much faster than main mem to video mem.

2) What's the deal with video memory -- what's with the 4-bit, 8-bit, and 16-bit stuff?

TIM images can be specified as either 4-bit, 8-bit, or 16-bit (or 24-bit, but that will be covered later) meaning that there are 4, 8, or 16 bits of information, respectively, for each pixel in the image. However, all image colors on the playstation (besides the 24-bit true color picture mode) are displayed using 15 bits of information for the actual RGB values altogether -- 5 bits for R, 5 bits for G, and 5 bits for B. However, unsigned shorts are 16 bits, meaning there's one bit left over when storing a color -- and this is used for "translucency". This bit is '1' if the color is to be considered for translucency (the docs call it "transparency", but I reserve this word for something else). In other words, if a sprite or model texture using this color would like to be translucent, then the translucent color will be calculated. Otherwise, if the bit is '0', the color will not even be considered for translucency, even if the sprite or texture feels like being translucent. Note that there's a special case if each R,G,B value is 0, and then the remaining bit is considered as something totally different -- which I call "transparency", which is what is used to draw sprites without the black background. In this case, the 0 and 1 stand for the color black to be considered transparent or not when blitting the image.

So even though 16 bits are used for color, what about 4-bit and 8-bit TIMs? Well, obviously, 4-bit and 8-bit TIMs take up less space than 16-bit TIMs, which have a 16-bit value for each pixel, which is the actual color of the image pixel. 4-bit and 8-bit TIMs work differently, though. Instead of using their data bits for actual color, their data bits are used to reference a *table* of 16-bit colors (remember, I said all object colors are really 16-bit). This is where the term "CLUT" comes into play. With 4 bits, 16 different CLUT entries can be accessed, and for 8 bits, 256 different CLUT entries can be accessed. So 4-bit TIMs need to include a 16-value CLUT, and 8-bit TIMs need to include a 256-value CLUT. The CLUT values themselves are 16-bit, though, since they're referring to an actual color (well, actually 15-bit color...this is where some confusion sometimes arises). There are tools to edit the pixel positions and CLUT positions of the TIM image in video memory -- the TIM must include both the pixel information and the CLUT itself.

What about video memory? Well, the video memory is considered to be 1024 x 512 *pixels* -- where a pixel is an unsigned 16-bit color value. But the TIMs contained in video memory (when transferred with LoadImage()) are actually compressed, so that one "video memory pixel" takes up *two* 8-bit TIM pixels, and *four* 4-bit TIM pixels. But remember, these pixels represent CLUT look-up values, not actual 16-bit colors. So the TIM sprites are actually "squished" in video memory, before they get to have fun in their decompressed state over in the display buffer.

So what this means is that all of the sprites you see on the screen are actually 16-bit pixels, not 4-bit or 8-bit CLUT pixels -- so what actually happens when a blit occurs in the video memory with a 4-bit or 8-bit image, is that the playstation automatically references the TIM's pixel color by referencing the CLUT, and expands the pixel in its true color on the display buffer. Pretty neat, huh?

3) What's (x,y), (mx,my), and (u,v) for in the sprite structure GsSPRITE?

The vars x and y refer to the sprite's position on the screen when it is sorted to the OT. However, note that this x and y is with respect to the sprite's center, which is denoted by the vars mx and my. These vars describe the "center" of the sprite, which is the thing that gets placed at x and y on the screen. This can be used if you want to refer to some other part of the sprite as the center, instead of the upper left corner. Note that x and y can be negative, or even larger than the screen, but this does not cause an error. The OT compensates and automatically "clips" the sprite if it is partially or even totally off screen.

The u and v refer to the *pixel* location of the sprite's upper left corner with reference to its parent image (or texture page, or TIM). This can be considered as if the sprite is already expanded from its original 4-bit or 8-bit compressed image size. So if my sprite starts on pixel 20 over and on pixel 10 down in my TIM (just like it is painted, not worrying about compression), then you just specify (u,v) = (20, 10). The playstation takes care of the actual referencing in video memory, which takes into consideration the compression and the texture offset in video memory, via the information included in the TIM file.

4) Why are my sprites colored wrong?

a) Check the CLUT position in TimTool. All CLUTS must have unique positions in video mem; if any of them are the same, one CLUT will get loaded over another, using the color scheme of the other picture.

b) Check the image positions of all images within the video memory with TimTool. If any images are overlapping, you will get this effect. Make sure no images are hidden underneath another, either.

5) Why do my sprite textures look misaligned, or shifted some, on the screen?

Double check the alignment of the texture in TimTool. Sometimes TimTool nudges the texture down some, messing up what you might think is the proper offset for the texture.

6) Why is my sprite losing pixels, especially along the vertical axis?

Try changing sprite scaling from 4096 to 4095.

7) Do my sprites have to be in a special position within an image? I heard they have to be on even coords or something.

You may get display problems if your sprites are not aligned on appropriate boundaries:

"Sprite data (or TIMs) should be horizontally aligned on 16-bit bounderies, i.e., 4-bit images should be on 4 pixel boundaries, and 8-bit images on 2 pixel boundaries."

"Fast Sprites (not scaled or rotated) must have even u co-ords, and even widths (Because the GPU renders them 2 pixels at a time). The v position is not limited however."

8) How can I cycle colors on my sprites?

Use MoveImage() to make a copy in video memory of the CLUT of the image that the sprite is using (to somewhere below the original CLUT), and between update frames, use MoveImage() to copy colors from the copied CLUT into the original CLUT, and the palette colors that are mapped to the sprite will give it an appearance of cycling, if it's set up right. Check out Jamin Frederick's palette library, which you can use to do this.

9) How can I do pixel-by-pixel collision detection on my sprites?

Typically, you can use just bounding boxes to see if sprites collide, but sometimes it is necessary to get down to the pixel level. One way to do this is to first see if the bounding boxes intersect, and if they do, then you can do a pixel-by-pixel collision detection on the intersection rectangle of the corresponding sprite images. The only problem is that these images are in video memory, unless you haven't written over the images that are in main memory when they originally were copied over from the com utility. In other words, we don't really have byte-by-byte access to the video memory for close comparisons, so we are forced to work with main memory. So once you get access to the intersection rectangles of the sprite images, all you have to do is compare corresponding pixels in the rectangles, one at a time, until you get a "hit" (non-black) pixel from one image with a "hit" pixel from the other image. However, this involves some rather tricky interpretation of the TIM image data in main memory.

10) What other methods of collision detection are there?

>From a newsgroup discussion:

"Have you considered whether a pixel-by-pixel collision detect is *really* necessary? It sounds so time expensive when you could be doing some freaky special effects or better AI or something instead... I've used gobs of weird hacks for collision detection in games, and I've always been able to find a way around pixel-by-pixel. I thought I'd list some of them off:

0. Make your game so intense no one has time to notice that collisions are pixel exact or not.

1. Simple shapes as hit regions - design the art so it fits well into shapes that are easy to mathematically check against, like rectangles, circles, and triangles.

2. Rotated simple shapes as hit regions - sometimes you've got objects that can rotate - rotating a rectangle and checking it against another rotated rectangle is still cheaper than pixel-by-pixel.

3. Stick Figures. Say you've got a figure like a character in a 2d fighter. Make a simple stick figure that mimics the shape and motion of the sprite, ie: a line for the head, a line for upper arm, lower arm, hand, two lines for the torso, etc. etc. Then to do hit detect with the other character in the game all you have to do is treat each line as a fat line and check them against the fat lines in the other character. This has the advantage of letting you know that the hand connected with the noggin.

4. Simple hierarchical shapes. Say you've got a top down view of the TOS U.S.S. Enterprise on the screen. Do your hit detecting on a circle and three rectangles, one for the two engines and one for the engineering hull, with the rectangles of course rotated according to the orientation of the ship on the screen.

5. Polygon shapes. Make a polygon outline that fits around the shape as tightly as you'd like so that game feels good, then check for intersection with collidable objects. If you design it right you can have one complicated polygon collision shape which you test against some trivial shape like a rectangle, but even still, poly-poly intersection is faster than pixel-by-pixel, unless your sprites are really tiny, in which case suggestion number 1. is probably the best IMO." -- Nick Porcino

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IMAGES

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1) What is a texture page, and why does the Yaroze system use them?

A tpage is a memory area in the frame buffer that stores images used for texturing a 3D model, or 2D sprite. They are used to make it easier to reference a portion of the frame buffer. A texture page ID is simply a form of shorthand for referring to a specific rectangular block of the frame buffer using a single byte rather than a complete set of coordinates.

This also allows the texture UV coordinates to be specified as 8-bit values that reference an offset from the start of the texture page, instead of 16-bit values that reference an offset into the frame buffer as a whole.

2) Where do my images have to be aligned in video memory?

They should be aligned on 16-bit boundaries. Try to ensure that your TIM stays within one of the 32 designated texture pages.

3) Can I have more than one image on a given texture page? Can I arrange several images next to each other within the texture page?

Yes, as long as you abide by 2).

4) What's the max size of a sprite? Does it depend on the number of colors?

Max size of a sprite is 256 x 256 pixels, no matter how few colors it is. One of the reasons is because sprites are referenced (u,v) via pixel offsets of texture pages (or TIMs), and since u and v are both unsigned chars, the biggest they can both be is 255, meaning sprite (u,v)s can only be from (0,0) to (255, 255).

Here's an informative snippet from a newsgroup:

"Sprites can be a maximum of 256 * 256. It's important to distinguish between the RENDERED width (the width you see on the screen) and the DATA width (the width of the image in VRAM). If you're using a 15-bit TIM, the rendered width is the same as the data width. For an 8 bit TIM, the rendered width is double the width of the data width, because the data is compressed into half the space. And for a 4 bit tim, the rendered width is 4 times the size of the data width, for similar reasons.

The size of a texture page is always 256x256 _rendered_ pixels, but in terms of VRAM this might mean 256, 128 or 64 VRAM words (16 bits each) depending on whether you're using 15bit, 8bit or 4bit tims.

When you're specifying UV coords, it's in rendered pixels, not VRAM words. Thus the maximum UV coords you can specify are always 255,255, and the smallest is 0,0. If you want to display something bigger, you'll have to split it up into more than one sprite."

5) Where are the best places for CLUTs in video memory?

The typical convention is placement below the display buffers, since the area is too small to have any decent-sized sprites down there.

6) How do you set up transparency for a sprite / texture?

"Ensure that when you converted your bitmap to TIM format that you have enabled the transparency bit. This can be done by putting a checkmark in the appropriate boxes in TimUtil. Then, when setting up your GsSPRITE structure, make sure the transparency attribute is set correctly."

More specifically, each 15-bit color in a TIM has an additional bit left over in the 16-bit word. When this 15-bit color is black (meaning all 15 bits are 0), then the left-over bit determines whether the black is transparent or not when the sprite or texture is displayed on the screen (only the color black can be used for transparency on the Playstation). If it is 0, then the black is transparent (not drawn). If it is 1, then it is drawn as black. This tranlucency applies to all individual sprites or textures using the particular color (either direct or as a look-up value).

You do not have to specifically tell a sprite or texture to turn on transparency processing; setting the last color bit of black to 0 in the TIM as explained above is enough.

7) How do you set up translucency for a sprite / texture / polygon / model?

When a 15-bit color in a TIM is non-black (something other than all 15 bits zero), it is able to become a translucent color. This means that any sprite or texture using this color will show it as translucent only if the remaining bit left over (of the 16-bit color word) is 1, AND the translucency feature is turned on for the particular sprite or texture. Note that a sprite or texture also has one of four translucency settings that can apply when the translucency feature is turned on.

For sprites, the translucency flag and settings are contained in the attribute field of the GsSPRITE struct. For textures, the translucency flag (to make either the texture on the polygon or the polygon itself translucent) is within the TMD > PRIMITIVE > MyPolyPacket > Mode data block, and settings (to set the translucency level of just the texture) are within the TMD > PRIMITIVE > MyPolyPacket > TSB data block. These individual polygon settings can more easily be specified in a modeler tool such as RSDform, however. If you want to change model polygons dynamically, though, then you'll have to fool around with the TMD data blocks in memory.

It seems that translucency must be applied on a sprite-by-sprite or polygon-by-polygon basis, so you must turn on each polygon to translucent in order to make an entire model translucent.

8) What do the different translucency settings mean?

50% back + 50% polygon

100% back + 100% polygon
100% back - 100% polygon
100% back + 25% polygon

This is additive translucency which manipulates the RGB values per pixel based on the new image's RGB values. For example, if you use the "50% back + 50% polygon", then for each pixel in the display buffer (where the new image is being placed) the old pixel's RGB values are reduced by 50% intensity and are added to 50% of the intensitiy of the new image.

9) Why do you have to specify translucency for GetTPage()?

"You can use GetTPage to calculate the tsb section of a tmd primitive which does require the semi-transpency rate. Just & the result with 31 to get the Texture page number." -- Jim

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BACKGROUNDS

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1) How does the 16x16 pixel tiling work?

There is a special Playstation function called GsSortFixBg16(), which will automatically sort an entire background composed of 16x16 pixel tile images if you set it up right.

2) How do I make tiled backgrounds with sprites (bigger than 16x16 pixel tiles)?

This is a nifty trick. The ordering table accepts information in the sprite struct (GsSPRITE) that you give it as a *new* sprite, so that you don't have to maintain the same information in the struct within a screen update. So what you can do is keep changing the info in the sprite struct and sort it into the OT. So to make a checkered background, for instance, you just need a black square struct and a white square struct, and repeatedly sort them while changing their positions.

3) How does the offsetting work -- I mean, how do you get sprites to scroll around in the background and stuff (2D)?

It usually depends on the game, but here it goes...

First of all, let's draw a difference between a game object and a game sprite. A game object is something in the game that has a state and presence, but is not necessarily displayed. A sprite is just a representation of the object ON THE SCREEN, and always refers to the thing being displayed. So an object can easily have many sprites, each one representing different states of the object, or an object's current position on the screen.

Ok, so first you set up a world coordinate system, where all of the objects that you intend to have in the game are given a position in the world. So all the changes that you give to your objects are with respect to the world coordinates, NOT THE SPRITE COORDINATES. The reason for this is that the sprite coordinates can be calculated from the object's position in the world with respect to the SCREEN's position in the world. That's right -- you consider the "game screen" to have a position in the world as well, so that when you want to "scroll around" the world, you're

just moving the screen's position around in the world, and the sprites that get displayed on your screen are just a result of them being around the screen when it gets close to them in the world.

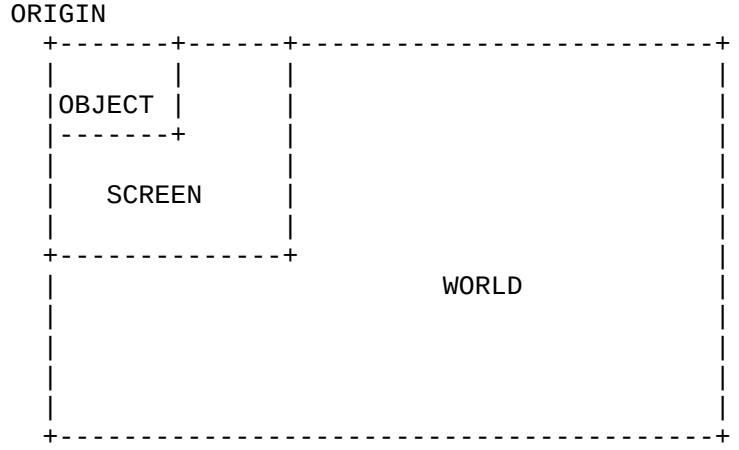
So for instance, if you chose your world to start at (0,0) in the top left corner, then you could assign objects coordinates like (8,20) or (67,258) or (600,780) or even (4563,23453), depending on how big you want to make your world. Of course you're limited by how large your numbers can get, which for an unsigned long (32-bit) is 0 to 4,294,967,295. So just imagine that you have a bunch of (rectangular) objects positioned in your world like this (usually when you're referring to an object's world coord, it is the upper left corner of its rectangle, at least in this example) and think about a rectangular, 320x240 screen, moving and scrolling around in the world with them (again using the upper-left corner pixel as the world coord). Now to get them to be on the proper position on the screen, you want their sprite representations to be according to where the object is in reference to the screen in the world. If the object stays still and the screen moves, for instance, well then the sprite moves on the screen even though the object hasn't moved in the world at all. So what you have to do is set up a relation between the sprite and the screen. It's just:

```
  SpriteX = ObjectX - ScreenX
       SpriteY = ObjectY - ScreenY
```

So if the object position gets bigger with the screen position fixed, then the sprite position gets bigger, and moves right and down on the screen. If the screen position gets bigger with the object position fixed, then the sprite position get smaller, and moves left and up on the screen. Now remember, this example is all in terms of the origin of the world being to the upper left, and the origin of the objects and screen at the upper left of their bounding boxes as well.

When you give the OT a sprite to sort, you're giving it the sprite's SCREEN position. From experimentation I have found out that this does not mean it has to be from (0,0) - (SCREENW-1, SCREENH-1), but it can be any number at all, even negative! The Playstation compensates and does all the clipping for you, so that the formula above works fine when using SpriteX and SpriteY as the position to be be placed on the screen.

If you have trouble visualizing it, just start out with 1 object and the screen at the origin of the world, and imagining what happens to the sprite image on the screen when you try to move either one according to the formula:



4) Why am I getting a "banding" effect with my background tiles, where a

vertical line in the tile is smeared over a pixel?

The individual tile textures of a background each have to be on an even u coordinate. If each sprite texture is not positioned on an even number in the video memory, you will get this effect. This can easily happen if you use gridlines to separate your tiles for easy editing, for instance.

3D GRAPHICS

---

1) How do I create a 3D object?

3D objects can be created using a variety of modeling and/or CAD programs. Any program that can output a 3D DXF file can be used. Once you have created a DXF file, you run the program DXF2RSD.EXE to convert it into a format usable with the Yaroze.

For more information see Section 14, "Graphic Tools," in the Yaroze User Guide.

2) What is the 3D coordinate system of the playstation? I've looked everywhere in the manuals but couldn't find a simple description!

It's actually a right-handed coordinate system, meaning (with your right hand) +X cross +Y gives you +Z. The +X axis is to the right of the screen, +Y is down on the screen, and +Z is in towards (behind) the screen.

3) What is the direction of positive rotation around the x, y, and z axes?

Each positive rotation goes counter-clockwise when the positive axis is pointing at you. Again, it's the right hand rule: put your (right) thumb in the direction of the positive axis, and curl your fingers. The direction your four fingers point and curl is the direction that things get rotated about that axis.

4) What's the difference between RSD and TMD?

RSD is the file format used to convert from modelers, similar to DXF and other model formats. It is in ascii, making it easy to edit by hand. The info making up an RSD is actually four files, .rsd, .ply, .mat, and .grp. It's easy to mix up talking about RSD (which includes all four files) with just .rsd. A modeler converting to RSD will generate all four of these files. Also, an RSD refers to only one model, and the grouping information (.grp) in the model doesn't carry over to TMD.

TMD is the file format the playstation uses, and the data making up this file actually resides in memory when your Yaroze program is drawing objects on the screen. A TMD can have more than one model, and each model has its own set of primitives, which are made up of those model's own vertices and normals. Each primitive is described in detail as a triangle, quad, flat shaded, gourand shaded, colored, color gradated, or textured. All the combinations are described in the Sony online docs.

5) Are the coordinates different in RSD and TMD?

RSD and TMD both use floating point for coordinate x, y, and z of points, but they differ in the polygon normal representation. RSD uses a

floating point number for each normal component, while TMD uses fixed point (12:3), with 4096 (2^12) representing one coordinate unit.

6) How can I see information on my RSD?

To view an RSD, use RSDTool. To get information on the vertex extents and "center" position, do rsdform -v mymodel.rsd. Follow this with > to output to a file.

7) How can I see information on my TMD?

To view a TMD, try this:
http://www.netyaroze-europe.com/~sevans/ftp/demos/yaroze/tmdview.ZIP

You can also get vertex information on the TMD when you are converting from the RSD with rsdlink, just do rsdlink -v mymodel.rsd or rsdlink -info mymodel.rsd. Follow this with > to output to a file.

8) Can I save multiple models in one RSD file?

Yes and no. An RSD contains only one model per file, so if you wish to put several models into one RSD with rsdcat, you are really only merging several models into one big one, and in effect, merging three coordinate systems into one.

9) Can I save multiple RSD models to one TMD file?

Yes. Unlike RSD files, TMD files can make references to several different models within the file. To put several RSD models together into one TMD, you can use rsdlink with several RSD file names as arguments (see top of p.149 in yellow manual).

10) What do the coordinates mean in rsdform (option -v)? What is "center"?

These coordinates refer to the offsets from the model's coordinate system. If you "translate" the model with rsdform, you are moving all the vertices within the fixed model coord system, and you can imagine a bounding box of all the vertices that comprise the primitives of the model moving around in space with respect to the model's fixed coordinate axis. The "center" is just a reference to the center of mass of the model, which can usually be specified within a modeler program. The playstation will rotate models around (0,0,0) of the coordinate system, *not* the "center", which can be a nonzero offset from (0,0,0).

When you save an object in a modeler and it is not placed in the middle of the world, for instance at (8, 10, 12), the "center" in your RSD will appear as (8, 10, 12). To get the model back to the origin (so that it rotates correctly) you need to translate back to (-8, -10, -12). However, many times you will want to use this information, for instance, if you have several objects and need to know their relative offset position, such as a helicopter and its blades. You would need to know how high the blades are in the world originally, so that you can offset them with respect to the helicopter when you're actually drawing them in your program.

The origin of the model's coord system (0,0,0) is the point that is referred to when translating the model in your program. So if I give m
model's translation vector (.t) in my program the value of (5, 2, 10),

the model's origin will be at (5, 2, 10), and all the primitives will be drawn around this point.

11) How do I assign parents to other objects?

When initializing your object's coordinate system, instead of doing GsInitCoordinate2(WORLD, &MyObjectCoord), do GsInitCoordinate2(&MyParentCoord, &MyObjectCoord), assuming you already initialized &MyParentCoord with WORLD or some other coordinate system. Each argument is a pointer to type GsCOORDINATE2, which includes a matrix that describes the coordinate system you are using. So then, after the initialization is done, all of the offsets of your model are with reference to the parent coordinate system. For example:

```
GsCOORDINATE2 MyParentCoord;
GsCOORDINATE2 MyObjectCoord;

// the coords of an object with MyParentCoord are in the world
GsInitCoordinate2(WORLD, &MyParentCoord);

// the coords of an object with MyObjectCoord are w.r.t. the parent
GsInitCoordinate2(&MyParentCoord, &MyObjectCoord);
```

So if you had an GsDOBJ2 handler representing a tank, make its coord2 member point to MyParentCoord (the tank is the parent), and if you had a GsDOBJ2 handler representing the tank turret, make its coord2 member point to MyObjectCoord (the tank turret is the child). Now if the turret is at (0,0,0), it will be at the tank model's origin. You'll probably want to tranlate the turret to (0, -1000, 0) or so, depending on your model, and everywhere the tank moves (in the world), the tank turret will follow.

12) How do I rotate an object?

First you have to know that all models rotate about the origin (0,0,0) of your model's coordinate system (do rsdform -v mymodel.rsd). This means that however your primitives are placed in your RSD, they will rotate around this point. So if the "center" of your model (representing the actual center of your model) is not (0,0,0), translate it (with rsdform -t <x> <y> <z> mymodel.rsd) there first before you rotate it.

Assume there is an initialized GsCOORDINATE2 Coord structure (belonging to the object which I am rotating), and I want to rotate the object (RotX, RotY, RotZ) more than it was before. The model coordinates represented in the Coord.coord structure will be transformed from where they were the last time, destroying the last position information:

```
MATRIX TempMatrix;
SVECTOR RotVector;

// this makes a vector
RotVector.vx = RotX;
RotVector.vy = RotY;
RotVector.vz = RotZ;

// this turns the angular displacement into a matrix, so that I can
//  multiply matrices
RotMatrix(&RotVector, &TempMatrix);

// multiply original coord matrix by "rotation" matrix, which changes
//  the position coordinates
MulMatrix0(&Coord.coord, &TempMatrix, &Coord.coord);
```

```
// object should be redrawn now since it changed
Coord.flg = 0;
```

Note: Your model may become distorted after several rotations if this method is used. "The problem with matrix concatenation is that precision errors accumulate and build up to produce scaling and shearing of your object. This happens very quickly for integer based matrices [which the playstation uses] but also occurs for eventually for floating point matrices." Try the following alternative to avoid this error accumulation:

```
GsCOORDINATE2 Coord;
SVECTOR RotVector = { 0, 0, 0 };
SVECTOR Position  = { 0, 0, 0 };
```

I want to rotate this object by 100 degrees around the Y, and move it to the position X=20, Y=30, Z= 50;

```
MATRIX TempMatrix;
SVECTOR RotVector;

RotVector.vy = 100 * 360 / 4096;  (4096 = 360 degrees)
Position.vx = 20;
Position.vy = 30;
Position.vz = 50;

// Creates the rotation matrix.
RotMatrix(&RotVector, &Coord.coord);

// Fills in the Translation part of the rotation matrix.
RotVector.coord.t[0] = Position.vx;
RotVector.coord.t[1] = Position.vy;
RotVector.coord.t[2] = Position.vz;

// Let the system know that this matrix has changed.
Coord.flg = 0;
```

13) How do you advance an object in the direction it's facing?

Assuming that your model starts out pointing in the +z direction, and you want to advance U units, and that your object has a GsCOORDINATE2 Coord struct:

```
SVECTOR StartVector;
SVECTOR CurrentDir;

// assume origin points exactly towards +z direction
StartVector.vx = 0;
StartVector.vy = 0;
StartVector.vz = ONE;

// multiply original orientation (start vector) by current orientation
//  matrix, to get the current direction vector
ApplyMatrixSV(&Coord.coord, &StartVector, &CurrentDir);

// add a multiple (units) of the current direction to the current
//  translation
Coord.coord.t[0] += (U * CurrentDir.vx) / ONE;
Coord.coord.t[1] += (U * CurrentDir.vy) / ONE;
Coord.coord.t[2] += (U * CurrentDir.vz) / ONE;

// the object should be updated now
Coord.flg = 0;
```

Note: You could use 1 instead of ONE=4096, and then not divide later on by ONE, but you'd get considerable error if you don't "pump up" your start vector to a suitable size because of the integer precision.

14) What does GsGetLs(), GsSetLs(), and Gs--- actually do?

GsGetLs() will create the Local to Screen matrix. It also checks the flg variable and recalculates the product of the parent matrices if necessary. This means the coordinate system hierarchy will contain the correct Local to World matrices. After the function call, TempMatrix will contain a matrix which will translate this coordinate system to Screen coords.

```
GsGetLs(&Coord, &TempMatrix);
```

GsSetLs() sets up the Local -> Screen matrix in the GTE. Any subsequent GsSortObject() calls will use this matrix.

```
GsSetLs(&TempMatrix);
```

"The Lw Matrix describes the transformation of the local coordinate system to the world coordinate system. The lihting subsystem of the PSX needs this matrix to perform the calculations (probably for the transformation of the normal vectors of surface elements). The Ls Matrix transforms the local coordinates into viewing coordinates, where the origin is positioned at the Viewing Reference Point and the Z-Axis is pointing into viewing direction and the -Y-Axis is poiting into the viewing up vector direction. The Application of the Ls Matrix is perfomed juts before the perspective transformation is done. As you usually perform lighting and drawing of an object, you have this GsGetLws method that returns both matrices."

"Your 3D object is described in local coordinates, and must be transformed into World coordinates, and then finally into Screen coordinates before it can be drawn. GsGetLs creates a matrix which will perform these two transformations in one go. However, any lighting must be performed using the Local->World matrix. You set up the lighting in the GTE with the Local->World matrix.

If you're not performing any lighting, then you can ignore this matrix, but if you want to perform lighting, then you call GsGetLws() which will return both the Local->World and the Local->Screen matrices. You then set the GTE's lighting parameters with the Local->World matrix(using GsSetLightMatrix()), and the GTE's point transformation parameters with the Local->Screen matrix (using GsSetLsMatrix())."

"If you use the Local->Screen matrix as the Light Matrix, the lights will be relative to the view, as if you've got some lights attached to the camera. With the Dino demo, this doesn't really matter much. In most games the lights are fixed in relation to the world, not the camera, which is why the intermediate LW matrix is required."

15) What does gteMIMefunc() do?

Fast addition of one array of SVECTORS to another array of SVECTORS. With a scaling factor.

16) What's a standard size for a model?

Typical sizes are about 500.0 to 2000.0 in each dimension.

17) How small/big can I make my model?

If a model is too small (like 5.0-10.0 or so), the view will have to get very close to the model to see it, making viewing difficult and distorting textures.

If a model is too large, (>2000.0 or so), it may "blink out" when the view gets far away from it, since the view can only see up to 16 bits (-32768 to +32768) away. The model can be placed anywhere in the world, however, which is 32 bits (-2147483648 to +2147483647). If the model is small enough to begin with, though, it will shrink in size before this happens.

18) I don't see my object! Where is it?

First, see if you're actually sorting it with GsSortObject4() -- of course, there's some stuff you have to do before you can actually sort it, like calling GsGetLws(), GsSetLightMatrix(), and GsSetLsMatrix(). You should also make sure the loading of the model was done right, too.

Second, see if the scale is big enough. Modelers tend to save out RSD models in the -2.0 to 2.0 range, which is pretty small for a standard playstation model. Scale it up with something like rsdform -s 512 512 512 mymodel.rsd, to give it a size big enough to see at standard viewing distances, which are 500.0 to 1000.0 units away.

Third, make sure the view is not too far away, and that your model is not too big, since you can only see up to 16 bits away with the view. (see #17)

19) What's the .flg member in GsCOORDINATE2 for?

The flg variable is used to indicate that the 'workm' matrix in the GsCOORDINATE2 is valid. The 'workm' matrix is identical to the 'coord' matrix for the top coordinate system in a heirarchical model, but in coordinate systems further down the tree it is the matrix you get when you multiply the 'coord' matrix and all this GsCOORDINATE2's parents' coord matrices together - thus creating a matrix which will translate this coord system's to WORLD coordinates. The flg variable is used to determine whether or not it should recalculate some or all these matrix multiplications (which is performed internally by the libraries), because if one matrix changes, all its children must change too.

20) Is it true that the colors specified for an object's polygon is 24-bit, whereas images used for textures on models may only be 4-, 8-, or 16-bit?

Yes.

21) I've tried to draw TMD lines or sprites as documented in the File Format document, but they don't seem to be working.

Even though they're documented, 3d lines and sprites cannot be used on the yaroze. See the next question.

22) How do I draw lines in 3D?

There is no library function for drawing 3D lines. What you need to do is map the endpoints of the line to the screen and draw a 2D line (using the GsSortLine() function) connecting the points. If you are connecting

the vertices of a 3D object with lines, you can use the function GsGetLs() to obtain a local-to-screen transformation matrix. This matrix could then be applied to the vertex coordinates to obtain the endpoints of the line.

23) I've also tried to use double sided polygons with no success.

Again, double-sided polys are not supported on the Yaroze. Try using the option on Dxf2Rsd to make double sided polys into two one-sided polys. See the next question.

24) I�ve set the �fce� flag in the TMD structure to create double-sided polygons, but it doesn�t work. What�s wrong?

The �fce� flag and double-sided polygons are not supported on the Yaroze system. However, when you are converting the DXF file to an RSD file, you can use the �both option to simulate double-sided polygons. This option works by creating two polygons (one for each side) for each polygon in the original model.

25) How can I mix 3D objects with 2D sprites?

The best way to do this is to create a single polygon for each 2D sprite and texture it with the sprite image. This method makes it easier to scale, rotate and otherwise fit the sprite into the 3D environment.

26) How do TIMs get linked up with objects?

When you do the rsdlink command, your TMD gets info about the textures you are using for the mapping to the object(s) from the TIM files referenced by your object. Make sure that if these textures change at all, such as tpage location or clut location, that you redo rsdlink.

27) Do you have to texture map TIMs onto each individual polygon, as in RSDTool, or is there a way to "wrap" a texture around groups of polygons?

There doesn't seem to be any tools out right now to do this, although the next version of RSDTool was supposed to incorporate this feature.

28) Why are my objects all "flat", even when I rotate them?

You forgot to set the coordinate system of your object, i.e., make your GsDOBJ2 object handler coordinate pointer (.coord2) point to a validly initialized GsCOORDINATE2 struct.

29) How do I convert a 3D coordinate to a 2D coordinate?

```
--SNIP--------------------------------------------------------------------

void InitTransProj(void);
void TransProj(VECTOR *pos, short *x, short *y);

static GsCOORDINATE2 trans;

//
------------------------------------------------------------------------
//      init trans proj coord
//
```

```
------------------------------------------------------------------------
void InitTransProj()
{
        GsInitCoordinate2(WORLD, &trans);
}

//
------------------------------------------------------------------------
//      Trans Proj - convert 3d x,y,z to 2d screen x,y
//
------------------------------------------------------------------------
void TransProj(VECTOR *pos, short *x, short *y)
{
        MATRIX mat;
        VECTOR v;

        trans.coord.t[0] = pos->vx;
        trans.coord.t[1] = pos->vy;
        trans.coord.t[2] = pos->vz;
        trans.flg = 0;

        GsGetLs(&trans, &mat);

        ApplyMatrixLV(&mat, pos, &v);

        if(mat.t[2]) {
                *x = ProjectionDistance * v.vx / mat.t[2];
                *y = ProjectionDistance * v.vy / mat.t[2];
        } else {
                *x = 0;
                *y = 0;
        }
}

--SNIP------------------------------------------------------------------
```

Contributed by Steve Hunt <steve@itallnight.u-net.com>

SOUND

---

1) How do I make sounds play? What programs have to be run?

Say I want to use 3 .wav files, a.wav, b.wav, and c.wav. First you do "aiff2vag a.wav b.wav c.wav" to create .vag's out of the .wav's. Then you have to type "mkvab -f sounds.def a.vag b.vag c.vag -o sounds.vab" where sounds.vab is the output .vab and sounds.def is your definition file. What's that? It's a file you need to provide to make a vab. The vab can contain programs, and for each program, a tone. You set it up so that there's a .vag for each tone. You have to set this by hand via the .def file. To see other people's .def files for their programs, type "mkvab -r person.vab -o person.def" where person.vab is their vab, and person.def is the output .def that you want to look at. In the .def file is where you associate programs and tones. A program can have one or more tones, but the way it is usually set up is that there's a program for each sound, and each program only contains one tone, the .vag that you specify. Sometimes people use maybe two programs and say ten different tones, and maybe 4 tones in the first program and 6 tones in the second program, where each tone is associated with a vag. I don't know why, though. Maybe someone can answer this for me. Anyway, suppose you set

up your .def so that program 0 has two tones, a.vag and b.vag, and program 1 has one tone, c.vag. So to play the sound, you do "SsUtKeyOn(vabid, prog, tone, note, fine, voll, volr);", where prog is the the program for the sound you want to play as specified in your .def file, such as prog 0, and tone is the tone of that prog as specified in your .def file, such as tone 0 or tone 1. The note is the pitch to play the sound. At 0, it's normal. Increasing the pitch is like going up the keys of a piano. The fine parameter is just fine pitch. And voll and volr is the left and right volumes. But what about vabid? Well, when you call SsVabTransfer(), you get returned a vab id. This is the vab that is being used for your sound calls. The vab got loaded into sound memory when you called SsVabTransfer(), where you have to specify the VH and VB type files that have been loaded into main memory from siocons. How did they get into main memory in the first place? Well, all you have to do is split up your vab you made, sounds.vab, with "vabsplit sounds.vab". Then you got the files sounds.vh and sounds.vb, which you just load into the psx memory via siocons. Using the syntax of SsVabTransfer(), you just transfer them into sound memory, and you're ready to make sound calls.

2) I tried to test my sound FX with VABPLAY but it doesn't work. What's wrong?

VABPLAY uses a .SEQ file to key the sounds and is used primarily for testing your game music. If you want to test your sound FX, you'll need to create a VAB containing the sound FX. Load the VAB in SPU using SsVabTransfer() and save the return VabId. Set the main volume using SsSetMVol() and use SsUtKeyOn() with proper parameters (including the VabId) to play the sound effect. (Please refer to LibSound.c and LibSound.h in the game Survival for a simple implementation of playing background music and sound FX).

EFFICIENCY

---

1) How can I make my games quicker, taking into account playstation hardware?

a) Make use of the DCACHE in functions that you call very often; see Scott Evans' (SCEE) DCACHE article. Also, from a newsgroup post:

```
------------------------------- SNIP -------------------------------
>
>   Anyone mind if I jump in here? Just taking up on your comment here,
>about putting the stack on the D-cache - in what cases would you want
>to do this, and when? Would you put in this code:
>
>         __asm__ volatile ("sw $29,(savesp)");
>         __asm__ volatile ("la $29,0x1f8003f0");
>
>    before a particular function call, and this:
>
>         __asm__ volatile ("lw $29,(savesp)");
>
> afterwards?
```

Yes, that looks right. The first bit saves the current stack pointer and loads in the new one, and the second bit restores the old stack pointer.

> For what sort of functions would I want to do this?

Well, for starters, as a general rule I wouldn't call any Yaroze library functions while your stack is on the D-Cache, which probably rules out a few functions that you want to speed up. Many of the library functions don't change the stack to the D-Cache, but some do to get extra speed. If your program is running with a D-Cache stack and you call a library function which resets the stack to the D-Cache too, your program will crash and burn because the new stack will overwrite the old one.

GsSortObject4 doesn't reset the stack (to my knowledge), but takes as a parameter a 'scratch' area to use for its intermediate workspace. If you've followed the sample code, you'll see that they use getScratchAddr(0) for this scratch area, which is a macro that points to the start of the D-Cache.

To be honest, I can't think of any obvious examples where using the D-Cache _as_a_stack_ would bring you a huge speed increase. But here's 3 reasons:

1) If you're writing a function that uses a lot of local variables (more than the number of registers available), then those variables will be allocated on the stack (and hence on the D-Cache), and therefore they'll go a bit faster.

2) If you are doing some major processing on a local array which is less than 1K, then having the stack on D-Cache will (generally) increase the speed of that function.

3) If you are doing a tree traversal (depth/breadth first, that sort of thing) which involves a lot of recursive function calls, then having the stack on D-Cache will be faster. The only proviso is to make sure that there aren't too many local variables and/or the tree is not too deep, or you'll overflow the D-Cache!

The D-Cache isn't a true cache in the usual sense of the word. A normal cache will _transparently_ store the most recently used lines of RAM to increase speed. The D-Cache is more like a really fast area of memory, but it's only 1K long. Thus it's up to the programmer to explicitly load and store parts of this memory, which is why most people set up their stack on it, because it gives an instant speed increase to local variable access.

If you want to process a global/static array, it's going to be stored on the heap and so you'll have to transfer it to D-Cache before you start, and transfer it back after you finish. This transfer overhead is only worth it if you're going to be accessing each element of the array more than twice. This is certainly the case if you're doing some image processing (like the flame/water effects).

The first heuristic of optimisation is to optimise the biggest timewaster. Back in the days when I was writing Unix database code, I managed to speed up a debugging function that was used twice in every function by a factor of 8. But since 90% of the time was spent preparing and parsing the SQL, the speed increase from the new function hardly made a dent in the performance. The lesson there is that you should concentrate on optimising the component which takes the longest time to complete.

If you want to time various parts of your code, use the VSync(-1) call or the Root counters. Run various important pieces of code in a loop a million times and see how many VSyncs each part takes. That will give you some idea of the proportion of time that code is taking."
-- James Russell, SCEE

------------------------------- SNIP --------------------------------

b) Declare variables static in functions that you call very often, so fewer local variables need to be pushed and popped.

c) Use lookup tables wherever possible, which are just arrays of pre-calculated numbers. There is no reason to do unnecessary CPU-intensive calculations when they have relatively the same output every time, for instance, Sin and Cos lookup tables.

2) What are some suggestions to make my 3D graphics a little faster?

a) First and foremost -- keep polygon count low. With the tools available this is sometimes difficult, since it seems modelers like to triangulate when saving out.

b) Make several versions of objects at different "resolutions", and sort higher polygon objects when those objects are closer to the camera, and lower polygon objects when they are farther away.

CODEWARRIOR

---

1) What can I do with Codewarrior that I can't do with Siocons?

a) Automatic makefiles - but other free Yaroze utils allow this
b) GUI coding - not suggested for PC, pretty choppy interface
c) GUI debug - very useful
d) FileServer - use MWDebugIO functions, which allow you to create, open, and close files on your PC; can be very unreliable; ARS and NiceARS (uses Pro Action Replay) is an alternative
e) Dead code stripping & call tree analysis.
f) Optimization that works
g) Understandable inline assembler syntax
h) Generate Playstation EXE format (for those who want that)

Here are some comments given by Craig Graham (creator of ARS):

"The yaroze version editor is buggy, yes. They sorted the IDE out on the Pro version about 6 months ago, no more dodgy characters and stuff. Perhaps if enough people mail them they'll do an IDE update for the yaroze compiler that provides the same fixes.

The debugger is a big step beyond the GNU one. The rest of the system is actually rather good. The compiler itself is very fast compared to GNU, and the code browsing stuff is excellent (better in many respects than the Microsoft IDE)."

And by Philip Gooch:

"
1) Compiling programs with multiple targets is a doddle - if you want to compile multiple versions of your code, say your trying out different things and you want to test the effects, this is easy. You can add all the different versions of your code to a project and quickly choose which ones to compile.

2) Similarly, it's easy to compile Debug and Optimised (with 4 levels of optimisation) versions of your code

3) Markers: if you want to quickly go to a particular point in your code, you can add a marker. Great for long and untidy source code!

4) Pop-up menus so you can quickly jump to all your functions.

5) Pop up menus so you can quickly open up your header files (great if you've forgotten what you've called or defined something as

6) Clicking and holding on a variable will let you jump to its definition

7) Colour syntax highlighting

8) Being able to dynamically download data from the host computer - great if you want to write games with lots of levels and graphics (downside is you need PsComUtil to run them)
"

Some other comments:

"I like the fact that I can compile and run my code with a single button press. I like the way the compiler points to erronous code in an editor window so it can be corrected there and then. But the main reason I stick with CW is the dynamic loading - load a TIM, copy to VRAM, load next TIM at same location etc etc. Saves a hell of a lot of memory. Now I have it, I can't live without it!"

2) What can I do with Siocons that I can't do with Codewarrior?

a) Download memory directly to a PC file (DSAVE[])

3) What's the best compiler setup?

One way to develop for Yaroze is to use Codewarrior to "make" your projects and the PSComUtil to download batch files, since it's mostly point and click. Many people have found the Codewarrior IDE very disturbing, though, so they choose to use an outside editor such as Microsoft DevStudio, or some shareware code editor. You can leave the files that you edit in the Codewarrior project, and just bring Codewarrior into focus and click "make" when you want to build your project to be downloaded to the yaroze.

Some other people have suggested forgetting Codewarrior altogether, using the makefile capabilities of MS DevStudio and integrating DJGPP(GCC) with it. See Steve Dunn's (SCEE) home page.

Also, check out the front end gnu programs that are available (in the utilities listing of this FAQ).

4) What kinds of problems are there with Metrowerk's MWDebugIO library?

The library seems to arbitrarily cause exceptions (crash your program) for unknown reasons (Metrowerks has been very quiet, and have not responded yet). You may want to check out ARS and NiceARS, which are libraries that allow quick I/O operations with the use of Pro Action Replay (European).

5) Why is PSComUtil failing?

a) If you get
"Connection Failed. Status -1
Transport Send Data. Status 101812

Transport Poll Rx Status. Status 101812
The PlayStation has generated a Hardware Interrupt exception at
instruction address 0x0."

Probably means that Pscomutil is still resident in memory. Check your
task manager and delete the process. For some reason, even if you exit
PSComUtil, it still stays resident in memory sometimes.

YAROZE COMMUNITY
---

1) What Yaroze tutorials are available?

Ira Rainey's Sprite Tutorial (SCEE)
http://www.netyaroze-europe.com/~shadow/ftp/STUFF/Howto.pdf

James Chow's help docs (SCEE)
http://www.netyaroze-europe.com/~jaycee/

Peter Passmore's 3D Tutorial (SCEE)
http://www.netyaroze-europe.com/~middx_uni/ftp/tutorial.zip

Robert Swan's accompaniment to above tutorial (SCEE) - see other
downloads too
http://www.netyaroze-europe.com/~middex2/ftp/comp_tut.zip

Jamin Frederick's Sprite Tutorial (SCEA)
http://www.scea.sony.com/net/yaroze/pages/ftp/jfrederick/onespr.zip

Nelson Santos' Ping - beginner game with docs (SCEA)
http://www.total.net/~nsantos/downloads/ping.zip

James Russell's Vectors and Matrices Tutorial (SCEE)
http://www.netyaroze-europe.com/~jruss1/matrix.html

Javier's Vector and Matrix Math (SCEE)
http://www.netyaroze-europe.com/~javier/

2) What are some useful general-purpose yaroze utilities?

**SCEE member sites:

Memory Viewer - graphically view Yaroze RAM, 0x80000000 to 0x801fffff
http://www.netyaroze-europe.com/~shaughnj/ftp/memview.zip

Analog PAD diagnostics - displays analog PAD values
http://www.netyaroze-europe.com/~shaughnj/ftp/analog.zip

DOS yaroze tools for people who don't like windows
http://www.netyaroze-europe.com/~yannick/

ARS (Action Replay File Server) - lets you do i/o with yaroze at 20x the
 speed; NOTE: you need Datel Action Replay for this
http://www.netyaroze-europe.com/~c_graham/areplay.html

NiceARS - ARS implemented in windows NT; NOTE: you need Datel Action
 Replay for this
http://www.netyaroze-europe.com/~steved/nice_ars_for_windows_nt.htm

RsdAnim - "...a PC (Win95) hosted keyframe animator for Playstation RSD
 format 3D models...."

http://www.netyaroze-europe.com/~c_graham/rsdanim.html

Binary Conversion Tool - converts data files to C source binaries
http://www.netyaroze-europe.com/~steved/tools/binary_conversion_tool.htm

Sound Effects Player - lets you test sounds on yaroze
http://www.netyaroze-europe.com/~steved/articles/sfx_player/
sound_effects_player.htm

C++ Library - wrappers around standard pslib function calls
http://www.netyaroze-europe.com/~steved/cpp_yaroze_library.htm

Yaroze Master - makes editing and using makefiles a snap on Win95/NT
http://www.netyaroze-europe.com/~deruiter/ym.zip

Lightwave to RSD converter - convert from LOB to RSD
http://www.netyaroze-europe.com/~Sig1LL/ftp/converters/pcpsx120.zip

Starfield Library - function calls to easily make a 3d starfield
http://www.netyaroze-europe.com/~rcutting/ftp/starfield/starfield.ZIP

GCC C++ - Win32 compiler for your C++ code, even if you don't have
 Codewarrior
http://www.netyaroze-europe.com/~frothy/ftp/gcc281.ZIP

Crossroads - freeware 3D file converter (Win32)
http://www.pnn.com/~rickhowd/xroads1.zip

Convert - freeware DOS audio file converter
http://www.netyaroze-europe.com/~nslaven/ftp/utils/convrt14.zip

PAK - compression utility for data uploads (incomplete?)
http://www.netyaroze-europe.com/~smithers/ftp/pak.zip

Linux Tools
http://www.netyaroze-europe.com/~respond/download.html

Amiga Tools
http://www.netyaroze-europe.com/~CACTUS/

Unix Tools
http://www.netyaroze-europe.com/~byz00002/unix/

Utilities for Atari ST sprites
http://www.netyaroze-europe.com/~sevans/demos.htm

TMD Viewer - includes depth cuing and object/viewpoint manipulation
http://www.netyaroze-europe.com/~sevans/ftp/demos/yaroze/tmdview.ZIP

CRNCHPLY - reduces redundant PLY data
CRNCHPL - same as above, but without DOS4GW.EXE
MEMEDIT - edit the contents of any file on your second memory card
DATAMAN - manages data download offsets
http://www.netyaroze-europe.com/~jruss1/#tools

Memory Card Dump
http://www.netyaroze-europe.com/~badchild/ftp/card.zip

Stereoscopic Vision
http://www.netyaroze-europe.com/~middx_uni/ftp/stereo.zip

Dump Address - creates .h and batch files for your Yaroze datafiles
Palette Ripper - extracts Cluts from PCX files. Useful for light and
 palette animation

Vertex Extractor - Extracts vertex and normal data from TMD files. Useful
 for animated 3D objects
http://www.netyaroze-europe.com/~IBEYOND/ftp/niftytools.zip

General GsBG Background Editor
http://www.netyaroze-europe.com/~shaughnj/ftp/bgedit.zip

**SCEA member sites:

VRAM and TIM viewer
http://ww1.scea.sony.com/net/yaroze/pages/ftp/kbender/vvram.zip

PSXsock - enables TCP/IP connection of Yaroze (Win95/NT)
http://www.scea.sony.com/net/yaroze/pages/ftp/jblack/PSXsock.zip

Unix Tools
http://www.scea.sony.com/net/yaroze/pages/chenrich.html

Psx IDE - front end to gcc for Win95/NT
http://yaroze-world.org/assets/images/psxide.zip

WAD Builder - compression utility for Yaroze data/code
http://yaroze-world.org/assets/images/wb.zip

Joystick Routines
Sprite Animation
Decompression
Starfield
(libraries and example code)
http://yaroze-world.org/html/ps_code.html

Card save module - functions to save to memory card
Font module - lets you use pretty, custom fonts
Menu module - lets you easily make a menu system
http://lucien.blight.com/~sauron/Net.Yaroze._Rocks_.My.World/

Address Arranger - automatically arranges your data addresses for
 downloading
Sprite Assembler - clips a sprite from a TIM and resaves it
TIM Manipulator - fiddle with specific TIM attributes
Screen Grabber - grabs the screen and stores as a file
http://www.scea.sony.com/net/yaroze/pages/scartier.html

PPTMDView - TMD/RSD viewer for Mac
http://www.scea.sony.com/net/yaroze/pages/ftp/wlee/PPTMDView_0.21.sit.hqx

Font Library - fonts and special effects
http://comradery.com/erico/cool/yaroze/fontdemo/fontdemo.zip

GsBG Library - lets you do tiled backgrounds
http://www.scea.sony.com/net/yaroze/pages/ftp/eolaughlen/bgdemo.zip

Card Save Library - lets you save to memory card
http://www.netyaroze-europe.com/~jaycee/

DMS - S3M module player for Yaroze
http://www.scea.sony.com/net/yaroze/pages/elee2.html

3) Where is there some useful technical info?

**SCEE member sites:

Scott Evans' Technical Notes

http://www.netyaroze-europe.com/~sevans/tech.htm)

Some intro demos and tidbits: dynamic TMDs, lines, sprites, gradients,
 split screen (Robert Swan, Downloads section)
http://www.netyaroze-europe.com/~middex2/

Various technical info
http://www.netyaroze-europe.com/~mrfrosty/yze_resource/rce_index.html

Using DevStudio with GCC
http://www.netyaroze-europe.com/~steved/using_gcc_makefiles_in_ds.htm

General matrix and MIPS info, graphics links
http://www.netyaroze-europe.com/~javier/index.html

Shiny Toruses
http://www.netyaroze-europe.com/~Sig1LL/projects/second/howto.htm

3D Studio file format
http://www.netyaroze-europe.com/~Sig1LL/3ds/3ds.html

Motion Capture
http://www.netyaroze-europe.com/~Sig1LL/motion.html

TMD file format
http://www.netyaroze-europe.com/~Sig1LL/tmd/tmdform.html

Exception Handling
http://www.netyaroze-europe.com/~Sig1LL/ftp/source/EXCEP.ZIP

Macintosh help
http://www.netyaroze-europe.com/~daryl/

C++ for Yaroze
http://www.netyaroze-europe.com/~c_graham/cplus.html

**SCEA member sites:

NM.EXE
ClearImage()
Multiple CLUTs
Misc Tricks
Fixed Point
http://www.scea.sony.com/net/yaroze/pages/scartier.html

Using the Yaroze with C++
http://www.scea.sony.com/net/yaroze/pages/cblackwell2.html

C++ class examples
http://www.scea.sony.com/net/yaroze/pages/cblackwell4.html

Some programming tips
http://www.scea.sony.com/net/yaroze/pages/cblackwell3.html

Some answered FAQs
http://www.scea.sony.com/net/yaroze/pages/hchen.html

VSync() Diagram
http://www.scea.sony.com/net/yaroze/pages/wlee5.html

Tidbit on speeding up DOS SIOCONS programs
http://www.scea.sony.com/net/yaroze/pages/dminsterman.html

Macintosh resources

http://www.scea.sony.com/net/yaroze/pages/nporcino.html

Some info on SSUtKeyOn()
http://www.total.net/~nsantos/downloads/sfx.zip

Docs describing Yaroze API
http://www.total.net/~nsantos/downloads/yardoc.zip

4) Where are some other interesting sites?

Yaroze Demos Page (Nick Ferguson)
http://www.netyaroze-europe.com/~rookie1/demos/demos.htm
http://www.saqnet.co.uk/users/nickf/public_html/demos/demos.htm

Personal profiles of participating yaroze members
http://www.netyaroze-europe.com/~madmac/

Yaroze Game Reviews
http://www.netyaroze-europe.com/~mrfrosty/yze_resource/rce_index.html

Net Yaroze Times
http://www.geocities.com/TimesSquare/Alley/2200/

Club Yaroze
http://www.clubyarouze.com/cyarchive/

Underground Yaroze (no longer updated)
http://www.pacificcoast.net/~titan/

5) Are there any chat sessions going on?

Yaroze Chat in Auditorium on SCEA web page (every Saturday 9:00pm EST)
http://www.scea.sony.com/net/yaroze/aud.html

James Rutherford's chat page (still pending)
http://www.netyaroze-europe.com/~mrfrosty/chat/index.html

ICQ Chat Group
http://groups.icq.com/group.asp?no=17896

6) What yaroze contests are there? Who can participate?

UK Game Developer 98 -- SCEE yaroze only
(http://www.gduk.co.uk/html/first.html)

Jeff Lawton's Yaroze Competition
http://yaroze-world.org

MISCELLANEOUS
---

1) How do I convert from PAL to NTSC or NTSC to PAL?

See:
http://www.netyaroze-europe.com/~jaycee/palntsc.html

2) How can I make my program detect NTSC or PAL an runtime?

According to George Bain:

```
if( CdSearchFile(&file, "\\DTL_S30.35;1") == 0)
  {
  printf("Boot file not found... MODE_NTSC enabled \n");
  SetVideoMode( MODE_NTSC );
  video_mode = GetVideoMode();
  }
else
  {
  printf("Boot file found... MODE_PAL enabled \n");
  SetVideoMode( MODE_PAL );
  video_mode = GetVideoMode();
  }
```

3) How do I takes screenshots?

There are two methods, described by the following newsgroup post:

"There are two main methods of grabbing screenshots which can be got from the scea mirror under scee utilities (i think) Unfortunately, I think both could do with being better programmed, so maybe theres a short thing i can do tomight.

The first uses the files scrngrab.c/h and it basically printfs() the contents of a rectangle of video ram to the pc, which is picked up by logging the siocons output. A program is then run (log2raw) which strips the other crap out and leaves you with a .raw file which something like paint shop pro can convert to bmp. Plus points: fairly easy to set up, and easy to grab more than one image from the game without needing to reload it. Bad points: can be corrupted relatively easy during pc transfer. (A post by James Russell says there shouldn't be any interference using printfs but that isnt true. works fine at home, but maybe having 30 other pcs around the ones at uni explains why they cock up everysingle time).

second is screensht.c/h and uses storeimage to copy video ram contents to main memory, then dsave to transfer to PC. Use timtool to convert from tim format to bmp. Good points, hasnt corrupted on me yet. Bad points: harder to include, only get one screenshot (without extra work to it) have to quit program to grab pictures)

The first method takes around 20 seconds to load to pc, and the second takes 29 seconds at full speed..."

UNANSWERED

) Why does saving to DXF from modelers make so many more polygons? What can I do to avoid this?

) Is it more important that I make fewer objects or fewer polygons?

) Is there any reason to put several models within a TMD file instead of only one?

) How do the 24-bit images work?

) Can I do floating point?

) How are texture pages numbered, and what is their ID?

) Why doesn't LoadImage() work for large rectangles, close to the size of the video memory (1024 x 512)?

) Why is PSComUtil failing?

) Is there any differences in writing code for Codewarrior versus writing code for Siocons?

) What can I do with Siocons that I can't do with Codewarrior?

) Is there any way to read from a CD other than the Yaroze boot disk, and is it allowed?

) Can I run yaroze programs on a regular playstation? Do I still need to download?

) What are some cool 2D special effects?

) What are some cool 3D special effects?

) What is ARG and Pro Action Replay?

) How much is Pro Action Replay, and where do I get it?

) Is Pro Action Replay worth the money?

) Can I use the Game Shark instead of Pro Action Replay?

) What are some suggestions to make my 2D graphics a little faster?

) What are some suggestions to make my 3D graphics a little faster?

) Do all the translucency settings work right?

) Why would you want to "turn off" a primitive/object for display instead of just not sorting it?

) Are there any *simple* modelers out there, that don't triangulate like crazy?

) How about some simple Codewarrior (MWDebugIO) example code for creating, opening, reading, and writing files to the PC?

) How efficient is C++ on the playstation?

) How efficient is using 16x16 pixel tiles (with GsBG) as opposed to using sprites (with GsSPRITE) as backgrounds?

) How can I make my games quicker, taking into account playstation hardware?

) How do I rotate my model around a different pivot point, while keeping it centered (at (0,0,0)) on its local coordinate system?

) What's the difference between GsVIEW2 and GsRVIEW2 and how do they work?

) I want to have an object with several moving parts (a model for each part) and have each part move independently. What do I have to do to get this to work?

--MESSAGE FILE 16481 END: ./2 SCEA/yaroze/announce/000000113html.html

--MESSAGE FILE 16482 START: ./2 SCEA/yaroze/announce/000000114html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "J. Pretorius" <jpretori@home.net>
Newsgroups: scea.yaroze.announce
Subject: New Game Available!
Date: Mon, 18 Jan 1999 14:30:57 -0800
Organization: @Home Network
Lines: 39
Message-ID: <36A3B621.736D5DEB@home.net>
NNTP-Posting-Host: cs207965-a.gvmt1.bc.wave.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en]C-AtHome0402 (Win95; U)

Hello Everybody,

The NTSC version of "Opera of Destruction" is ready for release. I haven't put up a home page on the US Yaroze site, but you can download the game from http://members.home.net/jpretori/opera.zip

(see http://members.home.net/jpretori/betafx.html for some out of date screen shots)
The game will also hopefully appear in the showcase section of the U.S. site shortly.

Opera of Destruction is an intense 3D flight sim type game that can be best described as a mix between Defender and Skychase for the Amiga. In one player mode you have to battle through 20 worlds, destroying enemy cities while protecting your own flying city. The game also features a 2 player split screen mode where players try to demolish each others city.

I've been working on the game part time for the last 8 months. It probably took about 550 hours to complete, but it was time well spent (???). I think that everybody who enjoys programming should write at least one game in their life time (but not necessarily try and sell it for $60 to poor game addicted children like some companies do!)

SCEA has received some criticism lately for the state of the Yaroze program in North America. I hope this game helps improve the situation or perceived situation. I am just grateful that Sony had the insight to create the Yaroze program in the first place. Hopefully they will also create an amateur development system for the Playsation 2.

I know how useful it can be browsing through source code, but I have not released the code for this game. Half way through development I started becoming frustrated that it was taking so long to complete and entered a zombie hacking state - the result being embarrassingly ugly code. But if you think that my game addresses a programming issue which you would like to know more about feel free to ask me..

James Pretorius

--MESSAGE FILE 16482 END: ./2 SCEA/yaroze/announce/000000114html.html

--MESSAGE FILE 16483 START: ./2 SCEA/yaroze/announce/000000115html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com

From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: test
Date: Thu, 21 Jan 1999 19:45:28 GMT
Organization: L4 Software
Lines: 1
Message-ID: <36a783ce.20645387@205.149.189.29>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

test 123
--MESSAGE FILE 16483 END: ./2 SCEA/yaroze/announce/000000115html.html

--MESSAGE FILE 16484 START: ./2 SCEA/yaroze/announce/000000116html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.announce,scee.yaroze.mydemos
Subject: new upload: dxcard-- read Dex Drive game saves!
Date: Wed, 10 Mar 1999 00:53:51 -0800
Organization: SCEA News Server
Lines: 33
Message-ID: <36E6331F.318636DB@znet.com>
NNTP-Posting-Host: scts1-22.znet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:116 scee.yaroze.mydemos:408

New upload: dxcard ver. 1.0

Dxcard allows your Yaroze to read Playstation game save files made with
Interact's Dex Drive (.GME) or the Playsaver (.MC) and copy them to a
memory card. Lots of game save files are available on the internet with
all levels, all cars, etc. -- go back and have fun with all those games
you gave up on. Based on Sony card sample source, with enhanced menus,
messages, and error checking. Lets you select individual files to copy,
includes card directory, hex dump, and erase file functions. Includes
source, with Japanese comments translated. PAL & NTSC versions.

-- Limitations:
Only writes from main memory to memory card, does not transfer files
from memory card to PC. Only works
with memory card #2. Memory card cannot be removed while program is
running. No icons, but displays card descriptions using Kanji font.

file link:
http://ww1.scea.sony.com/net/yaroze/pages/ftp/kbender/dxcard.zip

my yaroze page:
http://www.scea.sony.com/net/yaroze/pages/kbender.html

Without dxcard, I know I'd never get to see the toilet level
in Parappa the Rapper, with my sense of rhythm.

share and enjoy.

feedback hungrily accepted.

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
--MESSAGE FILE 16484 END: ./2 SCEA/yaroze/announce/000000116html.html

--MESSAGE FILE 16485 START: ./2 SCEA/yaroze/announce/000000117html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Chats move to Tuesday nights
Date: Thu, 11 Mar 1999 20:57:03 GMT
Organization: L4 Software
Lines: 7
Message-ID: <36e82d89.23513987@205.149.189.29>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Just a quick note to let everyone know that I am moving the chats from
Saturday night to Tuesday night. The time will remain the same, 9:00pm
EST.

I hope to see you there,

Mario
--MESSAGE FILE 16485 END: ./2 SCEA/yaroze/announce/000000117html.html

--MESSAGE FILE 16486 START: ./2 SCEA/yaroze/announce/000000118html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.announce
Subject: Re: Chats move to Tuesday nights
Date: Tue, 16 Mar 1999 15:38:27 -0800
Organization: SCEA News Server
Lines: 17
Message-ID: <36EEEB73.96CB691F@vmlabs.com>
References: <36e82d89.23513987@205.149.189.29>
NNTP-Posting-Host: vmlabs68.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

Ah nuts, I can't make it tonight. Gotta drop by GDC and see what
freebies they have.

I do like it better on Tuesday's though. 9pm EST is 6pm my time so it
coincides well with when I start thinking about leaving work. I just
wanted to give feedback so you don't change it back to Saturday :)

Scott

> Just a quick note to let everyone know that I am moving the chats from
> Saturday night to Tuesday night. The time will remain the same, 9:00pm
> EST.
>
> I hope to see you there,
>
> Mario

--MESSAGE FILE 16486 END: ./2 SCEA/yaroze/announce/000000118html.html

--MESSAGE FILE 16487 START: ./2 SCEA/yaroze/announce/000000119html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <BitSlap_Software@bigfoot.com>
Newsgroups: scea.yaroze.announce
Subject: Re: Chats move to Tuesday nights
Date: Wed, 17 Mar 1999 20:32:58 -0500
Organization: BitSlap Software
Lines: 15
Message-ID: <7cpljm$obj6@scea>
References: <36e82d89.23513987@205.149.189.29>
Reply-To: "Steve Tolin" <BitSlap_Software@bigfoot.com>
NNTP-Posting-Host: sud-tcs1-port23.vianet.on.ca
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

I completely forgot about the change...

How was the attendance in the Auditorium on Tuesday??

Mario Perdue <mperdue@l4software.com> wrote in message
news:36e82d89.23513987@205.149.189.29...
>Just a quick note to let everyone know that I am moving the chats from
>Saturday night to Tuesday night. The time will remain the same, 9:00pm
>EST.
>
>I hope to see you there,
>
>Mario

--MESSAGE FILE 16487 END: ./2 SCEA/yaroze/announce/000000119html.html

--MESSAGE FILE 16488 START: ./2 SCEA/yaroze/announce/000000120html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: Chats move to Tuesday nights
Date: Thu, 18 Mar 1999 03:51:49 GMT
Organization: L4 Software
Lines: 11
Message-ID: <36f0781e.3876380@205.149.189.29>
References: <36e82d89.23513987@205.149.189.29> <7cpljm$obj6@scea>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Wed, 17 Mar 1999 20:32:58 -0500, "Steve Tolin"
<BitSlap_Software@bigfoot.com> wrote:

>I completely forgot about the change...
>
>How was the attendance in the Auditorium on Tuesday??

Not too good, there were only two of us. Hopefully there will be a
better turnout next week.

Mario
--MESSAGE FILE 16488 END: ./2 SCEA/yaroze/announce/000000120html.html

--MESSAGE FILE 16489 START: ./2 SCEA/yaroze/announce/000000121html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <sspiller@microsoft.com>
Newsgroups: scea.yaroze.announce
Subject: Re: Chats move to Tuesday nights
Date: Thu, 18 Mar 1999 09:07:25 -0800
Organization: SCEA News Server
Lines: 20
Message-ID: <7crbns$obj7@scea>
References: <36e82d89.23513987@205.149.189.29> <7cpljm$obj6@scea>
<36f0781e.3876380@205.149.189.29>
NNTP-Posting-Host: tide77.microsoft.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.203
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.203

Yeah, weeknights are hard. I usually work past 6pm and the auditorium
applet won't work through the firewall we have here. :(

-Steve

Mario Perdue <mperdue@l4software.com> wrote in message
news:36f0781e.3876380@205.149.189.29...
> On Wed, 17 Mar 1999 20:32:58 -0500, "Steve Tolin"
> <BitSlap_Software@bigfoot.com> wrote:
>
> >I completely forgot about the change...
> >
> >How was the attendance in the Auditorium on Tuesday??
>
> Not too good, there were only two of us. Hopefully there will be a
> better turnout next week.
>
> Mario

--MESSAGE FILE 16489 END: ./2 SCEA/yaroze/announce/000000121html.html

--MESSAGE FILE 16490 START: ./2 SCEA/yaroze/announce/000000122html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Re: Chats move to Tuesday nights
Date: Thu, 18 Mar 1999 23:32:34 GMT
Organization: L4 Software
Lines: 6
Message-ID: <36f18cd0.34680695@205.149.189.29>
References: <36e82d89.23513987@205.149.189.29> <7cpljm$obj6@scea>
<36f0781e.3876380@205.149.189.29> <7crbns$obj7@scea>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Steve,

You don't have to be there right at the starting time. I'm usually

there for at least 2 hours.

Mario
--MESSAGE FILE 16490 END: ./2 SCEA/yaroze/announce/000000122html.html

--MESSAGE FILE 16491 START: ./2 SCEA/yaroze/announce/000000123html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Mark Andrade" <mark@andradearts.com>
Newsgroups: scea.yaroze.announce
Subject: Re: Chats move to Tuesday nights
Date: Thu, 18 Mar 1999 17:48:11 -0800
Organization: Andrade Arts
Lines: 15
Message-ID: <7csa8h$obj9@scea>
References: <36e82d89.23513987@205.149.189.29> <7cpljm$obj6@scea>
<36f0781e.3876380@205.149.189.29> <7crbns$obj7@scea>
NNTP-Posting-Host: dol-proxy1.disney.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Are you on a PC? If so check out a program called SocksCap32. I think it's
shareware. I'm behind a firewall also but SockCap32 lets the applet work
through it.

Mark Andrade

Steve Spiller wrote in message <7crbns$obj7@scea>...
>Yeah, weeknights are hard. I usually work past 6pm and the auditorium
>applet won't work through the firewall we have here. :(

--MESSAGE FILE 16491 END: ./2 SCEA/yaroze/announce/000000123html.html

--MESSAGE FILE 16492 START: ./2 SCEA/yaroze/announce/000000124html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Nathan Miller" <kiryu@aol.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.event,scee.yaroze.freetalk
.english
Subject: PLAYSTATION 2 RELEASED!!!!!!!
Date: Thu, 1 Apr 1999 14:26:37 -0600
Organization: SCEA News Server
Lines: 10
Message-ID: <7e0kjr$b4r2@scea>
NNTP-Posting-Host: 98CF30C5.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:124 scea.yaroze.freetalk:1291
scee.yaroze.event:109 scee.yaroze.freetalk.english:3872

www.next-generation.com HAS ANNOUNCED THAT SONY HAS DONE A SURPRISE RELEASE
OF THE PLAYSTATION 2 AND THAT IT SHOULD COME TO THE US IN THE FALL!!!!
THERE ARE 5 GAMES AVAILABLE FOR THE SYSTEM RIGHT NOW!!!!!!!!

CHECK IT OUT FOR ALL OF THE GOOD INFO!!!!!!!!!!

Nathan Miller

--MESSAGE FILE 16492 END: ./2 SCEA/yaroze/announce/000000124html.html

--MESSAGE FILE 16493 START: ./2 SCEA/yaroze/announce/000000125html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.event,scee.yaroze.freetalk
.english
Subject: Re: PLAYSTATION 2 RELEASED!!!!!!!
Date: Thu, 01 Apr 1999 17:50:04 -0500
Organization: SCEA News Server
Lines: 14
Message-ID: <3703F81C.6D542642@datasys.net>
References: <7e0kjr$b4r2@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 336.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:125 scea.yaroze.freetalk:1292
scee.yaroze.event:111 scee.yaroze.freetalk.english:3875

Nathan Miller wrote:
>
> www.next-generation.com HAS ANNOUNCED THAT SONY HAS DONE A SURPRISE RELEASE
> OF THE PLAYSTATION 2 AND THAT IT SHOULD COME TO THE US IN THE FALL!!!!
> THERE ARE 5 GAMES AVAILABLE FOR THE SYSTEM RIGHT NOW!!!!!!!!
>
> CHECK IT OUT FOR ALL OF THE GOOD INFO!!!!!!!!!!!

hehehehehe........ Check out the date man..... April 1st.......

IT'S AN APRIL FOOLS JOKE. hehe!

'Darco
--MESSAGE FILE 16493 END: ./2 SCEA/yaroze/announce/000000125html.html

--MESSAGE FILE 16494 START: ./2 SCEA/yaroze/announce/000000126html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Nathan Miller" <kiryu@aol.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.event,scee.yaroze.freetalk
.english
Subject: PLAYSTATION 2
Date: Thu, 1 Apr 1999 17:25:57 -0600
Organization: SCEA News Server
Lines: 4
Message-ID: <7e0v43$b4r4@scea>
NNTP-Posting-Host: 98ADA61A.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:126 scea.yaroze.freetalk:1293
scee.yaroze.event:112 scee.yaroze.freetalk.english:3876

Well, I guess I forgot what day it was!!!!!!!!! Hmmm..... back to
programming!!!!!!!!

--MESSAGE FILE 16494 END: ./2 SCEA/yaroze/announce/000000126html.html

--MESSAGE FILE 16495 START: ./2 SCEA/yaroze/announce/000000127html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.announce
Subject: Access to SCEE site
Date: Fri, 02 Apr 1999 23:29:48 GMT
Organization: L4 Software
Lines: 4
Message-ID: <3705213c.5894697@205.149.189.29>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Everyone should now have access to the SCEE site. Please email me with
your member ID if you cannot get in.

Mario
--MESSAGE FILE 16495 END: ./2 SCEA/yaroze/announce/000000127html.html

--MESSAGE FILE 16496 START: ./2 SCEA/yaroze/announce/000000128html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.announce,scea.yaroze.problems.mac
Subject: wadder, a mac utility, now available
Date: Sat, 24 Apr 1999 23:49:44 -0700
Organization: SCEA News Server
Lines: 15
Message-ID: <1dqsi25.1f0tb4j39yq4gN@user-33qsplh.dialup.mindspring.com>
NNTP-Posting-Host: user-33qsplh.dialup.mindspring.com
User-Agent: MacSOUP/2.4
Xref: chuka.playstation.co.uk scea.yaroze.announce:128
scea.yaroze.problems.mac:92

wadder collects all of your data files together (TIMs, TMDs, etc.) and
creates one big data file with all that data inside it. Now, instead of
having to upload each individual TIM and TMD to the Yaroze, all you have
to do is upload the single resultant data file. wadder also creates a
header file which tells you where in memory each TIM and TMD resides.
Just #include this header in your code and you're ready to go!

[Inspired by (but uses no code from) Darco's "combine" utility (for the
PC).]

Get it at <http://www.scea.sony.com/net/yaroze/pages/wlee.html>

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 16496 END: ./2 SCEA/yaroze/announce/000000128html.html

--MESSAGE FILE 16497 START: ./2 SCEA/yaroze/announce/000000129html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.announce,scea.yaroze.mydemos
Subject: Decaying Orbit
Date: Mon, 24 May 1999 09:37:55 -0700
Organization: SCEA News Server

Lines: 44
Message-ID: <37498063.C46675FC@vmlabs.com>
NNTP-Posting-Host: vmlabs111.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

At long last, here it is.

What began as a simple test of my sprite-handling abilities soon blossomed into a full game. Those of you that have been here a while might remember this game when it was called Planet Graviton. I then changed it to Escape Velocity since it fit so nicely. Unfortunately that name is taken so it's now Decaying Orbit.

This demo has the first of five planned galaxies (each comprising 20-25 levels). Unfortunately, unless response is overwhelming, I won't be finishing the other four any time soon. I've been stuck in 2D for so long I need to move on to another (3D) project.

You can get the NTSC or PAL version of the game here:

  http://www.dragonshadow.com/downloads/do_ntsc.zip
  http://www.dragonshadow.com/downloads/do_pal.zip

I'm sorry I didn't do a proper port from NTSC to PAL. By the time I realized I needed to do it my code was firmly entrenched in NTSC. Still, it's playable.

I want to thank both Bob Shand and Nick F for taking the time to help me with testing before the release.

If you want to get more info about the game, I've made a website for it:

  http://www.dragonshadow.com/decayingorbit

It has an online manual, information about the levels, and some help on using the level editor. I'll be adding more stuff over the next few weeks - like cheats/secrets and diagrams of all the levels.

Also, I packaged up the online-manual portion of the website and have it available for download (and subsequent offline-reading) here:

  http://www.dragonshadow.com/downloads/do_manual.zip

About all that's left to say is WHEW!

Can I take a nap now?

Scott
--MESSAGE FILE 16497 END: ./2 SCEA/yaroze/announce/000000129html.html

--MESSAGE FILE 16498 START: ./2 SCEA/yaroze/announce/000000130html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.announce,scee.yaroze.mydemos
Subject: Re: Decaying Orbit
Date: Mon, 24 May 1999 17:15:51 -0700
Organization: SCEA News Server
Lines: 9

Message-ID: <3749EBB7.6CD94088@vmlabs.com>
References: <37498063.C46675FC@vmlabs.com>
NNTP-Posting-Host: vmlabs38.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.announce:130 scee.yaroze.mydemos:436

It has been pointed out to me that I shouldn't make binaries available
on a non-Yaroze server.

Much appologies for the transgression. I've removed them and will post
another message once they're available at the approriate locations.

Goes to show you how long it's been since I've posted anything :)

Scott
--MESSAGE FILE 16498 END: ./2 SCEA/yaroze/announce/000000130html.html

--MESSAGE FILE 16499 START: ./2 SCEA/yaroze/announce/000000131html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.announce,scee.yaroze.mydemos
Subject: Decaying Orbit (for real this time)
Date: Wed, 26 May 1999 18:41:50 -0700
Organization: SCEA News Server
Lines: 18
Message-ID: <374CA2DE.87C76FBE@vmlabs.com>
References: <37498063.C46675FC@vmlabs.com> <3749EBB7.6CD94088@vmlabs.com>
NNTP-Posting-Host: vmlabs36.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.announce:131 scee.yaroze.mydemos:440

Decaying Orbit is available at the proper place this time. SCEE folks
might have to wait until it gets mirrored over to your side.

For SCEA:
  http://www.scea.sony.com/net/yaroze/pages/ftp/scartier/do_ntsc.zip -
NTSC (514k)
  http://www.scea.sony.com/net/yaroze/pages/ftp/scartier/do_pal.zip -
PAL (515k)

For SCEE (once available):

http://www.netyaroze-europe.com/yaroze_scea/pages/ftp/scartier/do_ntsc.zip
- NTSC (514k)

http://www.netyaroze-europe.com/yaroze_scea/pages/ftp/scartier/do_pal.zip
- PAL (515k)

Scott
--MESSAGE FILE 16499 END: ./2 SCEA/yaroze/announce/000000131html.html

--MESSAGE FILE 16500 START: ./2 SCEA/yaroze/announce/000000132html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)

Newsgroups: scea.yaroze.announce
Subject: System problems
Date: Sun, 27 Jun 1999 12:50:58 GMT
Organization: L4 Software
Lines: 8
Message-ID: <37761d8a.2332447@205.149.189.29>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Just thought I'd let everyone know that I've been having system
problems lately and have lost a few email requests from members. If
you have emaild any requests to me in the last two weeks and I have
not responded yet, please email your request again.

Thanks,

Mario
--MESSAGE FILE 16500 END: ./2 SCEA/yaroze/announce/000000132html.html

--MESSAGE FILE 16501 START: ./2 SCEA/yaroze/announce/000000133html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.announce,scea.yaroze.freetalk
Subject: 'lizard' first-look now available
Date: Fri, 16 Jul 1999 03:12:03 -0700
Organization: SCEA News Server
Lines: 22
Message-ID: <1dv0lin.1mexggb1fjc9tsN@user-33qti7h.dialup.mindspring.com>
NNTP-Posting-Host: user-33qti7h.dialup.mindspring.com
User-Agent: MacSOUP/2.4
Xref: chuka.playstation.co.uk scea.yaroze.announce:133 scea.yaroze.freetalk:1436

well, it's nowhere near an actual game yet, and it's pretty barren,
graphics-wise, but my yaroze demo has reached a point where i wanted to
share it with the outside world.

it's called "lizard," because your character is supposed to be a cyborg
lizard, although currently it looks more like a turtle. it will
eventually be some kind of 3-d 3rd-person platformy-shooter kind of
thing; as it stands now, it's more of a skeleton of an engine. i'm
pretty happy with the way it's coming together, though.

no source code yet, and no PAL version yet (sorry!)... but it's a small
download (like i said, it's graphically barren, and no sound), so please
take a look if you can!

thanks.

http://www.scea.sony.com/net/yaroze/pages/ftp/wlee/lizard.zip

--
wayne a. lee <wal@blarg.net>
http://www.scea.sony.com/net/yaroze/pages/wlee.html
--MESSAGE FILE 16501 END: ./2 SCEA/yaroze/announce/000000133html.html

--MESSAGE FILE 16502 START: ./2 SCEA/yaroze/announce/000000134html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <dsyaroze@concentric.net>

Newsgroups: scea.yaroze.announce,scea.yaroze.freetalk
Subject: Re: 'lizard' first-look now available
Date: Fri, 16 Jul 1999 20:28:28 -0700
Organization: SCEA News Server
Lines: 10
Message-ID: <378FF85C.1BC27E55@concentric.net>
References: <1dv0lin.1mexggb1fjc9tsN@user-33qti7h.dialup.mindspring.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts009d38.oak-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.51 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.announce:134 scea.yaroze.freetalk:1438

Wayne,

Looking good! The player textures are really cool as are the shots.

One thing I noticed was that the camera rotate buttons (L2 & R2) I
believe seemed reversed.

I can't wait to see how this turns out!

Scott
--MESSAGE FILE 16502 END: ./2 SCEA/yaroze/announce/000000134html.html

--MESSAGE FILE 16503 START: ./2 SCEA/yaroze/announce/000000135html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.announce,scea.yaroze.problems.mac
Subject: new version of TMDViewer available
Date: Mon, 13 Sep 1999 22:29:17 -0700
Organization: SCEA News Server
Lines: 9
Message-ID: <1dy3ck8.fx0zt6jsmsn4N@[192.168.0.1]>
NNTP-Posting-Host: user-33qtgmr.dialup.mindspring.com
User-Agent: MacSOUP/2.4
Xref: chuka.playstation.co.uk scea.yaroze.announce:135
scea.yaroze.problems.mac:93

i've uploaded version 0.5 of tmdviewer, my rsd/tmd viewer/editor for
macintosh. new features include better rsd support, uv editing, and
more. oh yeah, i've uploaded the source code, too, warts and all!

check out my web page (in my sig) for details!

--
wayne a. lee <wal@blarg.net>
http://www.scea.sony.com/net/yaroze/pages/wlee.html
--MESSAGE FILE 16503 END: ./2 SCEA/yaroze/announce/000000135html.html

--MESSAGE FILE 16504 START: ./2 SCEA/yaroze/announce/000000136html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.announce,scea.yaroze.problems.mac
Subject: dxf to rsd for macintosh!
Date: Sat, 23 Oct 1999 12:43:16 -0700
Organization: SCEA News Server
Lines: 11
Message-ID: <1dzzq49.1603wn71fmwpbqN@wal-2.dsl.speakeasy.net>

NNTP-Posting-Host: wal-2.dsl.speakeasy.net
User-Agent: MacSOUP/2.4
Xref: chuka.playstation.co.uk scea.yaroze.announce:136
scea.yaroze.problems.mac:97

i've recently upgraded my mac tmd/rsd viewer to import dxf files. it's
available on my web site (see my .sig below).

oh yeah, i'll probably be renaming the program soon (currently named
"TMDViewer"), since it does far more than just view tmds now. i'm
leaning towards "DR TIM": Dxf Rsd Tmd Interchange for Macintosh.... any
suggestions?

--
wayne a. lee <wal@blarg.net>
http://www.scea.sony.com/net/yaroze/pages/wlee.html
--MESSAGE FILE 16504 END: ./2 SCEA/yaroze/announce/000000136html.html

--MESSAGE FILE 16505 START: ./2 SCEA/yaroze/announce/000000137html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: shade@dragonshadow.com (Scott Cartier)
Newsgroups: scea.yaroze.announce,scea.yaroze.problems.mac
Subject: Re: dxf to rsd for macintosh!
Date: Sun, 24 Oct 1999 16:40:21 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <381335ef.403519132@news.scea.sony.com>
References: <1dzzq49.1603wn71fmwpbqN@wal-2.dsl.speakeasy.net>
NNTP-Posting-Host: vmlabs39.vmlabs.com
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.announce:137
scea.yaroze.problems.mac:98

>oh yeah, i'll probably be renaming the program soon (currently named
>"TMDViewer"), since it does far more than just view tmds now. i'm
>leaning towards "DR TIM": Dxf Rsd Tmd Interchange for Macintosh.... any
>suggestions?

DR TIM sounds good. It's catchy and descriptive. Too bad I can't use
it!

Scott
--MESSAGE FILE 16505 END: ./2 SCEA/yaroze/announce/000000137html.html

--MESSAGE FILE 16506 START: ./2 SCEA/yaroze/announce/000000138html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Lemont Washington" <lwashington@premierhome.net>
Newsgroups:
scea.yaroze.freetalk,scee.yaroze.freetalk.english,scea.yaroze.announce,scee.yaro
ze.programming.2d_graphics
Subject: 2000 Game Developer Conference?
Date: Sat, 12 Feb 2000 10:37:31 -0000
Organization: SCEA News Server
Lines: 3
Message-ID: <883ui3$2kh1@scea>
NNTP-Posting-Host: cust19.premierhome.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1534
scee.yaroze.freetalk.english:5334 scea.yaroze.announce:138

scee.yaroze.programming.2d_graphics:1123

Are any fellow yarozers going to the game Developer conference this year?

--MESSAGE FILE 16506 END: ./2 SCEA/yaroze/announce/000000138html.html

--MESSAGE FILE 16507 START: ./2 SCEA/yaroze/announce/000000139html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Lemont Washington" <lwashington@premierhome.net>
Newsgroups:
scea.yaroze.freetalk,scee.yaroze.freetalk.english,scea.yaroze.announce,scee.yaro
ze.programming.2d_graphics
Subject: 2000 Game Developer Conference?
Date: Sat, 12 Feb 2000 10:37:55 -0000
Organization: SCEA News Server
Lines: 5
Message-ID: <883ui4$2kh2@scea>
NNTP-Posting-Host: cust19.premierhome.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1535
scee.yaroze.freetalk.english:5335 scea.yaroze.announce:139
scee.yaroze.programming.2d_graphics:1124

Are any fellow yarozers going to the game Developer conference this year?

--MESSAGE FILE 16507 END: ./2 SCEA/yaroze/announce/000000139html.html

--###############
--###############

--###############
--START NEWSGROUP FOLDER: ./2 SCEA/yaroze/beginners
--###############

--MESSAGE FILE 16508 START: ./2 SCEA/yaroze/beginners/000000001html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Yaroze philosophy
Date: Wed, 23 Apr 1997 20:07:58 -0500
Organization: (no organization)
Lines: 15
Message-ID: <335EB26E.19A3@charlie.cns.iit.edu>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

I've been looking at the demos, and one thing that seems very common
to me is that people use siocons to load data chunks (TIM, VAB, etc)
into "hard coded" locations, and then use #define VAB_ADDR 0x8011000

type definitions to let the run-time code know where they are.

Wouldn't it be easier to include a big array in the code, (ie,
convert the binary datafile into a big, "C" array, like using
tga2img.exe) with the appropriate size, and then just refer to
&array[0] (or just "array" of course) in the code, and let the linker
figure out where it should go?

I'm not sure if I'm missing the benefit of the multiple load
method.

Ed Federmeyer
--MESSAGE FILE 16508 END: ./2 SCEA/yaroze/beginners/000000001html.html

--MESSAGE FILE 16509 START: ./2 SCEA/yaroze/beginners/000000002html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Yaroze philosophy
Date: Thu, 24 Apr 1997 01:49:49 GMT
Organization: SCEA Net Yaroze News
Lines: 35
Message-ID: <335eba97.9388537@205.149.189.29>
References: <335EB26E.19A3@charlie.cns.iit.edu>
NNTP-Posting-Host: ind-0004-24.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

Ed,

One advantage to loading the data seperately is that you don't have to
load it each time. You could have two batch files, one that loads
everything and one that just loads the executable. Since the graphics
and sound normally make up the bulk of a game program, you could save
a fair amount of time by not reloading them every time you change your
code. So far I havn't done anything big enough to worry about DL time,
so tim2img.exe works fine for me.

I'm sure there are other advantages, but they don't come to mind right
now.

Mario

On Wed, 23 Apr 1997 20:07:58 -0500, Ed Federmeyer
<fedeedw@charlie.cns.iit.edu> wrote:

>I've been looking at the demos, and one thing that seems very common
>to me is that people use siocons to load data chunks (TIM, VAB, etc)
>into "hard coded" locations, and then use #define VAB_ADDR 0x8011000
>type definitions to let the run-time code know where they are.
>
>Wouldn't it be easier to include a big array in the code, (ie,
>convert the binary datafile into a big, "C" array, like using
>tga2img.exe) with the appropriate size, and then just refer to
>&array[0] (or just "array" of course) in the code, and let the linker
>figure out where it should go?
>
>I'm not sure if I'm missing the benefit of the multiple load
>method.
>
>Ed Federmeyer

--MESSAGE FILE 16509 END: ./2 SCEA/yaroze/beginners/000000002html.html

--MESSAGE FILE 16510 START: ./2 SCEA/yaroze/beginners/000000003html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: Yaroze philosophy
Date: Thu, 24 Apr 1997 02:12:28 -0500
Organization: (no organization)
Lines: 10
Message-ID: <335F07DC.3712@charlie.cns.iit.edu>
References: <335EB26E.19A3@charlie.cns.iit.edu>
<335eba97.9388537@205.149.189.29>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Mario Perdue wrote:
> One advantage to loading the data seperately is that you don't have to
> load it each time.

Ahhh, so when the program exits, and the Yaroze returns to the console
screen, it doesn't clear the RAM? If thats true, then I can see that
being a big advantage. I kind of assumed it cleared the RAM when it
reset to console mode.. I'll have to try that out.

EdF
--MESSAGE FILE 16510 END: ./2 SCEA/yaroze/beginners/000000003html.html

--MESSAGE FILE 16511 START: ./2 SCEA/yaroze/beginners/000000004html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Pradip Fatehpuria <pradip_fatehpuria@interactive.sony.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Yaroze Philosophy
Date: Thu, 24 Apr 1997 10:29:36 -0700
Organization: Sony Computer Entertainment America
Lines: 11
Message-ID: <335F9880.E70@interactive.sony.com>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Yes it is true,

you just need to download the data portion just ones but after that
you can just do the executables and that is what changes more
frequently.

One important thing to note is that the data integrity is maintained
only until you reset the PlayStation. Onece you do that, you can not
rely on the memory contents anymore.

Pradip
--MESSAGE FILE 16511 END: ./2 SCEA/yaroze/beginners/000000004html.html

--MESSAGE FILE 16512 START: ./2 SCEA/yaroze/beginners/000000005html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com

From: "Manny Najera" <mnajera@ix.netcom.com>
Newsgroups: scea.yaroze.beginners
Subject: How do I make a TMD?
Date: 30 Apr 1997 01:13:43 GMT
Organization: SCEA Net Yaroze News
Lines: 5
Message-ID: <01bc5504$01a8c880$2291b8cd@mannynaj>
NNTP-Posting-Host: dgr-il1-02.ix.netcom.com
X-Newsreader: Microsoft Internet News 4.70.1155

Can anyone outline for me in detail how to create a textured 3d object. I
know it is a lot to ask. Perhaps there is some sort of FAQ floating
around?

Manny Najera
--MESSAGE FILE 16512 END: ./2 SCEA/yaroze/beginners/000000005html.html

--MESSAGE FILE 16513 START: ./2 SCEA/yaroze/beginners/000000006html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: How do I make a TMD?
Date: Wed, 30 Apr 1997 03:12:42 GMT
Organization: SCEA Net Yaroze News
Lines: 27
Message-ID: <3366b756.46209678@205.149.189.29>
References: <01bc5504$01a8c880$2291b8cd@mannynaj>
NNTP-Posting-Host: ind-0007-21.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

Manny,

The basic process is this:

1) Create your 3D objects with a modeler or CAD program.

2) Export the objects as DXF files.

3) Use DXF2RSD.EXE or DXF2RSDW.EXE to convert the DXF files to RSD
   file sets of the objects.

4) Use RSDLINK.EXE to link all your RSD file sets into a TMD file.

Instructions for using these utilities are available in the User's
Guide, Chapter 14 - Graphics Tools.

Mario

On 30 Apr 1997 01:13:43 GMT, "Manny Najera" <mnajera@ix.netcom.com>
wrote:

>Can anyone outline for me in detail how to create a textured 3d object. I
>know it is a lot to ask. Perhaps there is some sort of FAQ floating
>around?
>
>Manny Najera

--MESSAGE FILE 16513 END: ./2 SCEA/yaroze/beginners/000000006html.html

--MESSAGE FILE 16514 START: ./2 SCEA/yaroze/beginners/000000007html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com

From: David Minsterman <daminste@top.cis.syr.edu>
Newsgroups: scea.yaroze.beginners
Subject: Just a comment
Date: Mon, 28 Apr 1997 23:41:39 -0700
Organization: SCEA Net Yaroze News
Lines: 6
Message-ID: <33659823.590B@top.cis.syr.edu>
Reply-To: daminste@top.cis.syr.edu
NNTP-Posting-Host: sudial0609-025.syr.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win16; U)

I've had my PSX for about a week now and I am really happy so far with it. Mainly I just wanted to test my posting ability to the newsgroups and say hello to everyone. This looks like everone involved is going to have some fun! Maybe frustrating at times but this is the best thing I've seen happen in a long time for us little guys with a fantasy in mind.
--MESSAGE FILE 16514 END: ./2 SCEA/yaroze/beginners/000000007html.html

--MESSAGE FILE 16515 START: ./2 SCEA/yaroze/beginners/000000008html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Brian Dawson <brian_dawson@interactive.sony.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Yaroze philosophy
Date: Wed, 30 Apr 1997 16:34:18 -0700
Organization: Sony Computer Entertainment America
Lines: 13
Message-ID: <3367D6FA.4E17@interactive.sony.com>
References: <335EB26E.19A3@charlie.cns.iit.edu>
<335eba97.9388537@205.149.189.29> <335F07DC.3712@charlie.cns.iit.edu>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.01 (Win95; I)

Ed Federmeyer wrote:
>
> Mario Perdue wrote:
> > One advantage to loading the data seperately is that you don't have to
> > load it each time.
>
> Ahhh, so when the program exits, and the Yaroze returns to the console
> screen, it doesn't clear the RAM? If thats true, then I can see that
> being a big advantage. I kind of assumed it cleared the RAM when it
> reset to console mode.. I'll have to try that out.
>
> EdFAlso, by using siocons to load the data you avoid having to "rewrite"
the array every time the data changes.
--MESSAGE FILE 16515 END: ./2 SCEA/yaroze/beginners/000000008html.html

--MESSAGE FILE 16516 START: ./2 SCEA/yaroze/beginners/000000009html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jay Brewer <J.Brewer@handsontoys.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Just a comment
Date: Thu, 01 May 1997 10:02:11 +0000
Organization: HandsOnToys, Inc.
Lines: 9

Message-ID: <33686A23.5F67@handsontoys.com>
References: <33659823.590B@top.cis.syr.edu>
Reply-To: J.Brewer@handsontoys.com
NNTP-Posting-Host: 204.167.99.141
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Macintosh; I; PPC)

David Minsterman wrote:
>
>little guys with a fantasy in
> mind.

I think that says it all. My friends and I have been in constant denial since programming games for C64 and Amiga sort of ended in Junior High - now at 25 we have returned with better tools - much more knowledge and the ability to finance the "dream" that fantasy...
--MESSAGE FILE 16516 END: ./2 SCEA/yaroze/beginners/000000009html.html

--MESSAGE FILE 16517 START: ./2 SCEA/yaroze/beginners/000000010html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Jack Copper <impmeister@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Contents of Boot CD
Date: Sat, 03 May 1997 12:08:28 -0400
Organization: ArcanaTech
Lines: 9
Message-ID: <336B62FC.B67@earthlink.net>
Reply-To: impmeister@earthlink.net
NNTP-Posting-Host: Cust13.Max10.Cleveland.OH.MS.UU.NET
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; U)

It appears that there are some sound and graphics files available on the Yaroze Boot CD (e.g., Mario uses sounds from the CD in his spaceguy demo).

How can I find out what files are on the CD (short of writing a program to do it.. an exercise left for the reader??). Have I missed something in a readme or in the documentation?

Jack Copper
--MESSAGE FILE 16517 END: ./2 SCEA/yaroze/beginners/000000010html.html

--MESSAGE FILE 16518 START: ./2 SCEA/yaroze/beginners/000000011html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Contents of Boot CD
Date: Sat, 03 May 1997 19:11:28 GMT
Organization: SCEA Net Yaroze News
Lines: 14
Message-ID: <336b8d4c.18253753@205.149.189.29>
References: <336B62FC.B67@earthlink.net>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

>It appears that there are some sound and graphics files available on the
>Yaroze Boot CD (e.g., Mario uses sounds from the CD in his spaceguy
>demo).
>
>How can I find out what files are on the CD (short of writing a program
>to do it.. an exercise left for the reader??). Have I missed something
>in a readme or in the documentation?
>

Well, you could put the CD into your PC's CDROM drive browse it to see
what's there. You could also look in the PSX/DATA directory where you
installed the NY dev system. The files are all there as well.

Mario
--MESSAGE FILE 16518 END: ./2 SCEA/yaroze/beginners/000000011html.html

--MESSAGE FILE 16519 START: ./2 SCEA/yaroze/beginners/000000012html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Jack Copper <impmeister@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Contents of Boot CD
Date: Sat, 03 May 1997 18:08:34 -0400
Organization: ArcanaTech
Lines: 47
Message-ID: <336BB762.1411@earthlink.net>
References: <336B62FC.B67@earthlink.net> <336b8d4c.18253753@205.149.189.29>
Reply-To: impmeister@earthlink.net
NNTP-Posting-Host: Cust26.Max10.Cleveland.OH.MS.UU.NET
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; U)

Mario Perdue wrote:
>

> Well, you could put the CD into your PC's CDROM drive browse it to see
> what's there. You could also look in the PSX/DATA directory where you
> installed the NY dev system. The files are all there as well.
>
> Mario

Sigh... I never think of CDs in terms of ISO standard... I was thinking
the boot CD was some wierd format...

HOWEVER, I went ahead and started to write a function to
programmatically browse... and have yet to get anything to work.

I tried what seemed to be the straightforward thing to do:

```
struct DIRENTRY stBaseDirectory;
firstfile("cdrom:\\*", &stBaseDirectory); // note lower case cdrom:
```

This sends the playstation off into the weeds. I've tried various other
permutations for the name parameter, but all either lock up the
playstation or cause an error message but no directory info.

For example :

```
firstfile("*", &stBaseDirectory);
```

causes an error message something like

```
* is not a known device.
Known device types are:
  tty:  SIO console
  cdrom: CD-ROM
  bu:    MEMORY CARD
  mem:  (reserved)
  cdx:  (reserved)

If I use CDROM: (upper case) the error message says CDROM is not a valid
device .... (note that there is NO : after the CDROM).

I I use bu10: as the name parameter, I get something valid back (I have
a memory card in slot two).

So, what am I doing wrong for the CD??

Thanks.
Jack Copper
--MESSAGE FILE 16519 END: ./2 SCEA/yaroze/beginners/000000012html.html


--MESSAGE FILE 16520 START: ./2 SCEA/yaroze/beginners/000000013html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: Contents of Boot CD
Date: Sat, 03 May 1997 18:37:31 -0500
Organization: (no organization)
Lines: 22
Message-ID: <336BCC3B.6713@charlie.cns.iit.edu>
References: <336B62FC.B67@earthlink.net> <336b8d4c.18253753@205.149.189.29>
<336BB762.1411@earthlink.net>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone  (Win95; I)

Jack Copper wrote:
> Sigh... I never think of CDs in terms of ISO standard... I was thinking
> the boot CD was some wierd format...
>
> HOWEVER, I went ahead and started to write a function to
> programmatically browse... and have yet to get anything to work.

You can use 'siocons.exe' to get the '>>' prompt. It has a "dir"
function that lets you browse the CD.  I'm typing this from memory,
since I still need to get a second serial card so I can have my modem
and Yaroze active at the same time :-(

I think if you 'dir cdrom:' it gives the top level directory.  Then if
you see a file without a ";" after it, that means it is a subdirectory.
You can then 'dir cdrom:\data' (for example), and see the contents of
the data directory (which contains still more subdirs, etc).

Much easier than writing a program to do this!  :-)  Although a nice set
of programmer freindly routines to get directory listings could be
useful in the long run.

EdF
--MESSAGE FILE 16520 END: ./2 SCEA/yaroze/beginners/000000013html.html
```

--MESSAGE FILE 16521 START: ./2 SCEA/yaroze/beginners/000000014html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Jack Copper <impmeister@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Contents of Boot CD
Date: Mon, 05 May 1997 20:50:37 -0400
Organization: ArcanaTech
Lines: 39
Message-ID: <336E805D.2BFE@earthlink.net>
References: <336B62FC.B67@earthlink.net> <336b8d4c.18253753@205.149.189.29>
<336BB762.1411@earthlink.net> <336BCC3B.6713@charlie.cns.iit.edu>
Reply-To: impmeister@earthlink.net
NNTP-Posting-Host: Cust107.Max6.Cleveland.OH.MS.UU.NET
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; U)

Ed Federmeyer wrote (among other things):
>
> Much easier than writing a program to do this! :-) Although a nice set
> of programmer freindly routines to get directory listings could be
> useful in the long run.
>
> EdF

I spent some more time trying to access the CD programmatically, to no
avail. Either I'm missing something (likely), or there is a bug in
firstfile() that prevents it from recognizing the * wildcard when
applied to the CD ROM.

BTW, I could swear I posted the details yesterday, but I don't see the
post anywhere.. so at the risk of duplication:

```
    struct DIRENTRY stBaseDirctory;
    firstfile("cdrom:\\*", &stDirectory );
```

sends the playstation off into the weeds (reset city...)
using simply * as the name parameter causes the playstation to generate
an error message to the effect that * is not a valid device, along with
a list of valid devices (of which, cdrom: is one!)

using UPPER case CDROM: also generated an error message, but the invalid
device in the string was CDROM (WITHOUT the : that was used with the
name!)

Various other names yield similar wierd results; however, using another
device from the valid list (i.e., bu10:*) works.. I get a reasonable
ASCII string for a "file" on the memory card in slot 2.

This is increasingly bothersome- I'd like to know how to reliably get to
the drive.. If and when I do (with a little help from my friends...) I'd
be happy to post whatever I come up with.

Insights??

Jack Copper
--MESSAGE FILE 16521 END: ./2 SCEA/yaroze/beginners/000000014html.html

--MESSAGE FILE 16522 START: ./2 SCEA/yaroze/beginners/000000015html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com

From: "Manifered H. Wolfe, II" <lobo@vicon.net>
Newsgroups: scea.yaroze.beginners
Subject: Need info on using pads
Date: Thu, 08 May 1997 16:16:54 -0400
Organization: Lobo Electronics
Lines: 7
Message-ID: <337234B6.6297@vicon.net>
Reply-To: lobo@vicon.net
NNTP-Posting-Host: ppp12.vicon.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Hi! Can someone tell me, simply, how to read the control pad? I've
looked at sample code and tried the same things but get lots of errors.
Do I need to link pad.h when I compile my code? I didn't think so, but
maybe I do. Thanks for any help.

-Manny
lobo@vicon.net
--MESSAGE FILE 16522 END: ./2 SCEA/yaroze/beginners/000000015html.html

--MESSAGE FILE 16523 START: ./2 SCEA/yaroze/beginners/000000016html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jack Copper <impmeister@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Need info on using pads
Date: Fri, 09 May 1997 07:27:29 -0400
Organization: ArcanaTech
Lines: 15
Message-ID: <33730A21.BE3@earthlink.net>
References: <337234B6.6297@vicon.net>
Reply-To: impmeister@earthlink.net
NNTP-Posting-Host: 1Cust21.Max6.Cleveland.OH.MS.UU.NET
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; U)

Manifered H. Wolfe, II wrote:
>
> Do I need to link pad.h when I compile my code? I didn't think so, but
> maybe I do. Thanks for any help.
>
> -Manny
> lobo@vicon.net

Yes, you do need to #include "pad.h" - it has the bit field definitions
you need to meaningfully access the value returned from PadRead().

Make sure the file itself is either in your working directory (the place
where your main source file is) or in your compiler's include path.

Jack Copper
--MESSAGE FILE 16523 END: ./2 SCEA/yaroze/beginners/000000016html.html

--MESSAGE FILE 16524 START: ./2 SCEA/yaroze/beginners/000000017html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jack Copper <impmeister@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Contents of Boot CD

Date: Fri, 09 May 1997 07:40:41 -0400
Organization: ArcanaTech
Lines: 39
Message-ID: <33730D39.A7D@earthlink.net>
References: <336B62FC.B67@earthlink.net> <336b8d4c.18253753@205.149.189.29>
Reply-To: impmeister@earthlink.net
NNTP-Posting-Host: 1Cust21.Max6.Cleveland.OH.MS.UU.NET
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; U)

Mario Perdue wrote:
>

> Well, you could put the CD into your PC's CDROM drive browse it to see
> what's there. You could also look in the PSX/DATA directory where you
> installed the NY dev system. The files are all there as well.
>
> Mario

This is the THIRD time I've tried to respond to you... the newsgroup bit bucket keeps eating messages.

Anyway, I went ahead and tried programmatic access, but have had no success so far. I'm either doing something wrong (hmmm..) or there is a bug in the library firstfile() function.

First, I tried what appeared to be the straightforward thing to do:

```
    struct DIRENTRY stBaseDirectory;
    firstfile( "cdrom:*", &stBaseDirectory);
```

This sends the playstation off into the weeds (reset city), as do "cdrom:\\", "cdrom:*", and other variations.

However, some other permutations (e.g., "*", "*", "CDROM:\\") resulted in an error message that listed devices (something to the effect of:)

```
    * is not a valid device
    valid devices are:
    cdrom:
    tty:
    bu:
```

etc.
And, if in fact I use "bu10:*" as the name parameter, I get a reasonable string back for the first "directory" (i.e., I have a memory card in slot 2, and it has the configuration file on it)

Any insights?
Thanks,
Jack Copper
--MESSAGE FILE 16524 END: ./2 SCEA/yaroze/beginners/000000017html.html

--MESSAGE FILE 16525 START: ./2 SCEA/yaroze/beginners/000000018html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Contents of Boot CD
Date: Fri, 09 May 1997 13:52:23 GMT
Organization: SCEA Net Yaroze News
Lines: 37
Message-ID: <33732b6b.1921713@205.149.189.29>
References: <336B62FC.B67@earthlink.net> <336b8d4c.18253753@205.149.189.29>

<33730D39.A7D@earthlink.net>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

>This is the THIRD time I've tried to respond to you... the newsgroup bit
>bucket keeps eating messages.

Sorry, we've been having a little trouble with the news groups. The
problem seems to be under control now, and should be fixed shortly.

>Anyway, I went ahead and tried programmatic access, but have had no
>success so far. I'm either doing something wrong (hmmm..) or there is a
>bug in the library firstfile() function.
>
>First, I tried what appeared to be the straightforward thing to do:
>
> struct DIRENTRY stBaseDirectory;
> firstfile("cdrom:*", &stBaseDirectory);
>This sends the playstation off into the weeds (reset city), as do
>"cdrom:\\", "cdrom:*", and other variations.
>
>However, some other permutations (e.g., "*", "*", "CDROM:\\")
>resulted in an error message that listed devices (something to the
>effect of:)
> * is not a valid device
> valid devices are:
> cdrom:
> tty:
> bu:
>etc.
>And, if in fact I use "bu10:*" as the name parameter, I get a reasonable
>string back for the first "directory" (i.e., I have a memory card in
>slot 2, and it has the configuration file on it)
>
>Any insights?

Not really. I havn't worked with this stuff yet, but you can bet I'll
be looking at it later today. If I can't figure it out, I'll find
someone who can.

Mario
--MESSAGE FILE 16525 END: ./2 SCEA/yaroze/beginners/000000018html.html

--MESSAGE FILE 16526 START: ./2 SCEA/yaroze/beginners/000000019html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Need info on using pads
Date: Fri, 09 May 1997 13:56:37 GMT
Organization: SCEA Net Yaroze News
Lines: 22
Message-ID: <33732c75.2187559@205.149.189.29>
References: <337234B6.6297@vicon.net> <33730A21.BE3@earthlink.net>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

>Manifered H. Wolfe, II wrote:
>>
>> Do I need to link pad.h when I compile my code? I didn't think so, but
>> maybe I do. Thanks for any help.
>>
>> -Manny
>> lobo@vicon.net

>
>Yes, you do need to #include "pad.h" - it has the bit field definitions
>you need to meaningfully access the value returned from PadRead().
>
>Make sure the file itself is either in your working directory (the place
>where your main source file is) or in your compiler's include path.
>
>Jack Copper

Sorry Manny. Your message must have been one of the ones lost
recently; this is the first I've seen it. Jack's right, you need to
include "pad.h" if you intend to access the controller.

Mario

--MESSAGE FILE 16526 END: ./2 SCEA/yaroze/beginners/000000019html.html

--MESSAGE FILE 16527 START: ./2 SCEA/yaroze/beginners/000000020html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: lee@voxware.com (Lee Stewart)
Newsgroups: scea.yaroze.beginners
Subject: Re: Need info on using pads
Date: Mon, 12 May 1997 21:11:44 GMT
Organization: SCEA Net Yaroze News
Lines: 8
Message-ID: <3377875d.26634746@news.scea.sony.com>
References: <337234B6.6297@vicon.net> <33730A21.BE3@earthlink.net>
<33732c75.2187559@205.149.189.29>
NNTP-Posting-Host: 208.3.138.208
X-Newsreader: Forte Free Agent 1.11/32.235

On Fri, 09 May 1997 13:56:37 GMT, mperdue@iquest.net (Mario Perdue)
wrote:

>Jack's right, you need to
>include "pad.h" if you intend to access the controller.

Any word on how to read the new analog controller?

--MESSAGE FILE 16527 END: ./2 SCEA/yaroze/beginners/000000020html.html

--MESSAGE FILE 16528 START: ./2 SCEA/yaroze/beginners/000000021html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Need info on using pads
Date: Mon, 12 May 1997 22:02:36 GMT
Organization: SCEA Net Yaroze News
Lines: 10
Message-ID: <337792ef.15867498@205.149.189.29>
References: <337234B6.6297@vicon.net> <33730A21.BE3@earthlink.net>
<33732c75.2187559@205.149.189.29> <3377875d.26634746@news.scea.sony.com>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Mon, 12 May 1997 21:11:44 GMT, lee@voxware.com (Lee Stewart) wrote:

>Any word on how to read the new analog controller?
>

Since you mentioned it, I'll be uploading an HTML (periph.zip)
document from the European site tonight. This document covers the

Playstation periperals, and should answer a lot of questions.

Mario
--MESSAGE FILE 16528 END: ./2 SCEA/yaroze/beginners/000000021html.html

--MESSAGE FILE 16529 START: ./2 SCEA/yaroze/beginners/000000022html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dp310@earthlink.net (Brian Gilman)
Newsgroups: scea.yaroze.beginners
Subject: A few requests
Date: Tue, 13 May 1997 05:29:39 -0700
Organization: SCEA Net Yaroze News
Lines: 27
Message-ID: <MPG.de1fe9172b83dda989681@news.scea.sony.com>
NNTP-Posting-Host: pool052-max5.la-ca-us.dialup.earthlink.net
X-Newsreader: Anawave Gravity v1.10

    I got my Net Yaroze a couple days ago, and I've noted a few things that would make things easier for someone learning the system. Right now, as it is, the documentation that comes with the Net Yaroze needs to be five or six volumes longer. Currently it would be extremely hard for someone who meets the minimum reqs(Good knowledge of C) to write PSX programs using just the documentation and samples that come with the Net Yaroze. Therefore, it seems that the example code that is posted by SCEA should be refined to cater to the lowest common denominator. A few things should be done to the existing example code(By SCEA), and when writing example code.
    The #define's should be cut down to a minimum, and when they are used, the same Macro names should be used in everyone's example source. That will make the code more readable, and newbie's won't have to sort out the common macro's when looking at different author's code.
    For variables, the name's used for common var's should also be standardized. Variable names need to be very verbose, (i.e. "WorldOrderingTable[2];" would be preffered over "wot[2];") if you know what your doing then this will seem trivial, but I think it would preffered by newbie's.
    For examples that show basic concepts, no user created external libraries should be used that don't come with the Net Yaroze. Learning how to display a 3D object can be confusing when everyone is using multiple libs of their own.
    This is just for example code that is posted to the examples section, obviously you should do whatever you want when your writing for yourself :).
--MESSAGE FILE 16529 END: ./2 SCEA/yaroze/beginners/000000022html.html

--MESSAGE FILE 16530 START: ./2 SCEA/yaroze/beginners/000000023html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jay Brewer <J.Brewer@handsontoys.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: A few requests
Date: Tue, 13 May 1997 09:10:05 +0000
Organization: HandsOnToys, Inc.
Lines: 16
Message-ID: <33782FED.3DF0@handsontoys.com>
References: <MPG.de1fe9172b83dda989681@news.scea.sony.com>
Reply-To: J.Brewer@handsontoys.com
NNTP-Posting-Host: 204.167.99.141
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Macintosh; I; PPC)

Brian Gilman wrote:
>
>   I got my Net Yaroze a couple days ago, and I've noted a few things
> that would make things easier for someone learning the system. Right now,
> as it is, the documentation that comes with the Net Yaroze needs to be
> five or six volumes longer. Currently it would be extremely hard for
> someone who meets the minimum reqs(Good knowledge of C) to write PSX
> programs using just the documentation and samples that come with the Net
> Yaroze.

Couldn't agree more Brian. Just to get up and running took us a week of
nights - because everything was so under-documented. There was no
troubleshooting and no documentation of error messages, etc.

Until we got onto the web site and started to get support we were
definitely dead in the water.
--MESSAGE FILE 16530 END: ./2 SCEA/yaroze/beginners/000000023html.html

--MESSAGE FILE 16531 START: ./2 SCEA/yaroze/beginners/000000024html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: A few requests
Date: Tue, 13 May 1997 15:35:37 GMT
Organization: SCEA Net Yaroze News
Lines: 67
Message-ID: <33788386.949380@205.149.189.29>
References: <MPG.de1fe9172b83dda989681@news.scea.sony.com>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Tue, 13 May 1997 05:29:39 -0700, dp310@earthlink.net (Brian Gilman)
wrote:
>   I got my Net Yaroze a couple days ago, and I've noted a few things
>that would make things easier for someone learning the system. Right now,
>as it is, the documentation that comes with the Net Yaroze needs to be
>five or six volumes longer. Currently it would be extremely hard for
>someone who meets the minimum reqs(Good knowledge of C) to write PSX
>programs using just the documentation and samples that come with the Net
>Yaroze.

I agree that we need to do several more examples that show the basics,
but I'll have to disagree with you on the manuals. I've done some work
with other console dev systems, and the documentation for Yaroze is as
good or better than the others I've seen. Yes, there have been (and
still are) some shortcomings, but they are being addressed and the
corrections and additions are being posted here.

If you're having some specific problems, ask in one of the news
groups. There are several people here (Sony reps and not) who could
probably help you get started. Don't be shy about asking questions.
After all, none of us has been doing this for long.

>Therefore, it seems that the example code that is posted by SCEA
>should be refined to cater to the lowest common denominator. A few things
>should be done to the existing example code(By SCEA), and when writing
>example code.

>   The #define's should be cut down to a minimum, and when they are
>used, the same Macro names should be used in everyone's example source.
>That will make the code more readable, and newbie's won't have to sort
>out the common macro's when looking at different author's code.

Actually, I find that more #defines makes the program easier to read. For example, when setting the scale of a sprite to one, I use the define ONE, not the constant 4096.

> For variables, the name's used for common var's should also be
>standardized. Variable names need to be very verbose, (i.e.
>"WorldOrderingTable[2];" would be preffered over "wot[2];") if you know
>what your doing then this will seem trivial, but I think it would
>preffered by newbie's.

That might be nice, but it's going to be pretty hard to get all these programmers scattered around the world to agree on the same standard names. I can only speak for myself, but I try to make the variable names self-explanatory. However, since I don't like to type any more than necessary, I'd probably use WorldOT[].

> For examples that show basic concepts, no user created external
>libraries should be used that don't come with the Net Yaroze. Learning
>how to display a 3D object can be confusing when everyone is using
>multiple libs of their own.
> This is just for example code that is posted to the examples
>section, obviously you should do whatever you want when your writing for
>yourself :).

OK, I can buy that. I'm not aware of any 'basic' examples that use any user created libraries though.

Please don't think that I'm dismissing your comments here. They all make good sense. I try to standardize #defines, variable names and function names in all my code; it makes cutting and pasting between programs much easier. However, each programmer has his/her own take on this stuff; it's like religon. I suspect that you'll be hard pressed to get people to change too much.

Mario
--MESSAGE FILE 16531 END: ./2 SCEA/yaroze/beginners/000000024html.html

--MESSAGE FILE 16532 START: ./2 SCEA/yaroze/beginners/000000025html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dp310@earthlink.net (Brian Gilman)
Newsgroups: scea.yaroze.beginners
Subject: Re: A few requests
Date: Tue, 13 May 1997 11:23:37 -0700
Organization: SCEA Net Yaroze News
Lines: 55
Message-ID: <MPG.de25181a54b0de2989682@news.scea.sony.com>
References: <MPG.de1fe9172b83dda989681@news.scea.sony.com>
<33788386.949380@205.149.189.29>
NNTP-Posting-Host: pool052-max5.la-ca-us.dialup.earthlink.net
X-Newsreader: Anawave Gravity v1.10

> I agree that we need to do several more examples that show the basics,
> but I'll have to disagree with you on the manuals. I've done some work
> with other console dev systems, and the documentation for Yaroze is as
> good or better than the others I've seen. Yes, there have been (and
> still are) some shortcomings, but they are being addressed and the
> corrections and additions are being posted here.
    Ah, but your talking Apple's and Orange's. Zilog & Motorola CPU's are all extremely well documented, and systems that use them aren't nearly as capable as the PSX. There isn't a system before the current generation that hasn't been emulated on a PC by someone who had no access to special information. As a silly statement, if we had to program the

PSX in R3000 assembly, we couldn't. I figure that you need to know at least the instruction set for that :p Also, there is a big difference between you and someone who has no prior console programming experince. I'm sure my post would be a non-issue if everyone who bought the Net Yaroze was used to reading Z80 code from hex dumps. In my logic, the documentation should be much longer and in-depth for something available to the public, and shorter for devolpers. Not vice-versa.

> If you're having some specific problems, ask in one of the news
> groups. There are several people here (Sony reps and not) who could
> probably help you get started. Don't be shy about asking questions.
> After all, none of us has been doing this for long.
:), I have no questions. Most of the stuff I posted about makes little difference to me, since I'm past that point. I'm just relaying what would have made getting past that point easier, and what might make things easier for people who have less experince.

> Actually, I find that more #defines makes the program easier to read.
> For example, when setting the scale of a sprite to one, I use the
> define ONE, not the constant 4096.
I agree, but that's for my own code. IMHO code is a lot less readable by someone other than the coder when lots of #define's are used.

> That might be nice, but it's going to be pretty hard to get all these
> programmers scattered around the world to agree on the same standard
> names. I can only speak for myself, but I try to make the variable
> names self-explanatory. However, since I don't like to type any more
> than necessary, I'd probably use WorldOT[].
Right, that would be hard. Instead, use search and replace :)

> Please don't think that I'm dismissing your comments here. They all
> make good sense. I try to standardize #defines, variable names and
> function names in all my code; it makes cutting and pasting between
> programs much easier. However, each programmer has his/her own take on
> this stuff; it's like religon. I suspect that you'll be hard pressed
> to get people to change too much.
Your right, I wasn't implying that anyone change their general coding habits. When it isn't example code that others are going to be learning from, then do whatever you want. However, I think that examples are a special case, and need extra care. I didn't ask for anything that I couldn't do myself, if you want, I'll standardize the #define's and variable names for you.

--MESSAGE FILE 16532 END: ./2 SCEA/yaroze/beginners/000000025html.html

--MESSAGE FILE 16533 START: ./2 SCEA/yaroze/beginners/000000026html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: A few requests
Date: Tue, 13 May 1997 17:38:46 -0500
Organization: (No organization)
Lines: 45
Message-ID: <3378ED76.408C@charlie.cns.iit.edu>
References: <MPG.de1fe9172b83dda989681@news.scea.sony.com>
<33788386.949380@205.149.189.29> <MPG.de25181a54b0de2989682@news.scea.sony.com>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Brian Gilman wrote:
> > Mario wrote:
> > I agree that we need to do several more examples that show the basics,
> > but I'll have to disagree with you on the manuals. I've done some work

Just my $.02 on this topic, in the hopes that the system gets even
better
and more easy for newbies (like me :-) to get up to speed:

One thing that would help the current docs *a lot* would be to include
an example call for each of the functions, and an example of directly
initializing each of the data structures. The example calls might
require
a little bit of surrounding code, but hopefully not much.

> > Actually, I find that more #defines makes the program easier to read.
> > For example, when setting the scale of a sprite to one, I use the
> > define ONE, not the constant 4096.
> I agree, but that's for my own code. IMHO code is a lot less readable by
> someone other than the coder when lots of #define's are used.

If there are "standard" defines, they should be mentioned in the docs.
Now I know that ONE means 4096, but at first, I had to take a break from
reading the code to go hunt that down, which breaks the concentration,
which just makes it a bit harder to understand new stuff. Even if the
'standard' defines are used, it would be good to say /* ONE = 4096 */,
just to help keep the learner focused on learning the subject, not
hunting
down the defines.

> > That might be nice, but it's going to be pretty hard to get all these
> > programmers scattered around the world to agree on the same standard
> > names. I can only speak for myself, but I try to make the variable
> > names self-explanatory. However, since I don't like to type any more
> > than necessary, I'd probably use WorldOT[].
> Right, that would be hard. Instead, use search and replace :)

Since the functions are all "SortOT", "BlahOT", etc, it would make
things
more readable to use "WorldOT", rather than "WorldOrderingTable".
Likewise
for "SortBG", I call my data structure "MyBG" (or whatever). It's very
obvious then that that struct is use with the "WhateverBG" routines.

EdF
--MESSAGE FILE 16533 END: ./2 SCEA/yaroze/beginners/000000026html.html

--MESSAGE FILE 16534 START: ./2 SCEA/yaroze/beginners/000000027html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: Need info on using pads
Date: Tue, 13 May 1997 17:41:42 -0500
Organization: (No organization)
Lines: 19
Message-ID: <3378EE26.2BF1@charlie.cns.iit.edu>
References: <337234B6.6297@vicon.net> <33730A21.BE3@earthlink.net>
<33732c75.2187559@205.149.189.29> <3377875d.26634746@news.scea.sony.com>
<337792ef.15867498@205.149.189.29>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Mario Perdue wrote:
>
> On Mon, 12 May 1997 21:11:44 GMT, lee@voxware.com (Lee Stewart) wrote:
>
> >Any word on how to read the new analog controller?
> >
>
> Since you mentioned it, I'll be uploading an HTML (periph.zip)
> document from the European site tonight. This document covers the
> Playstation periperals, and should answer a lot of questions.

By the way: I got a "deal" on some Light Guns with my Welcome
letter. I was wondering if all light guns for the PlayStation
are the same, as far as software is concerned, or do you need to
"support" all of the Light Guns out there? Did anyone else buy the
light gun deal? Do you get programming info with them, or does that
"periph.zip" include Light Gun programming info.

EdF
--MESSAGE FILE 16534 END: ./2 SCEA/yaroze/beginners/000000027html.html

--MESSAGE FILE 16535 START: ./2 SCEA/yaroze/beginners/000000028html.html
Path: chuka.playstation.co.uk!news
From: "Nelson Santos" <nelson@total.net>
Newsgroups: scea.yaroze.beginners
Subject: Ordering Tables
Date: 16 May 1997 23:08:08 GMT
Organization: Marconi
Lines: 24
Message-ID: <01bc624e$1366b300$4da1cdcd@default>
NNTP-Posting-Host: ppp-5200-1215.mtl.total.net
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Internet News 4.70.1161

To whoever can help:

I am a little unclear as to the meaning of an Ordering Table (OT).
According to the User Guide, an ordering table is used "for controlling
the proper display of polygons". Polygons means 3D, however I've seen
OT's used in 2D graphics programming as well as a simple "Hello World"
program. What gives?

Here is MY analysis: An ordering table is actually a place where you
insert a list of instructions on where to place sprites on the screen.
It basically holds all of the locations of each object on the screen.
When the list is complete, you call GsDrawOT() to place everything on
the screen that is defined in the table.

Is this correct? If not, please clarify for me as it seems to be an
essential step for placing any kind of graphics on the screen.

Also, how do packets fit into all this?

Thank you very much in advance!

Nelson.

--MESSAGE FILE 16535 END: ./2 SCEA/yaroze/beginners/000000028html.html

--MESSAGE FILE 16536 START: ./2 SCEA/yaroze/beginners/000000029html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: A few requests
Date: Wed, 21 May 1997 12:46:40 -0500
Organization: (No organization)
Lines: 18
Message-ID: <33833500.5414@charlie.cns.iit.edu>
References: <MPG.de1fe9172b83dda989681@news.scea.sony.com>
<33788386.949380@205.149.189.29> <MPG.de25181a54b0de2989682@news.scea.sony.com>
<3378ED76.408C@charlie.cns.iit.edu>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Another thing that would help improve the Reference Guide is if
the heading of the pages were always printed towards the outside
margin, away from the center spine of the book.

In other words, odd pages would have the subject heading on the
right, and even pages would have the subject heading on the left.

This way, when you flip through the pages, you only need to look
at the corner to see what that page is referring to, rather then
needing to open the book all the way.

Most refernce books are printed this way.

Looking at the libraryref.pdf, in the files/documentation section
of this Web site, I notice that it is still showing the subect
on the left side of each page.

EdF
--MESSAGE FILE 16536 END: ./2 SCEA/yaroze/beginners/000000029html.html

--MESSAGE FILE 16537 START: ./2 SCEA/yaroze/beginners/000000030html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jack Copper <impmeister@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: A few requests
Date: Wed, 21 May 1997 19:51:32 -0400
Organization: ArcanaTech
Lines: 28
Message-ID: <33838A84.689B@earthlink.net>
References: <MPG.de1fe9172b83dda989681@news.scea.sony.com>
<33788386.949380@205.149.189.29> <MPG.de25181a54b0de2989682@news.scea.sony.com>
<3378ED76.408C@charlie.cns.iit.edu> <33833500.5414@charlie.cns.iit.edu>
Reply-To: impmeister@earthlink.net
NNTP-Posting-Host: 1Cust62.Max28.Cleveland.OH.MS.UU.NET
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; U)

Ed Federmeyer wrote:

>
> Another thing that would help improve the Reference Guide is if
> the heading of the pages were always printed towards the outside
> margin, away from the center spine of the book.
>
> In other words, odd pages would have the subject heading on the
> right, and even pages would have the subject heading on the left.
>
> This way, when you flip through the pages, you only need to look
> at the corner to see what that page is referring to, rather then
> needing to open the book all the way.
>
SNIPPP
> EdF

Speaking of flipping through the reference guide, how about
alphabetizing things, so that flipping actually makes sense...
I have yet to discern any consistent rationale for the way data
structures and functions are interspersed, or the general sequence of
things...

Also, can someone from Sony confirm that the pdf files that were posted
are the right ones? I can't say that I've noticed any difference
between the pdf docs and the printed docs that I got- certainly most of
the blatant typos and non sequiturs are still in the pdf files.

Jack Copper
--MESSAGE FILE 16537 END: ./2 SCEA/yaroze/beginners/000000030html.html

--MESSAGE FILE 16538 START: ./2 SCEA/yaroze/beginners/000000031html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: A few requests
Date: Thu, 22 May 1997 14:11:18 GMT
Organization: SCEA Net Yaroze News
Lines: 14
Message-ID: <33845352.37705686@205.149.189.29>
References: <MPG.de1fe9172b83dda989681@news.scea.sony.com>
<33788386.949380@205.149.189.29> <MPG.de25181a54b0de2989682@news.scea.sony.com>
<3378ED76.408C@charlie.cns.iit.edu> <33833500.5414@charlie.cns.iit.edu>
<33838A84.689B@earthlink.net>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Wed, 21 May 1997 19:51:32 -0400, Jack Copper
<impmeister@earthlink.net> wrote:

>Also, can someone from Sony confirm that the pdf files that were posted
>are the right ones? I can't say that I've noticed any difference
>between the pdf docs and the printed docs that I got- certainly most of
>the blatant typos and non sequiturs are still in the pdf files.

The PDF files posted here are MUCH different from the ones I got in
January. That's not to say that there are no typo's or errors, but
they are a big improvement. I've never seen the english printed
manuals, so I don't know how they differ from those.

Mario
--MESSAGE FILE 16538 END: ./2 SCEA/yaroze/beginners/000000031html.html

--MESSAGE FILE 16539 START: ./2 SCEA/yaroze/beginners/000000032html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Ordering Tables
Date: Thu, 29 May 1997 14:37:17 GMT
Organization: SCEA Net Yaroze News
Lines: 35
Message-ID: <338d944c.22562637@205.149.189.29>
References: <01bc624e$1366b300$4da1cdcd@default>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

Nelson,

You've pretty much figured it out. The ordering table holds the
instructions on how to draw the screen. The packet area is a work area
used when doing the drawing.

Mario

On 16 May 1997 23:08:08 GMT, "Nelson Santos" <nelson@total.net> wrote:

>To whoever can help:
>
>I am a little unclear as to the meaning of an Ordering Table (OT).
>According to the User Guide, an ordering table is used "for controlling
>the proper display of polygons". Polygons means 3D, however I've seen
>OT's used in 2D graphics programming as well as a simple "Hello World"
>program. What gives?
>
>Here is MY analysis: An ordering table is actually a place where you
>insert a list of instructions on where to place sprites on the screen.
>It basically holds all of the locations of each object on the screen.
>When the list is complete, you call GsDrawOT() to place everything on
>the screen that is defined in the table.
>
>Is this correct? If not, please clarify for me as it seems to be an
>essential step for placing any kind of graphics on the screen.
>
>Also, how do packets fit into all this?
>
>Thank you very much in advance!
>
>Nelson.
>
>

--MESSAGE FILE 16539 END: ./2 SCEA/yaroze/beginners/000000032html.html

--MESSAGE FILE 16540 START: ./2 SCEA/yaroze/beginners/000000033html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.beginners
Subject: Re: Ordering Tables
Date: Thu, 29 May 1997 19:13:30 GMT
Organization: SCEA Net Yaroze News
Lines: 49
Message-ID: <338dd515.4460142@news.scea.sony.com>
References: <01bc624e$1366b300$4da1cdcd@default>
NNTP-Posting-Host: nb5ppp172.cac.psu.edu
X-Newsreader: Forte Free Agent 1.11/32.235

    I've been programming some 2d stuff for like a week and

a half now and I still haven't figured out how big the PACKETs
need to be. You need enough space for each basic thing you stick
in the OT. It hasn't been real clear to me yet, though, exactly how
the OT, packets, and tags are structurally organized.
    You need two OTs, two tag arrays and two PACKET arrays.
since the playstation does two things at once: displaying and drawing.
So while its drawing with one OT, tag array, and PACKET, it's
displaying the other set. The programmer doesn't really have to worry
about this, though. Its always done the same way. You stick things
like lines, sprites, and boxes into the "currently active" OT, sort
them, and draw them, just make sure you do the sorting/drawing in the
right order, per the demos. The switch to the opposite set is done
at every screen refresh, when the opposite buffer is now "active".
Actually, the loop present in all the demos is only going around once
per screen refresh, since one of the commands, VSync(0), pauses
execution until the screen is ready to be refreshed.

Jamin Frederick
jamin1@psu.edu

On 16 May 1997 23:08:08 GMT, "Nelson Santos" <nelson@total.net> wrote:

>To whoever can help:
>
>I am a little unclear as to the meaning of an Ordering Table (OT).
>According to the User Guide, an ordering table is used "for controlling
>the proper display of polygons". Polygons means 3D, however I've seen
>OT's used in 2D graphics programming as well as a simple "Hello World"
>program. What gives?
>
>Here is MY analysis: An ordering table is actually a place where you
>insert a list of instructions on where to place sprites on the screen.
>It basically holds all of the locations of each object on the screen.
>When the list is complete, you call GsDrawOT() to place everything on
>the screen that is defined in the table.
>
>Is this correct? If not, please clarify for me as it seems to be an
>essential step for placing any kind of graphics on the screen.
>
>Also, how do packets fit into all this?
>
>Thank you very much in advance!
>
>Nelson.
>
>

--MESSAGE FILE 16540 END: ./2 SCEA/yaroze/beginners/000000033html.html

--MESSAGE FILE 16541 START: ./2 SCEA/yaroze/beginners/000000034html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Ordering Tables
Date: Fri, 30 May 1997 15:07:32 GMT
Organization: SCEA Net Yaroze News
Lines: 32
Message-ID: <338eec08.46773468@205.149.189.29>
References: <01bc624e$1366b300$4da1cdcd@default>
<338dd515.4460142@news.scea.sony.com>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Thu, 29 May 1997 19:13:30 GMT, jamin1@psu.edu (Jamin Frederick)
wrote:

> I've been programming some 2d stuff for like a week and
>a half now and I still haven't figured out how big the PACKETs
>need to be. You need enough space for each basic thing you stick
>in the OT. It hasn't been real clear to me yet, though, exactly how
>the OT, packets, and tags are structurally organized.

I've been told that a basic rule of thumb for packet size is the
maximum number of objects to be drawn times twenty-four (MAX_OBJ*24).
This works most of the time. This all falls under the heading of PSX
Voodoo. If there's anyone out there who has a better handle on this,
feel free to jump right in.

> You need two OTs, two tag arrays and two PACKET arrays.
>since the playstation does two things at once: displaying and drawing.
>So while its drawing with one OT, tag array, and PACKET, it's
>displaying the other set. The programmer doesn't really have to worry
>about this, though. Its always done the same way. You stick things
>like lines, sprites, and boxes into the "currently active" OT, sort
>them, and draw them, just make sure you do the sorting/drawing in the
>right order, per the demos. The switch to the opposite set is done
>at every screen refresh, when the opposite buffer is now "active".
>Actually, the loop present in all the demos is only going around once
>per screen refresh, since one of the commands, VSync(0), pauses
>execution until the screen is ready to be refreshed.

I don't see a question in this paragraph, so I'll just agree with you.
8^)

Mario
--MESSAGE FILE 16541 END: ./2 SCEA/yaroze/beginners/000000034html.html

--MESSAGE FILE 16542 START: ./2 SCEA/yaroze/beginners/000000035html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.beginners
Subject: Re: Ordering Tables
Date: Fri, 30 May 1997 00:49:52 -0700
Organization: SCEA Net Yaroze News
Lines: 12
Message-ID: <wal-ya02408000R3005970049520001@news.scea.sony.com>
References: <01bc624e$1366b300$4da1cdcd@default>
<338dd515.4460142@news.scea.sony.com> <338eec08.46773468@205.149.189.29>
NNTP-Posting-Host: ppp024-sf5.sirius.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

> I've been told that a basic rule of thumb for packet size is the
> maximum number of objects to be drawn times twenty-four (MAX_OBJ*24).

Do rotated sprites count as more than one primitive/object in this
equation? I had a simple test program that worked fine using a packet array
of size (1 * 24) for a single non-rotated, non-scaled sprite, but I had to
increase the packet array size for it to work with a scaled and rotated
sprite. I didn't bother trying to find out what the minimum working size
was... I used (1 * 8 * 24) to be on the safe side and it worked.

--

wayne a. lee <wal@blarg.net>
--MESSAGE FILE 16542 END: ./2 SCEA/yaroze/beginners/000000035html.html

--MESSAGE FILE 16543 START: ./2 SCEA/yaroze/beginners/000000036html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Ordering Tables
Date: Sat, 31 May 1997 03:03:09 GMT
Organization: SCEA Net Yaroze News
Lines: 15
Message-ID: <338f949b.460911@205.149.189.29>
References: <01bc624e$1366b300$4da1cdcd@default>
<338dd515.4460142@news.scea.sony.com> <338eec08.46773468@205.149.189.29> <wal-
ya02408000R3005970049520001@news.scea.sony.com>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Fri, 30 May 1997 00:49:52 -0700, wal@blarg.net (wayne a. lee)
wrote:

>Do rotated sprites count as more than one primitive/object in this
>equation? I had a simple test program that worked fine using a packet array
>of size (1 * 24) for a single non-rotated, non-scaled sprite, but I had to
>increase the packet array size for it to work with a scaled and rotated
>sprite. I didn't bother trying to find out what the minimum working size
>was... I used (1 * 8 * 24) to be on the safe side and it worked.

It appears that they do. I had a similar problem with one of my
programs. You just have to throw in a little fudge factor now and
then.

Mario
--MESSAGE FILE 16543 END: ./2 SCEA/yaroze/beginners/000000036html.html

--MESSAGE FILE 16544 START: ./2 SCEA/yaroze/beginners/000000037html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: How to ... Display sprites.
Date: Mon, 02 Jun 1997 20:13:37 +0100
Organization: shadow developments
Lines: 43
Message-ID: <33931B5F.595@netcomuk.co.uk>
NNTP-Posting-Host: dialup-11-17.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

How to ... Display sprites.

As promised, I have written some documentation and source code for the
display of sprites for use by anybody who needs it.

The docs started out short, but ended up about eight pages long. They're
pretty detailed without being complicated, I just cover the necessary
bits to get the sprite from your head onto the screen.

The source code is short, functional, well documented with comments, and
easy to follow.

The docs and source code are available now, including the executable and a sample TIM from my ftp site at:

http://www.playstation.co.uk/~shadow/ftp/

It's available as a .zip file for PC, with the docs in Word 6 format & Ascii text, and .hqx format for Mac with the docs in Wordperfect 3.1 format & Simpletext.

If you can't access the SCEE ftp, mail me and I will mail it to you, just say what format you want it in.

I know how frustrating it can get when you are trying to get stuff working, it took me a couple of weeks to get my head round it all. So I just hope this makes life easier and quicker for those of you who are struggling and starting out - have faith we've all been there.

How about continuing this "How to .." series, if anyone else could knock together some docs and source code for say, basic 3D, basic sound, using Yaroze on Mac/Amiga/Linux, assembler on Yaroze, collision detection, etc, etc. Source code alone without docs can sometimes just be confusing. Perhaps SCEE could give us some more FTP space for a "How to .." area, and then people could upload stuff there for the benefit of everyone.

How about it people, after all, we're all in this together.

Ira
--
"Never take life too seriously, 'cause you know you're not getting out of it alive." - Bugs Bunny
--MESSAGE FILE 16544 END: ./2 SCEA/yaroze/beginners/000000037html.html

--MESSAGE FILE 16545 START: ./2 SCEA/yaroze/beginners/000000038html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: djinn666 <djinn666@concentric.net>
Newsgroups: scea.yaroze.beginners
Subject: memory
Date: Mon, 02 Jun 1997 04:56:56 -0400
Organization: SCEA Net Yaroze News
Lines: 10
Message-ID: <33928AD8.4622@concentric.net>
Reply-To: djinn666@concentric.net
NNTP-Posting-Host: ts001d06.tar-ny.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (Win95; I)

hi,

i was just wondering if anyone could explain to me how memory allocation for the ny works. i've been looking at sample batch- files and i see the programmer d-loading tim,main,...ect to memory locations such as "0x8000....ect". how do they know the size of their file?, how do they know where to d-load it to? can some one please help. i've read the whole userguid and still cant grasp the concept.

-Djinn
--MESSAGE FILE 16545 END: ./2 SCEA/yaroze/beginners/000000038html.html

--MESSAGE FILE 16546 START: ./2 SCEA/yaroze/beginners/000000039html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: memory
Date: Tue, 03 Jun 1997 14:21:05 GMT
Organization: SCEA Net Yaroze News
Lines: 25
Message-ID: <339426fe.2259421@205.149.189.29>
References: <33928AD8.4622@concentric.net>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Mon, 02 Jun 1997 04:56:56 -0400, djinn666 <djinn666@concentric.net>
wrote:

>hi,
>
>i was just wondering if anyone could explain to me how memory allocation
>for the ny works. i've been looking at sample batch- files and i see the
>programmer d-loading tim,main,...ect to memory locations such as
>"0x8000....ect". how do they know the size of their file?, how do they
>know where to d-load it to? can some one please help. i've read the
>whole userguid and still cant grasp the concept.
>

Djinn,

The DOS command DIR will give you the size of a file. Once you have
that, you just add an appropriate offset to the address to allow room
for the entire file.

This is one of the reasons I wrote TGA2IMG. I didn't want to mess with
all these file offsets. My images are part of the code and can be
anywhere the linker wants.

Mario

--MESSAGE FILE 16546 END: ./2 SCEA/yaroze/beginners/000000039html.html

--MESSAGE FILE 16547 START: ./2 SCEA/yaroze/beginners/000000040html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Backgrounds
Date: Tue, 03 Jun 1997 22:40:23 +0100
Organization: shadow developments
Lines: 13
Message-ID: <33948F44.29EC@netcomuk.co.uk>
NNTP-Posting-Host: dialup-00-32.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

I have posted more how to code on my ftp area:

http://www.playstation.co.uk/~shadow/

This time it is about displaying a 320x240 16 bit image as a whole
screen using two sprites.

Let me know what you think.

Ira
--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 16547 END: ./2 SCEA/yaroze/beginners/000000040html.html

--MESSAGE FILE 16548 START: ./2 SCEA/yaroze/beginners/000000041html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: djinn666 <djinn666@concentric.net>
Newsgroups: scea.yaroze.beginners
Subject: memory
Date: Mon, 02 Jun 1997 22:53:25 -0400
Organization: SCEA Net Yaroze News
Lines: 5
Message-ID: <33938725.24EF@concentric.net>
Reply-To: djinn666@concentric.net
NNTP-Posting-Host: ts001d09.tar-ny.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C (Win95; I)

mario,
do you have a copy of that file tga2img?
i would like to see what you did in it.

-Djinn
--MESSAGE FILE 16548 END: ./2 SCEA/yaroze/beginners/000000041html.html

--MESSAGE FILE 16549 START: ./2 SCEA/yaroze/beginners/000000042html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: memory
Date: Tue, 03 Jun 1997 22:08:28 GMT
Organization: SCEA Net Yaroze News
Lines: 14
Message-ID: <339495a8.30593340@205.149.189.29>
References: <33938725.24EF@concentric.net>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Mon, 02 Jun 1997 22:53:25 -0400, djinn666 <djinn666@concentric.net>
wrote:

>mario,
>do you have a copy of that file tga2img?
>i would like to see what you did in it.

Djinn,

The executable is available in the utilities library here. The source
is not available at this time.

Mario

--MESSAGE FILE 16549 END: ./2 SCEA/yaroze/beginners/000000042html.html

--MESSAGE FILE 16550 START: ./2 SCEA/yaroze/beginners/000000043html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: djinn666 <djinn666@concentric.net>

Newsgroups: scea.yaroze.beginners
Subject: trouble again
Date: Tue, 03 Jun 1997 08:18:12 -0400
Organization: SCEA Net Yaroze News
Lines: 11
Message-ID: <33940B84.54BE@concentric.net>
Reply-To: djinn666@concentric.net
NNTP-Posting-Host: ts022d03.hil-ny.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C (Win95; I)

hi again,

my newest problem is that i can't run the executable "make". Everytime
i try to run it i get an error:
"loaded error (0025) can not initiale make.exe[tuto.0] error 1"

when i first hooked up mt ny i copyed the command.com to my desk top and
changed the memory setting to a # like 4096 (can't remember the exact #)
is this related? thanks again!
-Djinn
--MESSAGE FILE 16550 END: ./2 SCEA/yaroze/beginners/000000043html.html

--MESSAGE FILE 16551 START: ./2 SCEA/yaroze/beginners/000000044html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Simple sprite rotation
Date: Thu, 05 Jun 1997 23:45:02 +0100
Organization: shadow developments
Lines: 10
Message-ID: <3397416D.6B1D@netcomuk.co.uk>
NNTP-Posting-Host: dialup-01-54.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

To continue on with the sprite how to series, a simple rotation and
scaling demo, with source is now at my ftp.

http://www.playstation.co.uk/~shadow/

Ira

--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 16551 END: ./2 SCEA/yaroze/beginners/000000044html.html

--MESSAGE FILE 16552 START: ./2 SCEA/yaroze/beginners/000000045html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Pepper Miller <mill1076@gold.tc.umn.edu>
Newsgroups: scea.yaroze.beginners
Subject: Sprite Display problems
Date: Fri, 06 Jun 1997 22:24:42 -0500
Organization: SCEA Net Yaroze News
Lines: 12
Message-ID: <3398D47A.77F3@gold.tc.umn.edu>

NNTP-Posting-Host: pub-18-b-157.dialup.umn.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02Gold (Win95; I)

I'm having a problem getting my sprites to display properly, actually, pretty much
getting them to display at all. I've been looking at the 'check' program, the '2D'
sample program off the web, and a program off of, I believe Ira's web page. I believe
I've followed the examples well (and tried a million other ways of doing things) but the
only thing I can get to happen is that I get a colored box where my sprite should be.
I'm compiling in Code Warrior (i don't *THINK* that's the problem) and I'm downloading
the data file and executable in DOS. I tried to compile Ira's 'sprite.c' program and
run it, but I get the same problem. I've searched the doc's and news groups and I
can't seem to figure anything out. Does anybody have any idea what I should try next?
Any advice would be helpful!

Pepper
--MESSAGE FILE 16552 END: ./2 SCEA/yaroze/beginners/000000045html.html

--MESSAGE FILE 16553 START: ./2 SCEA/yaroze/beginners/000000046html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Sprite Display problems
Date: Sat, 07 Jun 1997 03:42:54 GMT
Organization: SCEA Net Yaroze News
Lines: 28
Message-ID: <3398d5cb.46088567@205.149.189.29>
References: <3398D47A.77F3@gold.tc.umn.edu>
NNTP-Posting-Host: hrtc.firewall.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Fri, 06 Jun 1997 22:24:42 -0500, Pepper Miller
<mill1076@gold.tc.umn.edu> wrote:

>I'm having a problem getting my sprites to display properly, actually, pretty much
>getting them to display at all. I've been looking at the 'check' program, the '2D'
>sample program off the web, and a program off of, I believe Ira's web page.

Do the 'CHECK' and '2D' programs work when you compile them? In other
words, is the problem with all programs, or just the programs you are
working on. If the samples work, but your programs don't, we need to
help you figure out what you're doing wrong. If the samples don't work
either, we need to help you get your system setup correctly.

>I believe I've followed the examples well (and tried a million other ways of doing
>things) but the only thing I can get to happen is that I get a colored box where my
>sprite should be.

That's a step in the right direction :^)

>I'm compiling in Code Warrior (i don't *THINK* that's the problem) and I'm downloading
>the data file and executable in DOS.

As I recall, you must modify GNU C programs before they will work with CodeWarrior. Have you tried using GNU C to see if things work?

Hang in there, we'll get you going.

Mario
--MESSAGE FILE 16553 END: ./2 SCEA/yaroze/beginners/000000046html.html

--MESSAGE FILE 16554 START: ./2 SCEA/yaroze/beginners/000000047html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Pepper Miller <mill1076@gold.tc.umn.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: Sprite Display problems
Date: Sat, 07 Jun 1997 00:59:39 -0500
Organization: SCEA Net Yaroze News
Lines: 15
Message-ID: <3398F8CB.24D2@gold.tc.umn.edu>
References: <3398D47A.77F3@gold.tc.umn.edu> <3398d5cb.46088567@205.149.189.29>
NNTP-Posting-Host: pub-29-c-227.dialup.umn.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02Gold (Win95; I)

> Do the 'CHECK' and '2D' programs work when you compile them? In other
> words, is the problem with all programs, or just the programs you are
> working on. If the samples work, but your programs don't, we need to
> help you figure out what you're doing wrong. If the samples don't work
> either, we need to help you get your system setup correctly.
>
> As I recall, you must modify GNU C programs before they will work with
> CodeWarrior. Have you tried using GNU C to see if things work?

I compiled my program with GNU C and I had the same results with my sprites. On an up
note though, my ResetGraph(3) works now! :) I also compiled the '2D' programs and they
seemed to work just fine.

Thanks for the help!
Pepper
--MESSAGE FILE 16554 END: ./2 SCEA/yaroze/beginners/000000047html.html

--MESSAGE FILE 16555 START: ./2 SCEA/yaroze/beginners/000000048html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: Sprite Display problems
Date: Sat, 07 Jun 1997 11:41:45 +0100
Organization: shadow developments
Lines: 23
Message-ID: <33993AE7.5D8C@netcomuk.co.uk>
References: <3398D47A.77F3@gold.tc.umn.edu>
NNTP-Posting-Host: dialup-07-52.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

Pepper Miller wrote:
>
> I'm having a problem getting my sprites to display properly, actually, pretty
much
> getting them to display at all. I've been looking at the 'check' program, the
'2D'
> sample program off the web, and a program off of, I believe Ira's web page. I
believe
> I've followed the examples well (and tried a million other ways of doing
things) but the
> only thing I can get to happen is that I get a colored box where my sprite
should be.

Have you set the frame buffer positions in your TIM files? Or are you
using my TIM files? It sounds to me like the sprite data isn't in the
frame buffer where you think it is/should be.

> I'm compiling in Code Warrior (i don't *THINK* that's the problem) and I'm
downloading
> the data file and executable in DOS. I tried to compile Ira's 'sprite.c'
program and
> run it, but I get the same problem. I've searched the doc's and news groups
and I
> can't seem to figure anything out. Does anybody have any idea what I should
try next?

I use CW on my Mac and it's very unlikely that's the problem.

Ira.
--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 16555 END: ./2 SCEA/yaroze/beginners/000000048html.html

--MESSAGE FILE 16556 START: ./2 SCEA/yaroze/beginners/000000049html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Sprite Display problems
Date: Sat, 07 Jun 1997 15:18:40 GMT
Organization: SCEA Net Yaroze News
Lines: 20
Message-ID: <33997b8e.370186@205.149.189.29>
References: <3398D47A.77F3@gold.tc.umn.edu> <3398d5cb.46088567@205.149.189.29>
<3398F8CB.24D2@gold.tc.umn.edu>
NNTP-Posting-Host: hrtc.firewall.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Sat, 07 Jun 1997 00:59:39 -0500, Pepper Miller
<mill1076@gold.tc.umn.edu> wrote:

>> Do the 'CHECK' and '2D' programs work when you compile them? In other
>> words, is the problem with all programs, or just the programs you are
>> working on. If the samples work, but your programs don't, we need to
>> help you figure out what you're doing wrong. If the samples don't work
>> either, we need to help you get your system setup correctly.
>>
>> As I recall, you must modify GNU C programs before they will work with
>> CodeWarrior. Have you tried using GNU C to see if things work?
>

>I compiled my program with GNU C and I had the same results with my sprites.
On an up
>note though, my ResetGraph(3) works now! :) I also compiled the '2D' programs
and they
>seemed to work just fine.

OK, now all we need to do is have a look at the code to see what's up.

Mario
--MESSAGE FILE 16556 END: ./2 SCEA/yaroze/beginners/000000049html.html

--MESSAGE FILE 16557 START: ./2 SCEA/yaroze/beginners/000000050html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Pepper Miller <mill1076@gold.tc.umn.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: Sprite Display problems
Date: Sat, 07 Jun 1997 15:38:49 -0500
Organization: SCEA Net Yaroze News
Lines: 108
Message-ID: <3399C6D9.5E30@gold.tc.umn.edu>
References: <3398D47A.77F3@gold.tc.umn.edu> <3398d5cb.46088567@205.149.189.29>
<3398F8CB.24D2@gold.tc.umn.edu> <33997b8e.370186@205.149.189.29>
NNTP-Posting-Host: pub-26-a-138.dialup.umn.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02Gold (Win95; I)

Here's the latest version of my code, I think the format is off, Code Warrior
doesn't
exactly like you to get your code out of their program. (forgive me if there
was a
better way to put my code up, I generally stay away from the Web)

```
#include "libps.h"
#include "pad.h"

// Defines
#define OT_LENGTH 1
#define SPRITE_LOCAL 0x80090000
#define SPRITE_COUNT (1+1)

// Global Variables
static GsOT          WorldOT[2];
static GsOT_TAG      OTTags[2][1<<OT_LENGTH];
static PACKET        GpuPacketArea[2][24*28*12];
GsSPRITE      sprt;
GsIMAGE       *tim;

static u_long PadRead(void);

volatile u_char *bb0, *bb1;

main()
{
      int i;
      int activeBuff;
      RECT rect;
      u_long pad;

      SetVideoMode( MODE_NTSC );
```

```
//      ResetGraph(0);

       GsInitGraph(320,240,4,0,0);
       GsDefDispBuff(0,0,0,240);

       for (i = 0; i < 2; i++)
       {
          WorldOT[i].length = OT_LENGTH;
          WorldOT[i].org = OTTags[i];
       }

//      GsClearOt(0,0, &WorldOT[activeBuff]);


       GsGetTimInfo((u_long *)(SPRITE_LOCAL+4), tim);

       rect.x = tim->px;
       rect.y = tim->py;
       rect.w = tim->pw;
       rect.h = tim->ph;
       LoadImage(&rect, tim->pixel);
       rect.x = tim->cx;
       rect.y = tim->cy;
       rect.w = tim->cw;
       rect.h = tim->ch;
            LoadImage(&rect, tim->clut);

             sprt.attribute = (0x1<<24);
             sprt.x = 94;
             sprt.y = 50;
             sprt.w = (tim->pw*2)-1;
             sprt.h = tim->ph;
             sprt.tpage = GetTPage(1,0,tim->px,tim->py);
             sprt.u = 0;
             sprt.v = 0;
             sprt.cx = tim->cx;
             sprt.cy = tim->cy;
             sprt.r = 128;
             sprt.g = 128;
             sprt.b = 128;
             sprt.mx = 0;
             sprt.my = 0;
             sprt.scalex = ONE;
             sprt.scaley = ONE;
             sprt.rotate = 0;

             DrawSync(0);
             GetPadBuf(&bb0, &bb1);

             while(!(pad & PADstart))
             {
                activeBuff = GsGetActiveBuff();

                GsSetWorkBase((PACKET *)GpuPacketArea[activeBuff]);

                GsClearOt(0,0, &WorldOT[activeBuff]);

                GsSortFastSprite(&sprt, &WorldOT[activeBuff],0);

                DrawSync(0);
                VSync(0);

                GsSwapDispBuff();
```

```
              GsSortClear(0,0,4,&WorldOT[activeBuff]);
              GsDrawOt(&WorldOT[activeBuff]);
              pad = PadRead();
            }
            printf("End of main.\n");
            ResetGraph(3);
          }

static u_long PadRead(void)
{
      return(~(*(bb0+3) | *(bb0+2) << 8 | *(bb1+3) << 16 | *(bb1+2) << 24));
}
--MESSAGE FILE 16557 END: ./2 SCEA/yaroze/beginners/000000050html.html


--MESSAGE FILE 16558 START: ./2 SCEA/yaroze/beginners/000000051html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: Sprite Display problems
Date: Sat, 07 Jun 1997 22:42:34 +0100
Organization: shadow developments
Lines: 27
Message-ID: <3399D5C9.461A@netcomuk.co.uk>
References: <3398D47A.77F3@gold.tc.umn.edu> <3398d5cb.46088567@205.149.189.29>
<3398F8CB.24D2@gold.tc.umn.edu> <33997b8e.370186@205.149.189.29>
<3399C6D9.5E30@gold.tc.umn.edu>
NNTP-Posting-Host: dialup-13-07.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

Pepper Miller wrote:
>
> Here's the latest version of my code, I think the format is off, Code Warrior
doesn't
> exactly like you to get your code out of their program.  (forgive me if there
was a
> better way to put my code up, I generally stay away from the Web)
>
> #define SPRITE_LOCAL 0x80090000

I figure this is probably your problem.

CodeWarrior as default sets the executable program start area as
0x80090000, so by loading your sprite here, it is overwritten by the
program.

Try setting your sprite to load at say, 0x80100000, and then load your
sprite and then try to run the app.

If you want to change the default program area, goto the edit menu,
select project setting, and you can change the program  area from here.

I put money on this will work.

Ira

--
"Never take life too seriously, 'cause you know you're not getting out
of it alive."  - Bugs Bunny
--MESSAGE FILE 16558 END: ./2 SCEA/yaroze/beginners/000000051html.html
```

--MESSAGE FILE 16559 START: ./2 SCEA/yaroze/beginners/000000052html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Pepper Miller <mill1076@gold.tc.umn.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: Sprite Display problems
Date: Sat, 07 Jun 1997 22:16:27 -0500
Organization: SCEA Net Yaroze News
Lines: 11
Message-ID: <339A240B.3AA6@gold.tc.umn.edu>
References: <3398D47A.77F3@gold.tc.umn.edu>
NNTP-Posting-Host: pub-14-c-46.dialup.umn.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02Gold (Win95; I)

I'm unable to send mail to Mario Perdue so I'm posting my auto file here (it's very
small). As for the tim, I was able to display it with timv.bat. I've also tried
another tim file to the same effect. If seeing the actual tim is needed I think I can
try to attach it to a posting. Thanks

Pepper

auto file:
local dload pacman.tim 80090000
local load main
go
--MESSAGE FILE 16559 END: ./2 SCEA/yaroze/beginners/000000052html.html

--MESSAGE FILE 16560 START: ./2 SCEA/yaroze/beginners/000000053html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Sprite Display problems
Date: Sun, 08 Jun 1997 15:01:30 GMT
Organization: SCEA Net Yaroze News
Lines: 19
Message-ID: <339ac7de.2064481@205.149.189.29>
References: <3398D47A.77F3@gold.tc.umn.edu> <3398d5cb.46088567@205.149.189.29>
<3398F8CB.24D2@gold.tc.umn.edu> <33997b8e.370186@205.149.189.29>
<3399C6D9.5E30@gold.tc.umn.edu>
NNTP-Posting-Host: hrtc.firewall.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

Peper,

I had a chance to look at your code this morning so I built a small
TIM file with an Origin at 320,0 and gave it a shot. When I sent it to
the Yaroze system and ran it, the program exited immediately. I looked
at the code a bit closer and added a line to initialize the variable
pad just before the while loop:

```
    pad = 0;
    while(!(pad & PADstart))
        {
        ...
        }
```

That stopped the program from falling through and exiting. Everything

else worked fine after that.

Mario

--MESSAGE FILE 16560 END: ./2 SCEA/yaroze/beginners/000000053html.html

--MESSAGE FILE 16561 START: ./2 SCEA/yaroze/beginners/000000054html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: djinn666 <djinn666@concentric.net>
Newsgroups: scea.yaroze.beginners
Subject: sprite display problems
Date: Sat, 07 Jun 1997 05:38:07 -0400
Organization: SCEA Net Yaroze News
Lines: 19
Message-ID: <33992BFF.F55@concentric.net>
Reply-To: djinn666@concentric.net
NNTP-Posting-Host: ts001d10.tar-ny.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C (Win95; I)

hi pepper,
i had the same problem you did when i first looked at ira's great work.
it seemed that when i ran the main program it overwrites the tim file
because there in the same memory location.

1) go into the main source and change the constant timadd to 0x80190000
2) when you dload your tim in siocons use this same address.

you will also need to include a "pad.h" file from another demo to
compile it right.

ira set her video mode in pal. you should change it to ntsc to get
color.

tell me if your still getting problems.

it's actually the document that really got me started on the yaroze

-Djinn
--MESSAGE FILE 16561 END: ./2 SCEA/yaroze/beginners/000000054html.html

--MESSAGE FILE 16562 START: ./2 SCEA/yaroze/beginners/000000055html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: sprite display problems
Date: Sun, 08 Jun 1997 20:43:55 +0100
Organization: shadow developments
Lines: 12
Message-ID: <339B0B7A.6FB8@netcomuk.co.uk>
References: <33992BFF.F55@concentric.net>
NNTP-Posting-Host: dialup-07-39.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

djinn666 wrote:
>
> ira set her video mode in pal. you should change it to ntsc to get

> color.
>

Sorry to disapoint you, SHE is a * HE *.

Mr. Ira
--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 16562 END: ./2 SCEA/yaroze/beginners/000000055html.html

--MESSAGE FILE 16563 START: ./2 SCEA/yaroze/beginners/000000056html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Pepper Miller <mill1076@gold.tc.umn.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: Sprite Display problems
Date: Sun, 08 Jun 1997 16:04:27 -0500
Organization: SCEA Net Yaroze News
Lines: 5
Message-ID: <339B1E5B.7FDB@gold.tc.umn.edu>
References: <3398D47A.77F3@gold.tc.umn.edu>
NNTP-Posting-Host: pub-27-c-217.dialup.umn.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02Gold (Win95; I)

I got it to work!!!! WuHu! Thanks for the help! I looks as though my tim file
was the
problem, I had set the origins to 0,0 instead of 320,0. (no laughing please :))

Thanks again
The VERY Happy Pepper
--MESSAGE FILE 16563 END: ./2 SCEA/yaroze/beginners/000000056html.html

--MESSAGE FILE 16564 START: ./2 SCEA/yaroze/beginners/000000057html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Baokang Chen <chen@actlab.com>
Newsgroups: scea.yaroze.beginners
Subject: Q: How to use memory card in NY?
Date: Mon, 09 Jun 1997 11:50:09 -0700
Organization: ACT Laboratory Ltd.
Lines: 17
Message-ID: <339C5061.4A88@actlab.com>
Reply-To: chen@actlab.com
NNTP-Posting-Host: FLYERS.ACTLAB.COM
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; U)

Hi there,

I am new to this NY area. Can anyone out there kindly answer the
following questions regarding capabilities of NY dev. kit:

1) Can I load contents from CD to the JoyStick? Suppose the joystick
   is able to receive config. data. In other words, Is JoyStick
   treated as INPUT-ONLY device in NY?

2) How can I use memory card? Is memory card viewed as extension to the
   memory module in the Playstation? If this is case, what's the address

   of the memory card and what functions available for acess to
   the memory card?

Thanks in advance.

--Benny
--MESSAGE FILE 16564 END: ./2 SCEA/yaroze/beginners/000000057html.html

--MESSAGE FILE 16565 START: ./2 SCEA/yaroze/beginners/000000058html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Q: How to use memory card in NY?
Date: Tue, 10 Jun 1997 00:27:07 GMT
Organization: SCEA Net Yaroze News
Lines: 29
Message-ID: <339c9ef5.325288@205.149.189.29>
References: <339C5061.4A88@actlab.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

Benny,

There is a file in the Documentation download area called PERIPH.HTML.
This file should answer most of your questions about the controller
ports and the memory card.

Mario

On Mon, 09 Jun 1997 11:50:09 -0700, Baokang Chen <chen@actlab.com>
wrote:

>Hi there,
>
>I am new to this NY area. Can anyone out there kindly answer the
>following questions regarding capabilities of NY dev. kit:
>
>1) Can I load contents from CD to the JoyStick? Suppose the joystick
>   is able to receive config. data. In other words, Is JoyStick
>   treated as INPUT-ONLY device in NY?
>
>2) How can I use memory card? Is memory card viewed as extension to the
>   memory module in the Playstation? If this is case, what's the address
>   of the memory card and what functions available for acess to
>   the memory card?
>
>Thanks in advance.
>
>--Benny

--MESSAGE FILE 16565 END: ./2 SCEA/yaroze/beginners/000000058html.html

--MESSAGE FILE 16566 START: ./2 SCEA/yaroze/beginners/000000059html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Stars
Date: Wed, 11 Jun 1997 00:38:33 +0100
Organization: shadow developments
Lines: 16
Message-ID: <339DE578.4466@netcomuk.co.uk>
NNTP-Posting-Host: dialup-07-46.netcomuk.co.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

Another simple step up the routine ladder.

Check out my stars demo at my ftp, showing a four field parallax star
field and sprite rotation and scaling stuff.

Only simple stuff, but ace fun to play with.

Source code available when it's tidy.

Ira

http://www.playstation.co.uk/~shadow/

--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 16566 END: ./2 SCEA/yaroze/beginners/000000059html.html

--MESSAGE FILE 16567 START: ./2 SCEA/yaroze/beginners/000000060html.html
Path: chuka.playstation.co.uk!news
From: Ira Rainey <shad.dev@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Source available
Date: Thu, 12 Jun 1997 19:01:29 +0100
Organization: shadow developments
Lines: 11
Message-ID: <33A03979.1ECA@netcomuk.co.uk>
NNTP-Posting-Host: dialup-08-03.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Macintosh; I; PPC)

The source for the starfield and runner demos are now on my ftp area.

http://www.playstation.co.uk/~shadow/

Check them out.

Ira

--
"Never take life too seriously, 'cause you know you're not getting out
of it alive." - Bugs Bunny
--MESSAGE FILE 16567 END: ./2 SCEA/yaroze/beginners/000000060html.html

--MESSAGE FILE 16568 START: ./2 SCEA/yaroze/beginners/000000061html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Sean Kennedy <skennedy@admin.humberc.on.ca>
Newsgroups: scea.yaroze.beginners
Subject: Re: Ordering Tables
Date: Thu, 12 Jun 1997 15:51:10 -0400
Organization: Humber College A.A.T.
Lines: 47
Message-ID: <33A05310.75FB@admin.humberc.on.ca>
References: <01bc624e$1366b300$4da1cdcd@default>
Reply-To: kennedy@moe.acad.humberc.on.ca

NNTP-Posting-Host: ratbert.humberc.on.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)

Nelson Santos wrote:
> To whoever can help:
> I am a little unclear as to the meaning of an Ordering Table (OT).
> According to the User Guide, an ordering table is used "for controlling
> the proper display of polygons". Polygons means 3D, however I've seen
> OT's used in 2D graphics programming as well as a simple "Hello World"
> program. What gives?

Ordering Tables are another anologous description of the Infamous
Display List.

AutoCAD used Vector Display Lists that were transmitted to the Vector
Display Unit using a serial transfer method in the Olden Days of CAD.
The GCE Vectrex used Ordering Tables to optimize the display list that
the Main Processor had to output to the Display X,Y, Integrators as
quickly as it could.
If a Vectrex {Vector Line Drawing Game Console} had a Dual Processor
system, It could use one Processor for Game Handling, and another for
Vector Drawing. The DATA FORMAT between such a system would use PACKETS.

Now however this Vector Lineto Data/Method set is done to a Raster
buffer [Frame Buffer] array ant the graphics are handled by the VGP unit
in the PSX.
But! The data being transferred and its method is called PACKETS

For Win16/32 people this would be the DrawDeviceContext BitBlockTransfer
Mechanism called BitBlT() A very common algorithym used in 2D
FrameBuffer Raster Imaging systems.

> Here is MY analysis: An ordering table is actually a place where you
> insert a list of instructions on where to place sprites on the screen.
> It basically holds all of the locations of each object on the screen.
> When the list is complete, you call GsDrawOT() to place everything on
> the screen that is defined in the table.

BitBlt() --> see above...

> Is this correct? If not, please clarify for me as it seems to be an
> essential step for placing any kind of graphics on the screen.
> Also, how do packets fit into all this?
> Thank you very much in advance!
> Nelson.
I learned the above by circumstance of using a 20Mhz Microchip PIC RISC
Micro-Controller to overlay a Wind-Direction finder project I got out of
a Popular Electronics Magasine 3-4 Years ago.

-sean
--MESSAGE FILE 16568 END: ./2 SCEA/yaroze/beginners/000000061html.html

--MESSAGE FILE 16569 START: ./2 SCEA/yaroze/beginners/000000062html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.beginners
Subject: Re: Q: How to use memory card in NY?
Date: Fri, 13 Jun 1997 03:56:20 GMT
Organization: SCEA Net Yaroze News
Lines: 47

Message-ID: <33a0c3b9.179797916@news.scea.sony.com>
References: <339C5061.4A88@actlab.com> <339c9ef5.325288@205.149.189.29>
NNTP-Posting-Host: ivyland338.voicenet.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent .99g/32.339

I've read the docs for the memory card and I'm familiar with the file format, but I'm unfamiliar with the procedure of loading or saving games, and the library calls to do so. I'm assuming you use the standard file open/close/etc. calls, with a special file descriptor for memory cards(?) The controller reading procedure I figured out straight out from reading sample code, it's pretty straightforward, but I haven't found anything similar for the memory cards. Does anyone know of any sources? Thanks.

Jamin Frederick

On Tue, 10 Jun 1997 00:27:07 GMT, mperdue@iquest.net (Mario Perdue) wrote:

>Benny,
>
>There is a file in the Documentation download area called PERIPH.HTML.
>This file should answer most of your questions about the controller
>ports and the memory card.
>
>Mario
>
>On Mon, 09 Jun 1997 11:50:09 -0700, Baokang Chen <chen@actlab.com>
>wrote:
>
>>Hi there,
>>
>>I am new to this NY area. Can anyone out there kindly answer the
>>following questions regarding capabilities of NY dev. kit:
>>
>>1) Can I load contents from CD to the JoyStick? Suppose the joystick
>>   is able to receive config. data. In other words, Is JoyStick
>>   treated as INPUT-ONLY device in NY?
>>
>>2) How can I use memory card? Is memory card viewed as extension to the
>>   memory module in the Playstation? If this is case, what's the address
>>   of the memory card and what functions available for acess to
>>   the memory card?
>>
>>Thanks in advance.
>>
>>--Benny
>

--MESSAGE FILE 16569 END: ./2 SCEA/yaroze/beginners/000000062html.html

--MESSAGE FILE 16570 START: ./2 SCEA/yaroze/beginners/000000063html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Clint Kelly <clint@erols.com>
Newsgroups: scea.yaroze.beginners
Subject: baud rate
Date: Sat, 14 Jun 1997 22:39:29 -0400

Organization: Cornell University
Lines: 14
Message-ID: <33A355E1.50E9@erols.com>
NNTP-Posting-Host: dam-as5s68.erols.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.01KIT (Win95; U)

I know that this is kind of silly, but I've looked through the
documentation and I can't remember where the instructions on this are...

How do I change the baud rate of my Yaroze/PC connection? I tried
typing in
siocons -b<baud rate>

when I start applications, but unless I select 9600 as my rate, nothing
works! I finally bought a memory card (I remember reading that you need
one of those), so what do I do?

Any help appreciated greatly.

Clint
--MESSAGE FILE 16570 END: ./2 SCEA/yaroze/beginners/000000063html.html

--MESSAGE FILE 16571 START: ./2 SCEA/yaroze/beginners/000000064html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: baud rate
Date: Sun, 15 Jun 1997 13:56:13 GMT
Organization: SCEA Net Yaroze News
Lines: 23
Message-ID: <33a3f436.693475@205.149.189.29>
References: <33A355E1.50E9@erols.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

There is a file called BAUDRATE.ZIP in the MISC. section of the file
download area that should answer your questions.

Mario

On Sat, 14 Jun 1997 22:39:29 -0400, Clint Kelly <clint@erols.com>
wrote:

>I know that this is kind of silly, but I've looked through the
>documentation and I can't remember where the instructions on this are...
>
>How do I change the baud rate of my Yaroze/PC connection? I tried
>typing in
>siocons -b<baud rate>
>
>when I start applications, but unless I select 9600 as my rate, nothing
>works! I finally bought a memory card (I remember reading that you need
>one of those), so what do I do?
>
>Any help appreciated greatly.
>
>Clint

--MESSAGE FILE 16571 END: ./2 SCEA/yaroze/beginners/000000064html.html

--MESSAGE FILE 16572 START: ./2 SCEA/yaroze/beginners/000000065html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Clint Kelly <clint@erols.com>
Newsgroups: scea.yaroze.beginners
Subject: good help
Date: Sun, 15 Jun 1997 19:09:24 -0400
Organization: Cornell University
Lines: 12
Message-ID: <33A47624.6211@erols.com>
NNTP-Posting-Host: dam-as1s11.erols.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.01KIT (Win95; U)

All beginners:

If you're having trouble with 2D sprites, I *highly* recommend Ira
Rainey's documentation and sample code. It's helped me immensely.

http://www.playstation.co.uk/~shadow/

Also, is there any way to change the baud rate of my Yaroze without
clearing my memory card? Cos I really don't feel like starting all over
again in WipeOut XL...

Clint
--MESSAGE FILE 16572 END: ./2 SCEA/yaroze/beginners/000000065html.html

--MESSAGE FILE 16573 START: ./2 SCEA/yaroze/beginners/000000066html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Sean Kennedy <skennedy@admin.humberc.on.ca>
Newsgroups: scea.yaroze.beginners
Subject: Re: Stars
Date: Fri, 27 Jun 1997 16:40:59 -0400
Organization: Humber College A.A.T.
Lines: 21
Message-ID: <33B42551.7F53@admin.humberc.on.ca>
References: <339DE578.4466@netcomuk.co.uk>
Reply-To: kennedy@moe.acad.humberc.on.ca
NNTP-Posting-Host: ratbert.humberc.on.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)

Ira Rainey wrote:
> Another simple step up the routine ladder.
> Check out my stars demo at my ftp, showing a four field parallax star
> field and sprite rotation and scaling stuff.
> Only simple stuff, but ace fun to play with.
> Source code available when it's tidy.
> Ira
>
As in the forementioned articles , I too came across the TIM file origin
fault, {I changed the STARS.C file and made it into another called
CHAMPAGNE.C you all can try to guess why...} when I put a transferred
image sprite of my own into the code, and all it generated was the matte
cutout in memory. Moving the matte around however lead to the finding of
the palette buffer being displayed, and when I rotated the matte, a 1
bit dithered distortion of my sprite materialized {And I wasn't drinking
Soda at the time either...} That lead me to look closely at the TIM file

used in the STARS version, and I found that the origin was 1/2 of the
image screen reference. {Duh, to display a centered sprite, use a center
reference..uh Duh..} Aha! that was the trick. I learned a lot from that
one..
-sean
--MESSAGE FILE 16573 END: ./2 SCEA/yaroze/beginners/000000066html.html

--MESSAGE FILE 16574 START: ./2 SCEA/yaroze/beginners/000000067html.html
Path: chuka.playstation.co.uk!dialup-06-43.netcomuk.co.uk!user
From: shad.dev@netcomuk.co.uk (Ira Rainey)
Newsgroups: scea.yaroze.beginners
Subject: Re: Stars
Date: Sat, 28 Jun 1997 00:36:16 +0100
Organization: shadow developments
Lines: 31
Message-ID: <shad.dev-2806970036170001@dialup-06-43.netcomuk.co.uk>
References: <339DE578.4466@netcomuk.co.uk> <33B42551.7F53@admin.humberc.on.ca>
NNTP-Posting-Host: dialup-06-43.netcomuk.co.uk
X-newsreader: MT-NewsWatcher 2.2.2

In article <33B42551.7F53@admin.humberc.on.ca>,
kennedy@moe.acad.humberc.on.ca wrote:

> Ira Rainey wrote:
> > Another simple step up the routine ladder.
> > Check out my stars demo at my ftp, showing a four field parallax star
> > field and sprite rotation and scaling stuff.
> > Only simple stuff, but ace fun to play with.
> > Source code available when it's tidy.
> > Ira
> >
> As in the forementioned articles , I too came across the TIM file origin
> fault, {I changed the STARS.C file and made it into another called
> CHAMPAGNE.C you all can try to guess why...} when I put a transferred
> image sprite of my own into the code, and all it generated was the matte
> cutout in memory. Moving the matte around however lead to the finding of
> the palette buffer being displayed, and when I rotated the matte, a 1
> bit dithered distortion of my sprite materialized {And I wasn't drinking
> Soda at the time either...} That lead me to look closely at the TIM file
> used in the STARS version, and I found that the origin was 1/2 of the
> image screen reference. {Duh, to display a centered sprite, use a center
> reference..uh Duh..} Aha! that was the trick. I learned a lot from that
> one..
> -sean

I'm glad it's coming to some use!

Ira

--
"The difference between the impossible and the possible lies in determination"
-- Tommy Lasorda
--MESSAGE FILE 16574 END: ./2 SCEA/yaroze/beginners/000000067html.html

--MESSAGE FILE 16575 START: ./2 SCEA/yaroze/beginners/000000068html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: gadget@pizzacats.com
Newsgroups: scea.yaroze.beginners
Subject: 3D Beginning Demo
Date: Sat, 28 Jun 1997 16:41:18 GMT
Organization: SCEA Net Yaroze News
Lines: 15

Message-ID: <5p3j0r$c8m1@scea>
NNTP-Posting-Host: user-37kbnn1.dialup.mindspring.com
X-Newsreader: Forte Free Agent 1.0.82

Hello,
   If anyone is looking for a very small demo which does nothing but
load a tmd file and display one object, look at the following URL.

http://www.scea.sony.com/net/yaroze/pages/jjones.html

I grabbed the original code from the SCEI site and took out everything
but the basic for displaying one object. It seems to be much easier to
understand at the beginning when you don't have all sorts of extra
code in there.

Thanks,
Jason Jones

[Posted with Free Agent 1.0. For info, email agent-info@forteinc.com.]
--MESSAGE FILE 16575 END: ./2 SCEA/yaroze/beginners/000000068html.html

--MESSAGE FILE 16576 START: ./2 SCEA/yaroze/beginners/000000069html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Sean Kennedy <skennedy@admin.humberc.on.ca>
Newsgroups: scea.yaroze.beginners
Subject: Re: A few requests
Date: Mon, 30 Jun 1997 13:19:09 -0400
Organization: Humber College A.A.T.
Lines: 76
Message-ID: <33B7EA89.1726@admin.humberc.on.ca>
References: <MPG.de1fe9172b83dda989681@news.scea.sony.com>
<33788386.949380@205.149.189.29> <MPG.de25181a54b0de2989682@news.scea.sony.com>
<3378ED76.408C@charlie.cns.iit.edu>
Reply-To: kennedy@moe.acad.humberc.on.ca
NNTP-Posting-Host: ratbert.humberc.on.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)

2 cents aside, but...
The following is all on who leaned how to program by what means and
how..

Ed Federmeyer wrote:
> Brian Gilman wrote:
> > > Mario wrote:
> > > I agree that we need to do several more examples that show the basics,
> > > but I'll have to disagree with you on the manuals. I've done some work

I found the manuals for the PSX on par with those from current companies
supplying the microchips used in the PSX. Limited in documentation
scope, they rely on you the programmer to come up to speed on the
specific system of doing things. AND that is by no means standard...

> One thing that would help the current docs *a lot* would be to include
> an example call for each of the functions, and an example of directly
> initializing each of the data structures. The example calls might
> require
> a little bit of surrounding code, but hopefully not much.

Hmm, a neat Borland Turbo example thing to do, but dangerous.
Here's why: In assembler for one function there are usually six ways of

doing the function, depending on what type of coder you are. In C there could be twelve different ways of Initializing the data. By giving no examples at all, the easiest and LAZIEST {we're programmers here, remember that.} method of doing something will always come to the top of the pile. Why? I really cannot be certain except it follows the ASAP philisophy.

AS. SIMPLE. AS. POSSIBLE.
AS. SOON. AS. POSSIBLE.

I hate the KISS method because I may be lazy, but I'm NOT STUPID!

{No Fat Chicks, No VBX, AND NO DLL'S!!!} ASAP.

> > > Actually, I find that more #defines makes the program easier to read.
> > > For example, when setting the scale of a sprite to one, I use the
> > > define ONE, not the constant 4096.
> > I agree, but that's for my own code. IMHO code is a lot less readable by
> > someone other than the coder when lots of #define's are used.
>
> If there are "standard" defines, they should be mentioned in the docs.
> Now I know that ONE means 4096, but at first, I had to take a break from
> reading the code to go hunt that down, which breaks the concentration,
> which just makes it a bit harder to understand new stuff. Even if the
> 'standard' defines are used, it would be good to say /* ONE = 4096 */,
> just to help keep the learner focused on learning the subject, not
> hunting
> down the defines.
>
> > > That might be nice, but it's going to be pretty hard to get all these
> > > programmers scattered around the world to agree on the same standard
> > > names. I can only speak for myself, but I try to make the variable
> > > names self-explanatory. However, since I don't like to type any more
> > > than necessary, I'd probably use WorldOT[].
> > Right, that would be hard. Instead, use search and replace :)
>
> Since the functions are all "SortOT", "BlahOT", etc, it would make
> things
> more readable to use "WorldOT", rather than "WorldOrderingTable".
> Likewise
> for "SortBG", I call my data structure "MyBG" (or whatever). It's very
> obvious then that that struct is use with the "WhateverBG" routines.
>
> EdF

Trying to get someone to agree to anything is hard. Getting someone to document something is harder.
But, documentation in programming is vital. ASAP --> Not too verbose, Not too sparse.
Thais is the difference between good programmers and programmers that work at a large comapany that makes the most used operating system...
{ASAP_BAR! for those who know what I'm talking about..}
-sean
--MESSAGE FILE 16576 END: ./2 SCEA/yaroze/beginners/000000069html.html

--MESSAGE FILE 16577 START: ./2 SCEA/yaroze/beginners/000000070html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Am I the only beginner?
Date: Tue, 08 Jul 1997 23:22:01 -0700
Organization: SCEA Net Yaroze News
Lines: 3

Message-ID: <33C32E09.1D88@earthlink.net>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: max11-so-ca-43.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

^
   |
see above
--MESSAGE FILE 16577 END: ./2 SCEA/yaroze/beginners/000000070html.html

--MESSAGE FILE 16578 START: ./2 SCEA/yaroze/beginners/000000071html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jeff <jlawton@groupz.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Am I the only beginner?
Date: Wed, 09 Jul 1997 09:32:45 -0500
Organization: SCEA Net Yaroze News
Lines: 15
Message-ID: <33C3A10D.987ABA3F@groupz.net>
References: <33C32E09.1D88@earthlink.net>
Reply-To: jlawton@groupz.net
NNTP-Posting-Host: ags-r2-p6.groupz.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Mailer: Mozilla 4.0b5 [en] (Win95; I)
X-Priority: 3 (Normal)

Linda J. Hodge wrote:

> see above

  I don't think so.. I think a lot of us have just stared out on the
Yaroze. I think there are a couple of guys in the SCEE groups that have
worked with real PS development stations.

I think most of us work as coders in the real world. That may be why we
picked up on it a little faster.

Regards,

Jeff

--MESSAGE FILE 16578 END: ./2 SCEA/yaroze/beginners/000000071html.html

--MESSAGE FILE 16579 START: ./2 SCEA/yaroze/beginners/000000072html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Animation?
Date: Fri, 11 Jul 1997 22:37:57 -0700
Organization: SCEA Net Yaroze News
Lines: 9
Message-ID: <33C71834.40B5@earthlink.net>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: max3-so-ca-00.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

So Ive been thinking maybe this is the theory behind animation:

LoadImage() //projects image on screen
StoreImage()//store rectangle with image on it in buffer
MoveImage()//asumming your using the same background
LoadImage()// loop through

This is probably totally wrong but if you could show me how that would
be greatly appreciated.
--MESSAGE FILE 16579 END: ./2 SCEA/yaroze/beginners/000000072html.html

--MESSAGE FILE 16580 START: ./2 SCEA/yaroze/beginners/000000073html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Animation?
Date: Sat, 12 Jul 1997 16:09:49 GMT
Organization: SCEA Net Yaroze News
Lines: 23
Message-ID: <33c7ab9c.2705935@205.149.189.29>
References: <33C71834.40B5@earthlink.net>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

Linda,

Actually you load the image into the frame buffer and then create a
GsSPRITE that points to it. Then all you need to do is move and redraw
the sprite for each frame. There are several good examples of this in
the download area. I'd suggest that you start with 2D.ZIP in the SCEE
area and go from there.

Mario

On Fri, 11 Jul 1997 22:37:57 -0700, "Linda J. Hodge"
<hodgke@earthlink.net> wrote:

>So Ive been thinking maybe this is the theory behind animation:
>
>LoadImage() //projects image on screen
>StoreImage()//store rectangle with image on it in buffer
>MoveImage()//asumming your using the same background
>LoadImage()// loop through
>
>This is probably totally wrong but if you could show me how that would
>be greatly appreciated.

--MESSAGE FILE 16580 END: ./2 SCEA/yaroze/beginners/000000073html.html

--MESSAGE FILE 16581 START: ./2 SCEA/yaroze/beginners/000000074html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Animation technique
Date: Sun, 13 Jul 1997 22:58:11 -0700
Organization: SCEA Net Yaroze News
Lines: 35
Message-ID: <33C9BFF3.461B@earthlink.net>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: max6-so-ca-08.earthlink.net
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

Ok So I listened to what you said and Im thinking.

maybe something like this

//defines

GsOT// Define your ordertables
GsOTTAG//Tag your odertables

PACKET// Do packet for ot stufff
GsSPRITE //pointer to sprite
GsinitGraph//Screen initialiize stuff
GsdefDispbuff// Setup double buffer stuff for page flipping
//For loop for WOT
Activebuff =GsGetActiveBuff()//bouble buffer setup
GsSetWorkBase//Have no idea except it asigns buffer to packet?
GsClearOt//init ot packet

Do main loop animation stuff right here with frames and all

DrawSync(0)// wait for the entire drawing   to be done
Vsync(0)//Wait for the vblank interupt which tells the sys it is done
//with drawing the pic on screen
GsSwapDispBuff()// Switch the buffers
GsSortClear()//Have no idea
GsDrawOT()//Draw everything that has just been done in the ot

Then do the sprite init.

end

This is probably completely wrong but I init the sprite.
mario
--MESSAGE FILE 16581 END: ./2 SCEA/yaroze/beginners/000000074html.html

--MESSAGE FILE 16582 START: ./2 SCEA/yaroze/beginners/000000075html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Animation technique
Date: Tue, 15 Jul 1997 01:31:49 GMT
Organization: SCEA Net Yaroze News
Lines: 21
Message-ID: <33cad207.44933192@205.149.189.29>
References: <33C9BFF3.461B@earthlink.net>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

Linda,

That looks a bit better. I'd like to stress that you should look at
several of the examples and see how things are handled in them. The
BALLS sample is a good one. Play around with the code to see what
happens when you change things. Make sure you understand the simple
stuff before you tackle something bigger. It's pretty easy if you take
it one step at a time.

Mario

On Sun, 13 Jul 1997 22:58:11 -0700, "Linda J. Hodge"
<hodgke@earthlink.net> wrote:

>Ok So I listened to what you said and Im thinking.
>
>maybe something like this
>
>[snip]
>

--MESSAGE FILE 16582 END: ./2 SCEA/yaroze/beginners/000000075html.html

--MESSAGE FILE 16583 START: ./2 SCEA/yaroze/beginners/000000076html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Animation technique
Date: Mon, 14 Jul 1997 22:53:37 -0700
Organization: SCEA Net Yaroze News
Lines: 23
Message-ID: <33CB1061.621F@earthlink.net>
References: <33C9BFF3.461B@earthlink.net> <33cad207.44933192@205.149.189.29>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: 207.217.138.17
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

Mario Perdue wrote:
>
> Linda,
>
> That looks a bit better. I'd like to stress that you should look at
> several of the examples and see how things are handled in them. The
> BALLS sample is a good one. Play around with the code to see what
> happens when you change things. Make sure you understand the simple
> stuff before you tackle something bigger. It's pretty easy if you take
> it one step at a time.
>
> Mario
>
> On Sun, 13 Jul 1997 22:58:11 -0700, "Linda J. Hodge"
> <hodgke@earthlink.net> wrote:
>
> >Ok So I listened to what you said and Im thinking.
> >
> >maybe something like this
> >
> >[snip]
> >
So the "balls" is in the europe website?
--MESSAGE FILE 16583 END: ./2 SCEA/yaroze/beginners/000000076html.html

--MESSAGE FILE 16584 START: ./2 SCEA/yaroze/beginners/000000077html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Animation technique
Date: Tue, 15 Jul 1997 15:43:17 GMT

Organization: SCEA Net Yaroze News
Lines: 12
Message-ID: <33cb999f.759313@205.149.189.29>
References: <33C9BFF3.461B@earthlink.net> <33cad207.44933192@205.149.189.29>
<33CB1061.621F@earthlink.net>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Mon, 14 Jul 1997 22:53:37 -0700, "Linda J. Hodge"
<hodgke@earthlink.net> wrote:

>So the "balls" is in the europe website?

Well, yes it is. You can also find it in the SCEE section of the scea
download area.

Have you browsed the download areas to see what's there yet? There are
several very good samples that you can work with.

Mario
--MESSAGE FILE 16584 END: ./2 SCEA/yaroze/beginners/000000077html.html

--MESSAGE FILE 16585 START: ./2 SCEA/yaroze/beginners/000000078html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.beginners
Subject: Re: Animation technique
Date: Wed, 16 Jul 1997 23:02:46 GMT
Organization: SCEA Net Yaroze News
Lines: 47
Message-ID: <33cd529e.2069219@news.scea.sony.com>
References: <33C9BFF3.461B@earthlink.net>
NNTP-Posting-Host: nb11ppp60.cac.psu.edu
X-Newsreader: Forte Free Agent 1.11/32.235

Also, you might want to check out my "onespr" tutorial...it explains
each function pretty extensively, plus its very simple, just
displays one sprite on the screen, not much more to it.
Its on my yaroze web page.

Jamin

On Sun, 13 Jul 1997 22:58:11 -0700, "Linda J. Hodge"
<hodgke@earthlink.net> wrote:

>Ok So I listened to what you said and Im thinking.
>
>maybe something like this
>
>
>//defines
>
>GsOT// Define your ordertables
>GsOTTAG//Tag your odertables
>
>PACKET// Do packet for ot stufff
>GsSPRITE //pointer to sprite
>GsinitGraph//Screen initialiize stuff
>GsdefDispbuff// Setup double buffer stuff for page flipping
>//For loop for WOT
>Activebuff =GsGetActiveBuff()//bouble buffer setup
>GsSetWorkBase//Have no idea except it asigns buffer to packet?

>GsClearOt//init ot packet
>
>Do main loop animation stuff right here with frames and all
>
>
>DrawSync(0)// wait for the entire drawing   to be done
>Vsync(0)//Wait for the vblank interupt which tells the sys it is done
>//with drawing the pic on screen
>GsSwapDispBuff()// Switch the buffers
>GsSortClear()//Have no idea
>GsDrawOT()//Draw everything that has just been done in the ot
>
>Then do the sprite init.
>
>end
>
>This is probably completely wrong but I init the sprite.
>mario

--MESSAGE FILE 16585 END: ./2 SCEA/yaroze/beginners/000000078html.html

--MESSAGE FILE 16586 START: ./2 SCEA/yaroze/beginners/000000079html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Circle?
Date: Sat, 19 Jul 1997 01:54:54 -0700
Organization: SCEA Net Yaroze News
Lines: 23
Message-ID: <33D080DE.161D@earthlink.net>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: max3-so-ca-08.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

Mario or anyone that can help,
I made my first program and am getting some errors. I am trying to
display a bunch of circles on screen using a drawing function.I dont
know which one thats the thing.I mean I got the math for it:

```
for(index=0; index<1000; index++)
    {

    xo   = 20 + rand()%300;
    yo   = 20 + rand()%1800;
    rad  = 1  + rand()%20;
        color =      rand()%256;

        for(ang=0;ang<360; ang++)
           {
             x = xo  +  cos(ang*3.14/180) * rad;
             y = yo  +  cos(ang*3.14/180) * rad;

        //Now from here I need a function to put x,y and color on
        //to screen.I was thing of a GsLINE func to do the job     //but that is
for straight line endpoints only.Any         //suggestions?
```

Thanks.
--MESSAGE FILE 16586 END: ./2 SCEA/yaroze/beginners/000000079html.html

--MESSAGE FILE 16587 START: ./2 SCEA/yaroze/beginners/000000080html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Circle?
Date: Sun, 20 Jul 1997 02:03:41 GMT
Organization: SCEA Net Yaroze News
Lines: 34
Message-ID: <33d17140.10866964@205.149.189.29>
References: <33D080DE.161D@earthlink.net>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

Drawing a circle with GsGLines would work fine. You just need to
calculate a series of points on the circumference of the circle and
connect them with line segments. As you would expect, the number of
lines will determine how round the circle looks.

Mario

On Sat, 19 Jul 1997 01:54:54 -0700, "Linda J. Hodge"
<hodgke@earthlink.net> wrote:

>Mario or anyone that can help,
>I made my first program and am getting some errors. I am trying to
>display a bunch of circles on screen using a drawing function.I dont
>know which one thats the thing.I mean I got the math for it:
>
>for(index=0; index<1000; index++)
> {
>
> xo   = 20 + rand()%300;
> yo   = 20 + rand()%1800;
> rad = 1 + rand()%20;
>   color =   rand()%256;
>
>   for(ang=0;ang<360; ang++)
>   {
>   x = xo + cos(ang*3.14/180) * rad;
>   y = yo + cos(ang*3.14/180) * rad;
>
>   //Now from here I need a function to put x,y and color on
>   //to screen.I was thing of a GsLINE func to do the job   //but that is
>for straight line endpoints only.Any   //suggestions?
>
>Thanks.

--MESSAGE FILE 16587 END: ./2 SCEA/yaroze/beginners/000000080html.html

--MESSAGE FILE 16588 START: ./2 SCEA/yaroze/beginners/000000081html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
Newsgroups: scea.yaroze.beginners
Subject: Hello, I'm a newbie
Date: Mon, 21 Jul 1997 15:50:19 -0700
Organization: SCEA Net Yaroze News
Lines: 14
Message-ID: <33D3E7AB.5533@hubcap.clemson.edu>
NNTP-Posting-Host: pm4-6.innova.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

This is awesome.
I can't get over how nice everyone is here.
I just got my Yaroze the other day and have JUST started playing with
it.
I have a BS in CS from Clemson University and am still rather confused
after reading the user manual.
But...
I feel much better after checking out this group.
Are most people here CS majors?
Cuz if not, I don't want my ignorance to shine through too hard.
(It might look bad if a CS major is having problem and gets help from
some 15 year old kid. PS: I was writing games when I was 15 for the C64
so I know where some of the help will come from! So you 15 year old
kids, please take it easy on this newbie! ha)
--MESSAGE FILE 16588 END: ./2 SCEA/yaroze/beginners/000000081html.html

--MESSAGE FILE 16589 START: ./2 SCEA/yaroze/beginners/000000082html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
Newsgroups: scea.yaroze.beginners
Subject: Ira's Sprite stuff
Date: Tue, 22 Jul 1997 01:56:20 -0700
Organization: SCEA Net Yaroze News
Lines: 13
Message-ID: <33D475B4.2B15@hubcap.clemson.edu>
NNTP-Posting-Host: 206.139.128.53
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

First Day...
How do I compile your stuff?
All of it has wierd stuff in it like...
ny.pxe
download.sio
and no make file or auto type file to upload.
What am i doing wrong?
I have a pc, and code warrior if needed.
there is no make file.
the sprite.c appears to have junk at the beginning and the end of
the file.
this is not looking good
1st day and I can't even compile people's code.
--MESSAGE FILE 16589 END: ./2 SCEA/yaroze/beginners/000000082html.html

--MESSAGE FILE 16590 START: ./2 SCEA/yaroze/beginners/000000083html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: sumner@metrowerks.com (Joel Sumner)
Newsgroups: scea.yaroze.beginners,scea.yaroze.programming.codewarrior
Subject: Re: Ira's Sprite stuff
Date: Tue, 22 Jul 1997 17:37:40 -0500
Organization: Metrowerks
Lines: 33
Message-ID: <MPG.e3ef22c6e14398c98968e@news.scea.sony.com>
References: <33D475B4.2B15@hubcap.clemson.edu>
NNTP-Posting-Host: 198.214.227.194
X-Newsreader: Anawave Gravity v1.10
Xref: chuka.playstation.co.uk scea.yaroze.beginners:83
scea.yaroze.programming.codewarrior:136

Hi Michael,
  Since you have CodeWarrior, I'd recommend reading the "Targeting PlayStation OS.pdf" file inside the CodeWarrior documentation\embedded[doc] folder. It has three tutorials on connecting your Net Yaroze to your PC, building the examples files, and running them in the debugger.

The Metrowerks support staff monitors these newsgroups so feel free to ask any questions that you may have. Either our support staff or the other people reading scea.yaroze.programming.codewarrior can answer your questions.

In article <33D475B4.2B15@hubcap.clemson.edu>, mclee@hubcap.clemson.edu says...
> First Day...
> How do I compile your stuff?
> All of it has wierd stuff in it like...
> ny.pxe
> download.sio
> and no make file or auto type file to upload.
> What am i doing wrong?
> I have a pc, and code warrior if needed.
> there is no make file.
> the sprite.c appears to have junk at the beginning and the end of
> the file.
> this is not looking good
> 1st day and I can't even compile people's code.
>

--

PlayStation Debugger Dude
Metrowerks
--MESSAGE FILE 16590 END: ./2 SCEA/yaroze/beginners/000000083html.html

--MESSAGE FILE 16591 START: ./2 SCEA/yaroze/beginners/000000084html.html
Path: chuka.playstation.co.uk!!user
From: "Ira Rainey" <ira@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: Ira's Sprite stuff
Date: Sat, 02 Aug 1997 11:15:21 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <5rv0rh$oj1@chuka.playstation.co.uk>
References: <33D475B4.2B15@hubcap.clemson.edu>
NNTP-Posting-Host: dialup-03-42.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Internet Mail & News for Macintosh - 3.0

I just noticed your message - I've been on holiday for the past week or so.

The junk, I believe, is IDE formatting information left behind by CW. I only use CW because I have a PowerMac and basically I have no choice.

The download.sio file is actually a batch file, I guess for your PC you'll need to change the extension to .bat to use it. The file NY.pxe is the CW generated playstation executable.

Keep at it, I know it seems complicated at first, but it'll soon become clear - it took me about two weeks to make any sense of anything.

Ira

> From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
> Newsgroups: scea.yaroze.beginners
> Subject: Ira's Sprite stuff
> Date: Tue, 22 Jul 1997 01:56:20 -0700
>
>First Day...
>How do I compile your stuff?
>All of it has wierd stuff in it like...
>ny.pxe
>download.sio
>and no make file or auto type file to upload.
>What am i doing wrong?
>I have a pc, and code warrior if needed.
>there is no make file.
>the sprite.c appears to have junk at the beginning and the end of
>the file.
>this is not looking good
>1st day and I can't even compile people's code.

--MESSAGE FILE 16591 END: ./2 SCEA/yaroze/beginners/000000084html.html

--MESSAGE FILE 16592 START: ./2 SCEA/yaroze/beginners/000000085html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
Newsgroups: scea.yaroze.beginners
Subject: Ira's sprite stuff
Date: Wed, 06 Aug 1997 22:19:03 -0700
Organization: SCEA Net Yaroze News
Lines: 14
Message-ID: <33E95AC7.6F5C@hubcap.clemson.edu>
NNTP-Posting-Host: pm4-21.innova.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

I cant get anything to come up.
I run it under CodeWarrior.
I run the ny.psx file under the PSComutil and
nothing shows up.
I ran the download.sio and it did the same thing.
Just a black screen that has nothing on it.
this is frustrating.
Where does it load the *.tim files?
If i create a drawing, I do i get my file to recognize it.
What is this address stuff at the beginning?
The documentation SUCKS and im starting to get pissed.
Im very intelligent and this is making no sense.
mike
mclee@clemson.edu
--MESSAGE FILE 16592 END: ./2 SCEA/yaroze/beginners/000000085html.html

--MESSAGE FILE 16593 START: ./2 SCEA/yaroze/beginners/000000086html.html
Path: chuka.playstation.co.uk!scea!lcy-pm0-ip14.halcyon.com!user
From: gromit@halcyon.com (eli curtz)
Newsgroups: scea.yaroze.beginners
Subject: Re: Ira's sprite stuff
Date: Thu, 07 Aug 1997 09:45:26 -0800

Organization: SCEA Net Yaroze News
Lines: 43
Message-ID: <gromit-0708970945270001@lcy-pm0-ip14.halcyon.com>
References: <33E95AC7.6F5C@hubcap.clemson.edu>
NNTP-Posting-Host: lcy-pm0-ip14.halcyon.com
X-Newsreader: MT-NewsWatcher 2.3.1

In article <33E95AC7.6F5C@hubcap.clemson.edu>, "Michael C. Lee, Jr."
<mclee@hubcap.clemson.edu> wrote:

> I cant get anything to come up.
> I run it under CodeWarrior.
> I run the ny.psx file under the PSComutil and
> nothing shows up.
> I ran the download.sio and it did the same thing.
> Just a black screen that has nothing on it.
> this is frustrating.
> Where does it load the *.tim files?
> If i create a drawing, I do i get my file to recognize it.
> What is this address stuff at the beginning?
> The documentation SUCKS and im starting to get pissed.
> Im very intelligent and this is making no sense.
> mike
> mclee@clemson.edu

I haven't looked at Ira's code, but there are basically three ways it
could be loading the .TIM:

1) Static data in the program - ugly and probably not how he's doing it.
2) Using the Metrowerks BLoad (or whatever it is) to simulate the CD and
   load it automatically from within the program.
3) Pre-loading the .TIM to memory using a batch file.

As I said case 1 is unlikely to check if its case 2 or 3:

A) Check for a Windoze batch file (.BAT) if its there you should be able
to use it in the new version of PSComUtil or read the addresses out and
use the load data function in PSComUtil to put them in the right places.
B) Search for the filename in the code to see if it thinks it should be
loading it using the fake CD routines.
C) If it comes to it look in the code for where the .TIM is being used -
if it isn't being loaded from the fake CD you need to put it in memory
where it expects it using PSComUtil.

You may also be compiling your code to the wrong address - make sure that
the address in your project preferences matches the one in the Makefile
(it there is one)

eli
gromit@halcyon.com
--MESSAGE FILE 16593 END: ./2 SCEA/yaroze/beginners/000000086html.html

--MESSAGE FILE 16594 START: ./2 SCEA/yaroze/beginners/000000087html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Ira's sprite stuff
Date: 7 Aug 1997 21:37:02 GMT
Organization: SCEA Net Yaroze News
Lines: 20
Message-ID: <01bca379$f47e00c0$8fbf43ce@wkwerner>
References: <33E95AC7.6F5C@hubcap.clemson.edu>
NNTP-Posting-Host: port43.con2.com

X-Newsreader: Microsoft Internet News 4.70.1155

Looking at Ira's code, (Ira being a member of the Euro group, this is no suprise) I see the following line:

```
   SetVideoMode(MODE_PAL);
```

Since the default is NTSC, you could just remove this line. Just as well, you could substitute it with:

```
   SetVideoMode(MODE_NTSC);
```

Further, you must replace the vertical height with 240 (not the PAL value of 256).

```
#define       SCREEN_HEIGHT 240
```

And try not to get too POed. The learning curve here is STEEP!

--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16594 END: ./2 SCEA/yaroze/beginners/000000087html.html

--MESSAGE FILE 16595 START: ./2 SCEA/yaroze/beginners/000000088html.html
Path: chuka.playstation.co.uk!!user
From: "Ira Rainey" <ira@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: Ira's sprite stuff
Date: Tue, 12 Aug 1997 00:40:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 121
Message-ID: <5so7cj$d576@chuka.playstation.co.uk>
References: <33E95AC7.6F5C@hubcap.clemson.edu>
     <01bca379$f47e00c0$8fbf43ce@wkwerner>
NNTP-Posting-Host: dialup-05-38.netcomuk.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Internet Mail & News for Macintosh - 3.0

Mike said:

>I cant get anything to come up.
>I run it under CodeWarrior.
>I run the ny.psx file under the PSComutil and
>nothing shows up.
>I ran the download.sio and it did the same thing.
>Just a black screen that has nothing on it.
>this is frustrating.
>Where does it load the *.tim files?
>If i create a drawing, I do i get my file to recognize it.
>What is this address stuff at the beginning?

Ira says:

First off, the "download.sio" file is actually a batch file for downloading all the relevant files to the correct addresses. I use the ".sio" extension because that's just how CW documented it when they first implemented it and I haven't got round to changing it, and seeing as has I write all my code on my Mac the extension is irrelevant. Try opening it using CW and you will see the files and the addresses that it loads.

Secondly, if you are compiling code using the GNU stuff make sure your makefile sets your object code in at 0x8009000. If you're using CW still, then go to your project settings and check the same thing (0x8009000 is the default address space used by CW).

Eli said:

>I haven't looked at Ira's code, but there are basically three ways it
>could be loading the .TIM:
>
>1) Static data in the program - ugly and probably not how he's doing it.

Urghh, what a horrid thought! If that method was a woman, she'd be a moose!

>2) Using the Metrowerks BLoad (or whatever it is) to simulate the CD and
>   load it automatically from within the program.

A nice tool, but I didn't use these tools so that people without CW could still benefit.

>3) Pre-loading the .TIM to memory using a batch file.

Spot on!

>A) Check for a Windoze batch file (.BAT) if its there you should be able
>to use it in the new version of PSComUtil or read the addresses out and
>use the load data function in PSComUtil to put them in the right places.

"download.sio" is the one you want.

>You may also be compiling your code to the wrong address - make sure that
>the address in your project preferences matches the one in the Makefile
>(it there is one)

Wayne said:

>Looking at Ira's code, (Ira being a member of the Euro group, this is no
>suprise) I see the following line:
>
>   SetVideoMode(MODE_PAL);
>
>Since the default is NTSC, you could just remove this line. Just as well,
>you could substitute it with:
>
>   SetVideoMode(MODE_NTSC);
>
>Further, you must replace the vertical height with 240 (not the PAL value
>of 256).
>
>#define   SCREEN_HEIGHT 240

Ira says:

I noticed I did put this line in some of my very early code, but I changed the whole web site thing about a month ago and changed all the code. None of the demos include this line now, purely for reasons of international compatability.

Also I always use 320x240, in all of the demos and stuff that I have done so far. No real reason but because I do there should be no PAL/NTSC clashes.

Mike said:

>The documentation SUCKS and im starting to get pissed.

>Im very intelligent and this is making no sense.

Wayne said:
>And try not to get too POed. The learning curve here is STEEP!

Ira says:

Cool out Mike. Just step back take a deep breath and count to ten. You're probably trying too hard and failing to see the wood for the trees. It took me about five or six weeks to get my head round the basics of this thing, and boy did I want to beat the crap out of the little bastard thing sometimes, but I just turned it off, went to bed and tried again the next day. Until one day everything hit me like a ton of bricks.

We're all on a huge learning curve here and it doesn't make it any easier that Sony haven't provided us with any kinda decent documentation, or real starter stuff. I've never said that any of my docs are the best or that I'm the best coder, far from it, but the very fact that you've been able to download some docs and source code that someone - namely me - has taken their own time and effort to write for no reason other than to help people like yourself, and to ensure we can all get some value for money out of this thing, is something you should be grateful for. When I got my yaroze back in March we had diddly squat to work with.

Don't knock it, just keep working at it.

Ira
--
"The difference between the impossible and the possible lies in determination"
 -- Tommy Lasorda

--MESSAGE FILE 16595 END: ./2 SCEA/yaroze/beginners/000000088html.html

--MESSAGE FILE 16596 START: ./2 SCEA/yaroze/beginners/000000089html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: Ira's sprite stuff
Date: Wed, 13 Aug 1997 01:45:43 -0700
Organization: SCEA News Server
Lines: 126
Message-ID: <33F17437.5EE2@hubcap.clemson.edu>
References: <33E95AC7.6F5C@hubcap.clemson.edu>
        <01bca379$f47e00c0$8fbf43ce@wkwerner>
<5so7cj$d576@chuka.playstation.co.uk>
NNTP-Posting-Host: pm4-4.innova.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Ira Rainey wrote:
>
> Mike said:
>
> >I cant get anything to come up.
> >I run it under CodeWarrior.
> >I run the ny.psx file under the PSComutil and
> >nothing shows up.

> >I ran the download.sio and it did the same thing.
> >Just a black screen that has nothing on it.
> >this is frustrating.
> >Where does it load the *.tim files?
> >If i create a drawing, I do i get my file to recognize it.
> >What is this address stuff at the beginning?
>
> Ira says:
>
> First off, the "download.sio" file is actually a batch file for downloading
> all the relevant files to the correct addresses. I use the ".sio" extension
> because that's just how CW documented it when they first implemented it and
> I haven't got round to changing it, and seeing as has I write all my code on
> my Mac the extension is irrelevant. Try opening it using CW and you will see
> the files and the addresses that it loads.
>
> Secondly, if you are compiling code using the GNU stuff make sure your
> makefile sets your object code in at 0x8009000. If you're using CW still,
> then go to your project settings and check the same thing (0x8009000 is the
> default address space used by CW).
>
> Eli said:
>
> >I haven't looked at Ira's code, but there are basically three ways it
> >could be loading the .TIM:
> >
> >1) Static data in the program - ugly and probably not how he's doing it.
>
> Urghh, what a horrid thought! If that method was a woman, she'd be a moose!
>
> >2) Using the Metrowerks BLoad (or whatever it is) to simulate the CD and
> >   load it automatically from within the program.
>
> A nice tool, but I didn't use these tools so that people without CW could
> still benefit.
>
> >3) Pre-loading the .TIM to memory using a batch file.
>
> Spot on!
>
> >A) Check for a Windoze batch file (.BAT) if its there you should be able
> >to use it in the new version of PSComUtil or read the addresses out and
> >use the load data function in PSComUtil to put them in the right places.
>
> "download.sio" is the one you want.
>
> >You may also be compiling your code to the wrong address - make sure that
> >the address in your project preferences matches the one in the Makefile
> >(it there is one)
>
> Wayne said:
>
> >Looking at Ira's code, (Ira being a member of the Euro group, this is no
> >suprise) I see the following line:
> >
> >   SetVideoMode(MODE_PAL);
> >
> >Since the default is NTSC, you could just remove this line. Just as well,
> >you could substitute it with:
> >
> >   SetVideoMode(MODE_NTSC);
> >
> >Further, you must replace the vertical height with 240 (not the PAL value
> >of 256).

> >
> >#define   SCREEN_HEIGHT   240
>
> Ira says:
>
> I noticed I did put this line in some of my very early code, but I changed
> the whole web site thing about a month ago and changed all the code. None of
> the demos include this line now, purely for reasons of international
> compatability.
>
> Also I always use 320x240, in all of the demos and stuff that I have done so
> far. No real reason but because I do there should be no PAL/NTSC clashes.
>
> Mike said:
>
> >The documentation SUCKS and im starting to get pissed.
> >Im very intelligent and this is making no sense.
>
> Wayne said:
> >And try not to get too POed. The learning curve here is STEEP!
>
> Ira says:
>
> Cool out Mike. Just step back take a deep breath and count to ten. You're
> probably trying too hard and failing to see the wood for the trees. It took
> me about five or six weeks to get my head round the basics of this thing,
> and boy did I want to beat the crap out of the little bastard thing
> sometimes, but I just turned it off, went to bed and tried again the next
> day. Until one day everything hit me like a ton of bricks.
>
> We're all on a huge learning curve here and it doesn't make it any easier
> that Sony haven't provided us with any kinda decent documentation, or real
> starter stuff. I've never said that any of my docs are the best or that I'm
> the best coder, far from it, but the very fact that you've been able to
> download some docs and source code that someone - namely me - has taken
> their own time and effort to write for no reason other than to help people
> like yourself, and to ensure we can all get some value for money out of this
> thing, is something you should be grateful for. When I got my yaroze back in
> March we had diddly squat to work with.
>
> Don't knock it, just keep working at it.
>
> Ira
> --
> "The difference between the impossible and the possible lies in
> determination"
> -- Tommy Lasorda
Im not knocking you. Im very happy you wrote the sprite stuff. Its all I
have to go on. I just wish Sony had provided something better.
check out spells of fury if you want to see a good work of
documentation.
I think once i start to get some of this stuff, ill write something.
later,
mike
--MESSAGE FILE 16596 END: ./2 SCEA/yaroze/beginners/000000089html.html

--MESSAGE FILE 16597 START: ./2 SCEA/yaroze/beginners/000000090html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Blackwell" <bespeed@islandnet.com>
Newsgroups: scea.yaroze.beginners
Subject: ResetGraph
Date: 13 Aug 1997 09:45:41 GMT
Organization: SCEA News Server

Lines: 6
Message-ID: <01bca7ce$498fe580$09af35c6@islandnet.com.islandnet.com>
NNTP-Posting-Host: i3-9.islandnet.com
X-Newsreader: Microsoft Internet News 4.70.1155

This is a pretty dumb question, but I was noticing that in every single tutorial that calls ResetGraph, the value 3 is passed in. However, the docs state that the valid inputs are 0 (all reset) and 1 (cancel drawing). What the heck is 3?

-Chris B
--MESSAGE FILE 16597 END: ./2 SCEA/yaroze/beginners/000000090html.html

--MESSAGE FILE 16598 START: ./2 SCEA/yaroze/beginners/000000091html.html
Path: chuka.playstation.co.uk!dialup-00-52.netcomuk.co.uk!user
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scea.yaroze.beginners
Subject: Where's the help!
Date: Sat, 16 Aug 1997 22:54:07 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <ira-1608972254080001@dialup-00-52.netcomuk.co.uk>
NNTP-Posting-Host: dialup-00-52.netcomuk.co.uk
X-newsreader: MT-NewsWatcher 2.2.2

I've just updated my ftp area to incorporate all of my demos to PAL and NTSC so there's something for everybody.

Ira

http://www.playstation.co.uk/~shadow/
--MESSAGE FILE 16598 END: ./2 SCEA/yaroze/beginners/000000091html.html

--MESSAGE FILE 16599 START: ./2 SCEA/yaroze/beginners/000000092html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Blackwell" <bespeed@islandnet.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: ResetGraph
Date: 19 Aug 1997 08:20:09 GMT
Organization: SCEA News Server
Lines: 19
Message-ID: <01bcac79$56fbe3e0$0aaf35c6@islandnet.com.islandnet.com>
References: <01bca7ce$498fe580$09af35c6@islandnet.com.islandnet.com>
NNTP-Posting-Host: i3-10.islandnet.com
X-Newsreader: Microsoft Internet News 4.70.1155

When a question like this doesn't get answered for several days do I assume that there is no answer or that you gnarly (and I mean that in a good way :-) developer support studs are looking for an answer? I guess what I mean is, how long should you wait for an answer before you decide a question has no answer?

-ChrisB

Chris Blackwell <bespeed@islandnet.com> wrote in article
<01bca7ce$498fe580$09af35c6@islandnet.com.islandnet.com>...
> This is a pretty dumb question, but I was noticing that in every single
> tutorial that calls ResetGraph, the value 3 is passed in. However, the
docs
> state that the valid inputs are 0 (all reset) and 1 (cancel drawing).
What
> the heck is 3?

>
> -Chris B
>
--MESSAGE FILE 16599 END: ./2 SCEA/yaroze/beginners/000000092html.html

--MESSAGE FILE 16600 START: ./2 SCEA/yaroze/beginners/000000093html.html
Path: chuka.playstation.co.uk!dialup-01-34.netcomuk.co.uk!user
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scea.yaroze.beginners
Subject: Shadow stuff update
Date: Fri, 22 Aug 1997 20:44:15 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <ira-2208972044150001@dialup-01-34.netcomuk.co.uk>
NNTP-Posting-Host: dialup-01-34.netcomuk.co.uk
X-newsreader: MT-NewsWatcher 2.2.2

After a few complaints about junk in the PC files on my ftp area, I
checked it out and found that CW puts all it's formatting in the header
and tail of the file, so if you don't use CW to open the file then you get
loads of shit. Also some of the text files were still in Mac format, and
so a bit difficult to read with a basic text editor.

I've now fixed all these problems and *all* the pc stuff has been sorted
out and zipped up - on a pc - and I've just uploaded it all again.If
you've had some problems like this then just download again and it will
all be nice and lovely.

Sorry about that.

Ira
--MESSAGE FILE 16600 END: ./2 SCEA/yaroze/beginners/000000093html.html

--MESSAGE FILE 16601 START: ./2 SCEA/yaroze/beginners/000000094html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Blackwell" <bespeed@smartt.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: ResetGraph
Date: 24 Aug 1997 07:36:53 GMT
Organization: SCEA News Server
Lines: 30
Message-ID: <01bcb061$22eb6620$0e9f22cf@SmarttNet.smartt.com>
References: <01bca7ce$498fe580$09af35c6@islandnet.com.islandnet.com>
<01bcac79$56fbe3e0$0aaf35c6@islandnet.com.islandnet.com>
NNTP-Posting-Host: vict-mx0100101.smartt.com
X-Newsreader: Microsoft Internet News 4.70.1155

Wahh! Why won't anyone reply? Is this group not scanned by Mario or other
sony engineers?

-Chris Blackwell, in a last, desperate attempt to get an answer...

Chris Blackwell <bespeed@islandnet.com> wrote in article
<01bcac79$56fbe3e0$0aaf35c6@islandnet.com.islandnet.com>...
> When a question like this doesn't get answered for several days do I
assume
> that there is no answer or that you gnarly (and I mean that in a good way
> :-) developer support studs are looking for an answer? I guess what I
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> is, how long should you wait for an answer before you decide a question
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>
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>
> Chris Blackwell <bespeed@islandnet.com> wrote in article
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> docs
> > state that the valid inputs are 0 (all reset) and 1 (cancel drawing).
> What
> > the heck is 3?
> >
> > -Chris B
> >
>
--MESSAGE FILE 16601 END: ./2 SCEA/yaroze/beginners/000000094html.html

--MESSAGE FILE 16602 START: ./2 SCEA/yaroze/beginners/000000095html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@hrtc.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: ResetGraph
Date: Sun, 24 Aug 1997 15:14:32 GMT
Organization: SCEA News Server
Lines: 56
Message-ID: <34004ce0.494768@205.149.189.29>
References: <01bca7ce$498fe580$09af35c6@islandnet.com.islandnet.com>
<01bcac79$56fbe3e0$0aaf35c6@islandnet.com.islandnet.com>
<01bcb061$22eb6620$0e9f22cf@SmarttNet.smartt.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

Chris,

Yikes! Sorry but for some reason, this message has fallen through the
cracks. I could cop out and say I was waiting for an answer, but
that's just not true. The truth is, I overlooked the question.

Anyway, I think the reason that people are using ResetGraph(3) is that
the samples were written that way. I know that's why I used it. I
don't know if passing a value of 3 does anything different with the
full libraries or not. I have since started using ResetGraph(1) as it
seems to have the same effect.

So, the short answer to your question (and the one I should have given
back when you asked) is that ResetGraph(3) seems to be an error and
should be replaced with ResetGraph(1). If anyone know's something I
don't here, please feel free to correct me.

Again, sorry it took so long for a reply. Thanks for bringing it up
again.

Mario

On 24 Aug 1997 07:36:53 GMT, "Chris Blackwell" <bespeed@smartt.com>
wrote:

>Wahh! Why won't anyone reply? Is this group not scanned by Mario or other
>sony engineers?
>
>-Chris Blackwell, in a last, desperate attempt to get an answer...
>
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><01bcac79$56fbe3e0$0aaf35c6@islandnet.com.islandnet.com>...
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>assume
>> that there is no answer or that you gnarly (and I mean that in a good way
>> :-) developer support studs are looking for an answer? I guess what I
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>> is, how long should you wait for an answer before you decide a question
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>> > This is a pretty dumb question, but I was noticing that in every single
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>> docs
>> > state that the valid inputs are 0 (all reset) and 1 (cancel drawing).
>> What
>> > the heck is 3?
>> >
>> > -Chris B
>> >
>>

--MESSAGE FILE 16602 END: ./2 SCEA/yaroze/beginners/000000095html.html

--MESSAGE FILE 16603 START: ./2 SCEA/yaroze/beginners/000000096html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Pradip Fatehpuria <pradip_fatehpuria@interactive.sony.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: memory
Date: Mon, 25 Aug 1997 17:16:05 -0700
Organization: Sony Computer Entertainment America
Lines: 29
Message-ID: <34022045.841@interactive.sony.com>
References: <33928AD8.4622@concentric.net>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (Win95; U)

djinn666 wrote:
>
> hi,
>
> i was just wondering if anyone could explain to me how memory allocation
> for the ny works. i've been looking at sample batch- files and i see the
> programmer d-loading tim,main,...ect to memory locations such as
> "0x8000....ect". how do they know the size of their file?, how do they
> know where to d-load it to? can some one please help. i've read the
> whole userguid and still cant grasp the concept.
>
> -Djinn

One of the main reasons, why people load data files like the models,
textures and sound data directly at the pre-determined location is to
avoid loading the same everytime you make changes to your code. So
while debugging your code you can simply reload just the executable
which turns out to be a faster proposition.

Once you reset the PlayStation, you will have to reload the data once

again.

Another thing to note is that the run-time library and other necessary
data structures take first 0x90000 bytes of main memory. So, I like to
load my data starting from 0x90000 memory address and the executable is
set to load after the data, so that rest of the memory is available for
the bss section and the heap.

Pradip K Fatehpuria
--MESSAGE FILE 16603 END: ./2 SCEA/yaroze/beginners/000000096html.html

--MESSAGE FILE 16604 START: ./2 SCEA/yaroze/beginners/000000097html.html
Path: chuka.playstation.co.uk!dialup-11-58.netcomuk.co.uk!user
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scea.yaroze.beginners
Subject: New game demo
Date: Sun, 31 Aug 1997 01:25:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <ira-3108970125350001@dialup-11-58.netcomuk.co.uk>
NNTP-Posting-Host: dialup-11-58.netcomuk.co.uk
X-newsreader: MT-NewsWatcher 2.2.2

I have just uploaded to my ftp area my first finished game demo, a dog tale.

Check it out and let me know what you think.

http://www.playstation.co.uk/~shadow

Ira
--MESSAGE FILE 16604 END: ./2 SCEA/yaroze/beginners/000000097html.html

--MESSAGE FILE 16605 START: ./2 SCEA/yaroze/beginners/000000098html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Trying the NY demos...
Date: 19 Sep 1997 04:32:45 GMT
Organization: WermX Software
Lines: 33
Message-ID: <01bcc4b4$d53f8b00$71bf43ce@wkwerner>
References: <34216d5b.21034315@news.scea.sony.com>
NNTP-Posting-Host: port13.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Jeffrey Siegel <jsiegel@hypernet.com> wrote:

> I've downloaded a few of the demos from Sony's site and converted them
> into Code Warrior projects (and cleaning up a couple of lines that
> needed it - minor stuff). Then I use the debugger to try them and
> always get the same thing...the .PSE is downloaded fine and I can step
> through the source - when I run the program the screen on the NY goes
> black and nothing happens at all...its the same with the three samples
> I downloaded...I'm puzzled. I've compiled, edited, and messed with
> the samples that came with the hardware without problem. What am I
> doing wrong with the stuff from the web site?
>
> Thanks!

Sounds to me like you haven't downloaded the data files into memory. Check
out the locations to download to in the batch execution file (usually

called Auto, or perhaps batch, or something with an sio extension.)

Sometimes you need to modify the start address for the program (see the target options) to match what the writer of the program did (check out the original makefile.)

You can usually modify the original batch file to do all of the dirty work without too much effort. A batch file that just sets up the data without running the program is usually useful. The program can then be run directly from the debugger or pscomm utility without reloading the data on subsequent runs.

Hope this helps!
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16605 END: ./2 SCEA/yaroze/beginners/000000098html.html

--MESSAGE FILE 16606 START: ./2 SCEA/yaroze/beginners/000000099html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!news
From: "Ira Rainey" <ira@netcomuk.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: Trying the NY demos...
Date: 19 Sep 1997 09:33:14 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <01bcc4e0$b7945000$23e62ac2@ira-rainey>
References: <34216d5b.21034315@news.scea.sony.com>
NNTP-Posting-Host: dialup-08-35.netcomuk.co.uk
X-Newsreader: Microsoft Internet News 4.70.1161

The most likely bet is that you are compiling the code to run at a different address to that which the author intended.

CW as default sets the code location at 0x80090000, whilst many of the sony demos use other addresses. Check the makefile that was in the download, this specifies to the GNU compiler where to locate the code. Then change the program location in the project options of the CW project to the same address.

Once that is done and you can see that all the data is loaded from the batch file onto the yaroze and that nothing overlaps in memory, it should work fine.

Ira

Jeffrey Siegel <jsiegel@hypernet.com> wrote in article
<34216d5b.21034315@news.scea.sony.com>...
> OK, I'm a real newbie to the NY stuff...literally just got it.
>
> I've downloaded a few of the demos from Sony's site and converted them
> into Code Warrior projects (and cleaning up a couple of lines that
> needed it - minor stuff). Then I use the debugger to try them and
> always get the same thing...the .PSE is downloaded fine and I can step
> through the source - when I run the program the screen on the NY goes
> black and nothing happens at all...its the same with the three samples
> I downloaded...I'm puzzled. I've compiled, edited, and messed with
> the samples that came with the hardware without problem. What am I
> doing wrong with the stuff from the web site?
>
> Thanks!
>

>
--MESSAGE FILE 16606 END: ./2 SCEA/yaroze/beginners/000000099html.html

--MESSAGE FILE 16607 START: ./2 SCEA/yaroze/beginners/000000100html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: jsiegel@hypernet.com (Jeffrey Siegel)
Newsgroups: scea.yaroze.beginners
Subject: Trying the NY demos...
Date: Thu, 18 Sep 1997 18:09:14 GMT
Organization: SCEA News Server
Lines: 14
Message-ID: <34216d5b.21034315@news.scea.sony.com>
NNTP-Posting-Host: media245.hypernet.com
X-Newsreader: Forte Free Agent 1.11/32.235

OK, I'm a real newbie to the NY stuff...literally just got it.

I've downloaded a few of the demos from Sony's site and converted them
into Code Warrior projects (and cleaning up a couple of lines that
needed it - minor stuff). Then I use the debugger to try them and
always get the same thing...the .PSE is downloaded fine and I can step
through the source - when I run the program the screen on the NY goes
black and nothing happens at all...its the same with the three samples
I downloaded...I'm puzzled. I've compiled, edited, and messed with
the samples that came with the hardware without problem. What am I
doing wrong with the stuff from the web site?

Thanks!

--MESSAGE FILE 16607 END: ./2 SCEA/yaroze/beginners/000000100html.html

--MESSAGE FILE 16608 START: ./2 SCEA/yaroze/beginners/000000101html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!formica
From: sumner@metrowerks.com (Joel Sumner)
Newsgroups: scea.yaroze.beginners
Subject: Re: Trying the NY demos...
Date: Thu, 18 Sep 97 18:58:04 GMT
Organization: Metrowerks
Lines: 26
Message-ID: <5vrtbg$97815@scea>
References: <34216d5b.21034315@news.scea.sony.com>
NNTP-Posting-Host: 198.214.13.31
X-Newsreader: News Xpress 2.0 Beta #0

Which samples have you converted? We have already converted most of the
samples internally so we might be able to give some clues.

-Joel
(p.s. are you using the CodeWarrior update from our web site?)

In article <34216d5b.21034315@news.scea.sony.com>, jsiegel@hypernet.com
(Jeffrey Siegel) wrote:
>OK, I'm a real newbie to the NY stuff...literally just got it.
>
>I've downloaded a few of the demos from Sony's site and converted them
>into Code Warrior projects (and cleaning up a couple of lines that
>needed it - minor stuff). Then I use the debugger to try them and
>always get the same thing...the .PSE is downloaded fine and I can step
>through the source - when I run the program the screen on the NY goes
>black and nothing happens at all...its the same with the three samples
>I downloaded...I'm puzzled. I've compiled, edited, and messed with

>the samples that came with the hardware without problem. What am I
>doing wrong with the stuff from the web site?
>
>Thanks!
>

PlayStation Debugger Dude
Metrowerks
--MESSAGE FILE 16608 END: ./2 SCEA/yaroze/beginners/000000101html.html

--MESSAGE FILE 16609 START: ./2 SCEA/yaroze/beginners/000000102html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: Spencer Newland <snewland@bod.net>
Newsgroups: scea.yaroze.beginners,scea.yaroze.programming.codewarrior
Subject: survival demo and code warrior (mac)
Date: Tue, 30 Sep 1997 00:50:34 -0600
Organization: SCEA News Server
Lines: 100
Message-ID: <3430A13B.7179@bod.net>
Reply-To: snewland@bod.net
NNTP-Posting-Host: 206.168.205.7
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:102
scea.yaroze.programming.codewarrior:209

Hello,

I had my NY for a while now but am just now starting to try anything.
My first experience with CodeWarrior was converting the playstation
library. I could not get this to work automatically. I did get it to
convert manually, I think. There is an example project that comes with
CodeWarrior called Check. I can compile link and run this without any
problems.

When I try to run the survival demo, here is what happens. I've been
able to get survival to compile (with warnings) and link.

warnings....

Warning : possible unwanted ';'
LIBPAD.C line 89   while(!PadRead());

Warning : variable 'i' is not initialized before being used
MAIN_new.C line 1805   short i, slabid, ballid, enmyid, roboid;

Warning : possible unwanted ';'
LIBPAD.C line 89   while(!PadRead());

Warning : variable 'i' is not initialized before being used
MAIN_new.C line 1805   short i, slabid, ballid, enmyid, roboid;

While in CW, I pick 'Debug' from the 'Project' menu and the CW debugger
seems to have no trouble connecting to the NY. There is a popup stating
the NY.pse is being downloaded. I get some output on my NY display
stating "TERMINAL SPEED 115200 BPS REMOTE DEBUGGER STARTUP". From the

debugger I pick 'Download Data From Batch File' from the 'Debug' menu. After choosing the file called "AUTO", all of the file seem to download with no errors.

contents of "AUTO"

```
local dload cube.tmd  80090000
local dload cube.tim  80090B00
local dload slab.tmd  80094E00
local dload slab.tim  80095000
local dload robo.tmd  80099300
local dload prop.tmd  8009A100
local dload robo1.tim 8009A400
local dload robo2.tim 8009A800
local dload ship.tmd  8009BB00
local dload ship.tim  8009C600
local dload ball.tmd  800A8900
local dload sfx.vh    800A8B00
local dload sfx.vb    800AA400
local dload sfx.seq   800EC100
```

log results...

```
Downloading File - CUBE.TMD
Download Complete
Downloading File - CUBE.TIM
Download Complete
Downloading File - SLAB.TMD
Download Complete
Downloading File - SLAB.TIM
Download Complete
Downloading File - ROBO.TMD
Download Complete
Downloading File - PROP.TMD
Download Complete
Downloading File - ROBO1.TIM
Download Complete
Downloading File - ROBO2.TIM
Download Complete
Downloading File - SHIP.TMD
Download Complete
Downloading File - SHIP.TIM
Download Complete
Downloading File - BALL.TMD
Download Complete
Downloading File - SFX.VH
Download Complete
Downloading File - SFX.VB
Download Complete
Downloading File - SFX.SEQ
Download Complete
```

When I hit the play button I get a popup which has the following text in it.... "Illegal (reserved) Instruction Error". Nothing happen on the NY display making me believe that the illegal instruction error is a CW debugger error?

If anyone thinks it might be important, I'm running MacOS 7.6.1 on a PowerComputing PowerCenterPro 210 w/64M of RAM.

Anyone seen this before?

Thanks

Spencer
--MESSAGE FILE 16609 END: ./2 SCEA/yaroze/beginners/000000102html.html

--MESSAGE FILE 16610 START: ./2 SCEA/yaroze/beginners/000000103html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.beginners,scea.yaroze.programming.codewarrior
Subject: Re: survival demo and code warrior (mac)
Date: 1 Oct 1997 20:25:22 GMT
Organization: WermX Software
Lines: 93
Message-ID: <01bccea7$d85a7b40$8fbf43ce@wkwerner>
References: <3430A13B.7179@bod.net>
NNTP-Posting-Host: port43.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161
Xref: chuka.playstation.co.uk scea.yaroze.beginners:103
scea.yaroze.programming.codewarrior:210

Spencer Newland <snewland@bod.net> wrote:

>
> Warning : possible unwanted ';'
> LIBPAD.C line 89   while(!PadRead());
>
Just a warning about the null line on the pad read. Ignore it.

> Warning : variable 'i' is not initialized before being used
> MAIN_new.C line 1805   short i, slabid, ballid, enmyid, roboid;
>
This is a real problem. i is used without initialization, because it
is just plain wrong. Earlier in this group, Pradip posted the
correction. I'll include it here for your convienence:

>> Wayne K. Werner wrote:
>>
>> In converting the survival demo over to CW, I go a warning that
the local
>> variable short i is used before it is initialized. This is indeed
the
>> case, in the function HandleEnmyCollision() at line 1814 of
main.c:
>>
>> static short HandleEnmyCollision(OBJECT *objc, short *dx, short
*dy, short
>> *dz)
>> {
>>   short i, slabid, ballid, enmyid, roboid;
>>   short where_onwall, where_onslab, where_onball,
where_onenmy,
>> where_onrobo;
>>   short state = objc->State;
>>
>>   /* Check the collision of the object with robot */
>>   roboid = -1;
>>   where_onrobo = HandleObjcCollision(objc, &Robo, dx, dy,
dz);
>>   if (where_onrobo & COLLISION_XYZ) {
>>   if ((Robo.Pos.coord.t[1] - Robo.DifY) <=
>> this is the offending line:
>>   (Enmy[i].Pos.coord.t[1] - Enmy[i].DifY +

```
(*dy)))
>>                          roboid = 0;
>>                  else
>>                          roboid = 1;
>>         }
>>
>> What is the legitamate initialization value?
>>
>> Thanks,
>> Wayne K. Werner
>> wkwerner@con2.com
>>
>>Yes, that is a mistake.  Instead of "Enmy[i]." I should be using
>>"objc->".  So the line will look like the following
>>
>>(objc->Pos.coord.t[1] - objc->DifY + (*dy))) instead of
>>(Enmy[i].Pos.coord.t[1] - Enmy[i].DifY + (*dy)))
>>
>>I will try to make the change soon and post it back.

>>Pradip K Fatehpuria

>
>
> After choosing the file called "AUTO",  all of the file seem to
download
> with no errors.
>
> When I hit the play button I get a popup which has the following
text in
> it.... "Illegal (reserved) Instruction Error".  Nothing happen on
the NY
> display making me believe that the illegal instruction error is a
CW
> debugger error?

That's because you are not downloading the executable!  To tell the
truth, I don't know what address you are jumping to if the executable
is not loaded, but, whatever it is, it isn't likely to contain a
legal opcode!

BTW, you must make sure that the program is compiled to start at
address 0x80100000.  This is vitally important.  CW defautlts to
0x8009000.  This load address will overwrite your data.

Good luck,

--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16610 END: ./2 SCEA/yaroze/beginners/000000103html.html


--MESSAGE FILE 16611 START: ./2 SCEA/yaroze/beginners/000000104html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: tim ?'s
Date: Wed, 15 Oct 1997 19:12:35 -0700
Organization: SCEA News Server
Lines: 7
Message-ID: <34457813.7DCD@earthlink.net>
Reply-To: hodgke@earthlink.net
```

NNTP-Posting-Host: pool045-max7.so-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

Well my computer crashed down and the maintenence guys took about 2
months fixing the thing.Well Im sorta in the same ball game as I was
back then.I have a question.How do I get the tim address thingy
"8x00100000"
Is it by looking at the tim through timv.bat?Or something else.Its weird
too.After the maintenence,siocons,make,gcc, and timv.bat do not work
either.I guess Im gonna have to Xcopy again.
--MESSAGE FILE 16611 END: ./2 SCEA/yaroze/beginners/000000104html.html

--MESSAGE FILE 16612 START: ./2 SCEA/yaroze/beginners/000000105html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@hrtc.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: tim ?'s
Date: Thu, 16 Oct 1997 06:02:05 GMT
Organization: SCEA News Server
Lines: 18
Message-ID: <3445ad1f.52187720@205.149.189.29>
References: <34457813.7DCD@earthlink.net>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Wed, 15 Oct 1997 19:12:35 -0700, "Linda J. Hodge"
<hodgke@earthlink.net> wrote:

>Well my computer crashed down and the maintenence guys took about 2
>months fixing the thing.Well Im sorta in the same ball game as I was
>back then.I have a question.How do I get the tim address thingy
>"8x00100000"
>Is it by looking at the tim through timv.bat?Or something else.Its weird
>too.After the maintenence,siocons,make,gcc, and timv.bat do not work
>either.I guess Im gonna have to Xcopy again.

I'm sorry to hear about you PC problems.

I just checked to verify that all your original messages are still
available here. They are. Please start by reviewing them. If you are
still having problems after that, let me know.

Mario
--MESSAGE FILE 16612 END: ./2 SCEA/yaroze/beginners/000000105html.html

--MESSAGE FILE 16613 START: ./2 SCEA/yaroze/beginners/000000106html.html
Path: chuka.playstation.co.uk!scea!sofboy.cs.uchicago.edu!user
From: thomas@cs.uchicago.edu (Robb Thomas)
Newsgroups: scea.yaroze.programming,scea.yaroze.beginners
Subject: Question about Survival code.
Date: Fri, 17 Oct 1997 18:14:51 -0500
Organization: University of Chicago
Lines: 7
Message-ID: <thomas-1710971814510001@sofboy.cs.uchicago.edu>
NNTP-Posting-Host: sofboy.cs.uchicago.edu

I've been looking through the code for the Survival Demo and
I can't figure out what the function HandlePolyDivision()

in main.c does. Can someone explain why it is needed and how
it works?

   --Robb Thomas
--MESSAGE FILE 16613 END: ./2 SCEA/yaroze/beginners/000000106html.html

--MESSAGE FILE 16614 START: ./2 SCEA/yaroze/beginners/000000107html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Mark Clayton <mark@nombas.com>
Newsgroups: scea.yaroze.problems,scea.yaroze.beginners
Subject: Newbie having trouble getting setup
Date: Sat, 18 Oct 1997 08:22:04 -0400
Organization: Nombas Inc
Lines: 18
Message-ID: <3448A9EC.96D20B1A@nombas.com>
Reply-To: mark@nombas.com
NNTP-Posting-Host: 205.181.136.237
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en]C-DIAL (WinNT; U)

I'm a little late getting started here since I've been real busy
with other projects. I've finally got around to hooking of the
playstation to my TV (after is sitting in the box for 4 months).
It appears that I'm not getting any output. I've tried attaching
the NY to either the TV and the VCR video and audio inputs. For
the TV, I need one of those Game/TV switches (circa 1985 Atari).
What's the likelihood I've a) broken the NY b) received a busted
NY or c) my TV and VCR are not compatible with the NY?
I've never hooked up a PS/NY, it can't be this difficult, right?
(heck, I haven't even played a video game since the Atari died
back in the '80's). All I can get is static. Just to make sure
I'm not being stupid, here are a few assumption I made, a) I don't
need the NY to be hooked up to a computer just to see if the NY
boots, b) the boot CD and access card are all I need to install
(besides hooking to a TV ofcourse) or c) even a 20 year old TV
should work (or a 2 year old VCR). What do you think?
Mark
mark@nombas.com
--MESSAGE FILE 16614 END: ./2 SCEA/yaroze/beginners/000000107html.html

--MESSAGE FILE 16615 START: ./2 SCEA/yaroze/beginners/000000108html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@hrtc.net (Mario Perdue)
Newsgroups: scea.yaroze.problems,scea.yaroze.beginners
Subject: Re: Newbie having trouble getting setup
Date: Sat, 18 Oct 1997 17:31:41 GMT
Organization: SCEA News Server
Lines: 35
Message-ID: <3448f0f3.9584297@205.149.189.29>
References: <3448A9EC.96D20B1A@nombas.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Sat, 18 Oct 1997 08:22:04 -0400, Mark Clayton <mark@nombas.com>
wrote:

>I'm a little late getting started here since I've been real busy
>with other projects. I've finally got around to hooking of the
>playstation to my TV (after is sitting in the box for 4 months).
>It appears that I'm not getting any output. I've tried attaching

>the NY to either the TV and the VCR video and audio inputs. For
>the TV, I need one of those Game/TV switches (circa 1985 Atari).
>What's the likelihood I've a) broken the NY b) received a busted
>NY or c) my TV and VCR are not compatible with the NY?
>I've never hooked up a PS/NY, it can't be this difficult, right?
>(heck, I haven't even played a video game since the Atari died
>back in the '80's). All I can get is static. Just to make sure
>I'm not being stupid, here are a few assumption I made, a) I don't
>need the NY to be hooked up to a computer just to see if the NY
>boots, b) the boot CD and access card are all I need to install
>(besides hooking to a TV ofcourse) or c) even a 20 year old TV
>should work (or a 2 year old VCR). What do you think?
>Mark
>mark@nombas.com

Hey, I think I've seen this message before.

The PlayStation is pretty much plug and play. You just hook it to the TV (or VCR) and set the TV to receive input from the video in connections instead of the antenna. If this doesn't work, you may have a bad unit and you would need to contact someone at Sony about getting a replacement.

As an alternative, you can purchase an RF converter to connect the PS to an older TV that doesn't have video input jacks. Of course, if the PlayStation is defective it still won't work.

Mario
--MESSAGE FILE 16615 END: ./2 SCEA/yaroze/beginners/000000108html.html

--MESSAGE FILE 16616 START: ./2 SCEA/yaroze/beginners/000000109html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Mikel <hs@xmission.com>
Newsgroups: scea.yaroze.beginners
Subject: Direct Hardware Access?
Date: Sat, 01 Nov 1997 12:32:11 -0600
Organization: Ecks - Meeshun
Lines: 15
Message-ID: <345B83BB.404E@xmission.com>
Reply-To: hs@xmission.com
NNTP-Posting-Host: dissent.users.xmission.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Hello,

   I've been involved with 3d development for the pc, for roughly 3 years now, and have written several different engines. My question is, has anyone successfully ported their own code over to the yaroze, and has still been able to take advantage of the GPU, and the GTE? I only need a matrix calculator, and a polygon renderer, Not an entire engine.

   I'm also curious, as to whether or not sony has released a FAQ on the yaroze hardware, so I could possibly write my own low-level functions?

                    Mikel Negugogor
                 hs@xmission.com
                "Remember when everything was as simple as 0xA0000?"
--MESSAGE FILE 16616 END: ./2 SCEA/yaroze/beginners/000000109html.html

--MESSAGE FILE 16617 START: ./2 SCEA/yaroze/beginners/000000110html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Dumb Question
Date: Sat, 01 Nov 1997 05:29:42 -0800
Organization: SCEA News Server
Lines: 4
Message-ID: <345B2EC6.1382@earthlink.net>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: pool004-max1.so-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

I know this is a dumb problem,Buy every time I make a sprite it is
outrageously huge and the timutil says "File is bigger than specified
size" Has anyone had this problem?
-Austin
--MESSAGE FILE 16617 END: ./2 SCEA/yaroze/beginners/000000110html.html

--MESSAGE FILE 16618 START: ./2 SCEA/yaroze/beginners/000000111html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@hrtc.net (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Dumb Question
Date: Sun, 02 Nov 1997 01:15:53 GMT
Organization: SCEA News Server
Lines: 15
Message-ID: <345bd410.33744863@205.149.189.29>
References: <345B2EC6.1382@earthlink.net>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

Austin,

I've never had this problem. Can you tell me what steps you are
following to create your sprites?

Mario

On Sat, 01 Nov 1997 05:29:42 -0800, "Linda J. Hodge"
<hodgke@earthlink.net> wrote:

>I know this is a dumb problem,Buy every time I make a sprite it is
>outrageously huge and the timutil says "File is bigger than specified
>size" Has anyone had this problem?
>-Austin

--MESSAGE FILE 16618 END: ./2 SCEA/yaroze/beginners/000000111html.html

--MESSAGE FILE 16619 START: ./2 SCEA/yaroze/beginners/000000112html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Direct Hardware Access?
Date: 2 Nov 1997 17:56:26 GMT
Organization: WermX Software
Lines: 22
Message-ID: <01bce7b8$3712a9e0$6ebf43ce@wkwerner>

References: <345B83BB.404E@xmission.com>
NNTP-Posting-Host: port10.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Mikel <hs@xmission.com> wrote:

> has still been able to take advantage of the GPU, and the GTE?

>   I'm also curious, as to whether or not sony has released a FAQ
on the
> yaroze hardware, so I could possibly write my own low-level
functions?

Mikel,

We've been down this thread in the newsgroups before...

Sony says no. Direct access is for the Professional Developers.
Yaroze is a hobbyist console and the NY library is the supplied
interface to the hardware. I know, I know, I would like access
to the hardware info myself, but I get the feeling that Sony
isn't going to budge on this issue.

Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16619 END: ./2 SCEA/yaroze/beginners/000000112html.html

--MESSAGE FILE 16620 START: ./2 SCEA/yaroze/beginners/000000113html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Mikel <hs@xmission.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Direct Hardware Access?
Date: Sun, 02 Nov 1997 13:28:21 -0700
Organization: Ecks - Meeshun
Lines: 36
Message-ID: <345CE265.1F51@xmission.com>
References: <345B83BB.404E@xmission.com> <01bce7b8$3712a9e0$6ebf43ce@wkwerner>
Reply-To: hs@xmission.com
NNTP-Posting-Host: dissent.users.xmission.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

>
> Mikel,
>
> We've been down this thread in the newsgroups before...
>
> Sony says no. Direct access is for the Professional Developers.
> Yaroze is a hobbyist console and the NY library is the supplied
> interface to the hardware. I know, I know, I would like access
> to the hardware info myself, but I get the feeling that Sony
> isn't going to budge on this issue.
>
> Wayne K. Werner
> wkwerner@con2.com

   Thats odd.. I would assume the opposite would be true, that they
would stick the hobbyist developers with just a faq of the hardware, and
say "good luck", and would give all the fancy libraries to the

blue-boys.. Frankly, I would enjoy the first option much more.. Maybe sony needs to create another level of developer, one which says "he's got a yaroze, but he gets all the info".. I'd rather give up all hopes of support, and get the hardware info.. It seems to me, that sony would have less support questions (atleast from me) if they released their hardware info.. That way, if i run into a problem, it will be with my own code, which i can diagnose rather easily, on the other hand, if i'm stuck with their code, i have an extremely VAGUE idea of what is occuring behind the scenes, and that is where 'support' is required..

To me, the idea of restricting knowledge, after $750, is a joke.. If anyone at sony is reading this, consider the option of releasing the hardware specs. I am not as concerned with losing my 'technical support' priveledges, as I am with writing some killer games..

Mikel Negugogor
hs@xmission.com
--MESSAGE FILE 16620 END: ./2 SCEA/yaroze/beginners/000000113html.html

--MESSAGE FILE 16621 START: ./2 SCEA/yaroze/beginners/000000114html.html
Path: chuka.playstation.co.uk!news
From: James Russell <jamesr@peace.co.nz>
Newsgroups: scea.yaroze.beginners
Subject: Re: Dumb Question
Date: Mon, 03 Nov 1997 11:27:26 +1300
Organization: Peace Computers NZ Ltd
Lines: 17
Message-ID: <345CFE4E.15FB@peace.co.nz>
References: <345B2EC6.1382@earthlink.net>
NNTP-Posting-Host: intro.peace.co.nz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (X11; I; IRIX 6.2 IP22)

Linda J. Hodge wrote:
>
> I know this is a dumb problem,Buy every time I make a sprite it is
> outrageously huge and the timutil says "File is bigger than specified
> size" Has anyone had this problem?

Nope, but I'd recommend using TIMTool instead of TIMUtil - It's downloadable from the Yaroze web site. It's a lot better than TIMUtil. That might solve your problem.

J

--
==PEACE COMPUTERS
==James.Russell@peace.co.nz - 64(9)3730400 -Fax 64(9)3730401

The meek shall inherit the earth, if that's OK with you.
--MESSAGE FILE 16621 END: ./2 SCEA/yaroze/beginners/000000114html.html

--MESSAGE FILE 16622 START: ./2 SCEA/yaroze/beginners/000000115html.html
Path: chuka.playstation.co.uk!news
From: James Russell <jamesr@peace.co.nz>
Newsgroups: scea.yaroze.beginners
Subject: Re: Direct Hardware Access?
Date: Mon, 03 Nov 1997 13:44:56 +1300
Organization: Peace Computers NZ Ltd

Lines: 23
Message-ID: <345D1E88.ABD@peace.co.nz>
References: <345B83BB.404E@xmission.com> <01bce7b8$3712a9e0$6ebf43ce@wkwerner>
<345CE265.1F51@xmission.com>
NNTP-Posting-Host: intro.peace.co.nz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (X11; I; IRIX 6.2 IP22)

Mikel wrote:
>
> > Sony says no. Direct access is for the Professional Developers.
> > Yaroze is a hobbyist console and the NY library is the supplied
> > interface to the hardware
>
>   Thats odd.. I would assume the opposite would be true, that they
> would stick the hobbyist developers with just a faq of the hardware, and
> say "good luck", and would give all the fancy libraries to the
> blue-boys.. Frankly, I would enjoy the first option much more..

Well, same here, but I guess their reasoning is that if they released
the information two things would happen:
    We'd all write dodgy non standard code which won't run on
        future versions of the Playstation (or Playstation BIOS).
    They would get inundated with questions, and they haven't exactly
         got heaps of time to answer.

--
==PEACE COMPUTERS
==James.Russell@peace.co.nz - 64(9)3730400 -Fax 64(9)3730401

The penalty for bigamy is having two mothers-in-law.
--MESSAGE FILE 16622 END: ./2 SCEA/yaroze/beginners/000000115html.html

--MESSAGE FILE 16623 START: ./2 SCEA/yaroze/beginners/000000116html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Mikel Negugogor <hs@xmission.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Direct Hardware Access?
Date: Sun, 02 Nov 1997 21:50:46 -0700
Organization: Ecks - Meeshun
Lines: 30
Message-ID: <345D57C1.2961@xmission.com>
References: <345B83BB.404E@xmission.com> <01bce7b8$3712a9e0$6ebf43ce@wkwerner>
<345CE265.1F51@xmission.com> <345D1E88.ABD@peace.co.nz>
Reply-To: hs@xmission.com
NNTP-Posting-Host: dissent.users.xmission.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

>
> Well, same here, but I guess their reasoning is that if they released
> the information two things would happen:
>   We'd all write dodgy non standard code which won't run on
>   future versions of the Playstation (or Playstation BIOS).
>   They would get inundated with questions, and they haven't exactly
>   got heaps of time to answer.
>
> --
> ==PEACE COMPUTERS

> ==James.Russell@peace.co.nz - 64(9)3730400 -Fax 64(9)3730401
>
> The penalty for bigamy is having two mothers-in-law.

I would love to hear sony's reasoning behind holding back the information.. I mean,
If you read the FAQ on the non-members page, it clearly asks the question, can I write my own
engine, or must I use one supplied by sony, the answer stated is

"Net Yaroze members are encouraged to design and share their work with other Net Yaroze members including engines, graphics, simple/complex routines,programming structures, etc."

Maybe someone at sony could explain this to me clearly?

Mikel Negugogor
hs@xmission.com
--MESSAGE FILE 16623 END: ./2 SCEA/yaroze/beginners/000000116html.html

--MESSAGE FILE 16624 START: ./2 SCEA/yaroze/beginners/000000117html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Dumb Question
Date: Sun, 02 Nov 1997 09:47:54 -0800
Organization: SCEA News Server
Lines: 12
Message-ID: <345CBCCA.5FB3@earthlink.net>
References: <345B2EC6.1382@earthlink.net> <345bd410.33744863@205.149.189.29>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: pool047-max6.so-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

Mario Perdue wrote:
>
> Austin,
>
> I've never had this problem. Can you tell me what steps you are
> following to create your sprites?
>
> Mario
>
Well,I basically create the sprite in corel draw making sure to keep the size of the sprite small.Then I save it as a .bmp file Then open it with timutil and press convert and it says the error.
--MESSAGE FILE 16624 END: ./2 SCEA/yaroze/beginners/000000117html.html

--MESSAGE FILE 16625 START: ./2 SCEA/yaroze/beginners/000000118html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Pradip K Fatehpuria" <Pradip_Fatehpuria@interactive.sony.com>
Newsgroups: scea.yaroze.programming,scea.yaroze.beginners
Subject: Re: Question about Survival code.
Date: 3 Nov 1997 19:33:42 GMT
Organization: SCEA
Lines: 29
Message-ID: <01bce890$e2b86040$c24331a2@p.fatehpuria>

References: <thomas-1710971814510001@sofboy.cs.uchicago.edu>
NNTP-Posting-Host: 206.41.6.40
X-Newsreader: Microsoft Internet News 4.70.1161

This functions sets the polygon division flags in the GsDOBJ2 structures
for an object which gets close to a wall or a slab. This is done to avoid
the wrong z sort on polygons from two different objects. This approach did
not give the results I wanted.

A safer approach to proper sorting of polygons from different objects would
be to use separate OTs for the whole objects and somehow sort the OTs in
the main OT before we do the drawing.

I hope this answers your question.

Pradip

--
Pradip K Fatehpuria
Senior Software Development Engineer
Sony Computer Entertainment of America

Robb Thomas <thomas@cs.uchicago.edu> wrote in article
<thomas-1710971814510001@sofboy.cs.uchicago.edu>...
>
> I've been looking through the code for the Survival Demo and
> I can't figure out what the function HandlePolyDivision()
> in main.c does. Can someone explain why it is needed and how
> it works?
>
>   --Robb Thomas
>
--MESSAGE FILE 16625 END: ./2 SCEA/yaroze/beginners/000000118html.html

--MESSAGE FILE 16626 START: ./2 SCEA/yaroze/beginners/000000119html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith (Telecommuting))
Newsgroups: scea.yaroze.beginners
Subject: Re: Direct Hardware Access?
Date: Wed, 05 Nov 1997 00:51:38 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <345fc20b.5765574@news.playstation.co.uk>
References: <345B83BB.404E@xmission.com> <01bce7b8$3712a9e0$6ebf43ce@wkwerner>
<345CE265.1F51@xmission.com> <345D1E88.ABD@peace.co.nz>
NNTP-Posting-Host: th-eng10-083.pool.dircon.co.uk
X-Newsreader: Forte Free Agent 1.1/32.230

On Mon, 03 Nov 1997 13:44:56 +1300, James Russell <jamesr@peace.co.nz>
wrote:
> We'd all write dodgy non standard code which won't run on
>   future versions of the Playstation (or Playstation BIOS).
> They would get inundated with questions, and they haven't exactly
>   got heaps of time to answer.

Basically, yes to both.
For the same reason there are seemingly no plans for updates to the
Net Yaroze libraries. If it don't work now you're bollixed for life.
(On the other hand, this gives you a degree of certainty unparalleled
amongst professional developers ;=)

- Gil

--MESSAGE FILE 16626 END: ./2 SCEA/yaroze/beginners/000000119html.html

--MESSAGE FILE 16627 START: ./2 SCEA/yaroze/beginners/000000120html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Paul_Holman@Playstation.sony.com
Newsgroups: scea.yaroze.beginners
Subject: Re: Direct Hardware Access?
Date: 5 Nov 1997 09:22:31 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 44
Sender: news@chuka.playstation.co.uk
Message-ID: <63pdsn$e1o1@emeka.playstation.co.uk>
Reply-To: Paul_Holman@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Paul_Holman@Playstation.sony.com
To: news@playstation.co.uk

FYI. Sony in general dosn't provide low level information on any of the
hardware, to either Yaroze or Professional developers.

The only exception has been programming info for the GTE (which was
provided around a year ago). but libps Gs* functions are
generally written in R3000 assembler with optimized calls to the
GTE anyway....

You can of course write in assembler -but its worth doing a few benchmarks
- you may be surprised at how good C compilers are these days !

Paul

From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Direct Hardware Access?
Mikel <hs@xmission.com> wrote:
> has still been able to take advantage of the GPU, and the GTE?
>   I'm also curious, as to whether or not sony has released a FAQ
on the
> yaroze hardware, so I could possibly write my own low-level
functions?
Mikel,
We've been down this thread in the newsgroups before...
Sony says no. Direct access is for the Professional Developers.
Yaroze is a hobbyist console and the NY library is the supplied
interface to the hardware. I know, I know, I would like access
to the hardware info myself, but I get the feeling that Sony
isn't going to budge on this issue.
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16627 END: ./2 SCEA/yaroze/beginners/000000120html.html

--MESSAGE FILE 16628 START: ./2 SCEA/yaroze/beginners/000000121html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Id problem?
Date: Wed, 05 Nov 1997 05:52:44 -0800
Organization: SCEA News Server
Lines: 3
Message-ID: <34607A2C.26F4@earthlink.net>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: pool034-max1.so-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

Its always a new problem isn't it?Well when I run make I get this:
"c:\Id.exe: cannot open linker script file Idscripts/mipspsx.x:file not
found"
--MESSAGE FILE 16628 END: ./2 SCEA/yaroze/beginners/000000121html.html

--MESSAGE FILE 16629 START: ./2 SCEA/yaroze/beginners/000000122html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Solmonson <scosol@aimquest.com>
Newsgroups: scea.yaroze.beginners,scea.yaroze.announce,scea.yaroze.freetalk
Subject: NY must go! :(
Date: Thu, 06 Nov 1997 13:13:28 -0800
Organization: AimQuest Corporation
Lines: 25
Message-ID: <346232F8.71555BA7@aimquest.com>
Reply-To: scosol@aimquest.com
NNTP-Posting-Host: black4-2-0death.aimquest.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:122 scea.yaroze.announce:39
scea.yaroze.freetalk:163

All-

Sadly, my NY must go.
Between women/cars/band/work I just don't have the time.
I realize that everyone here already has one, but I'm hoping one of you
may know someone who wants one.

You all know how much it was new. (With Codewarrior)
Make me an offer-

Respond privately to "scosol@aimquest.com"

Scott

--
Scott Solmonson
Systems Administrator / Organic Grower \ Man Of Leisure
AimQuest Corporation   \|/
                       scosol@aimquest.com
V.408.965.1169   /|\
F.408.955.1968
P.408.539.1942   \|/
                     p.scosol@aimquest.com
"Excuse me while I   /|\

whip this out."
--MESSAGE FILE 16629 END: ./2 SCEA/yaroze/beginners/000000122html.html

--MESSAGE FILE 16630 START: ./2 SCEA/yaroze/beginners/000000123html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners,scea.yaroze.announce,scea.yaroze.freetalk
Subject: Re: NY must go! :(
Date: Thu, 06 Nov 1997 08:44:56 -0800
Organization: SCEA News Server
Lines: 3
Message-ID: <3461F408.1781@earthlink.net>
References: <346232F8.71555BA7@aimquest.com>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: pool015-max9.so-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:123 scea.yaroze.announce:41
scea.yaroze.freetalk:164

I'll miss ya,
Ill make a game just for you, in your honor.
-Austin Kottke(Bufferman)
--MESSAGE FILE 16630 END: ./2 SCEA/yaroze/beginners/000000123html.html

--MESSAGE FILE 16631 START: ./2 SCEA/yaroze/beginners/000000124html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: crt0?
Date: Sun, 09 Nov 1997 10:11:35 -0800
Organization: SCEA News Server
Lines: 1
Message-ID: <3465FCD7.585C@earthlink.net>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: pool042-max5.so-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

What is crt0? I get this when I run make.
--MESSAGE FILE 16631 END: ./2 SCEA/yaroze/beginners/000000124html.html

--MESSAGE FILE 16632 START: ./2 SCEA/yaroze/beginners/000000125html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.beginners
Subject: Re: crt0?
Date: Mon, 10 Nov 1997 12:00:58 GMT
Organization: SN Systems
Lines: 9
Message-ID: <3466f5db.3975135@news.playstation.co.uk>
References: <3465FCD7.585C@earthlink.net>
Reply-To: gil@snsys.com
NNTP-Posting-Host: gil.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

"Linda J. Hodge" <hodgke@earthlink.net> wrote:

>What is crt0? I get this when I run make.

That's the default name for the GNU startup code object. By the looks
of things, the 'specs' file should override this and tell the linker
to use libps.a. Check your GNU tool configuration and make sure
whatever environment variables need to be set are set correctly.

- Gil
--MESSAGE FILE 16632 END: ./2 SCEA/yaroze/beginners/000000125html.html

--MESSAGE FILE 16633 START: ./2 SCEA/yaroze/beginners/000000126html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael C. Lee, Jr." <toughguy@innova.net>
Newsgroups: scea.yaroze.beginners
Subject: A good 3d Graphics Package
Date: Sat, 15 Nov 1997 10:32:39 -0500
Organization: SCEA News Server
Lines: 7
Message-ID: <346DC097.47DC@innova.net>
NNTP-Posting-Host: d29.piedmont.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

I notice that a good deal of people have 3d Studio to make their DXF
files. Well, I dont have 5000 bucks to blow so how is ray dream studio
5?
thanks,
mike

PS: Use C only, no C++ for maximum speed in games.
--MESSAGE FILE 16633 END: ./2 SCEA/yaroze/beginners/000000126html.html

--MESSAGE FILE 16634 START: ./2 SCEA/yaroze/beginners/000000127html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: A good 3d Graphics Package
Date: Sat, 15 Nov 1997 12:36:56 -0800
Organization: SCEA News Server
Lines: 15
Message-ID: <346E07E8.2922@concentric.net>
References: <346DC097.47DC@innova.net>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts016d41.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

> I notice that a good deal of people have 3d Studio to make their DXF
> files. Well, I dont have 5000 bucks to blow so how is ray dream studio
> 5?

Actually, the version of 3D Studio they offered with the Yaroze was only
$500. Of course it's an older version, but it serves my purposes for
now.

> PS: Use C only, no C++ for maximum speed in games.

Oooo you're just asking for people to get riled up with a statement like this :)

Scott
--MESSAGE FILE 16634 END: ./2 SCEA/yaroze/beginners/000000127html.html

--MESSAGE FILE 16635 START: ./2 SCEA/yaroze/beginners/000000128html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "¨" <gavila@whc.net>
Newsgroups: scea.yaroze.beginners
Subject: errr GsBG anyone?
Date: Mon, 17 Nov 1997 23:46:13 -0700
Organization: SCEA News Server
Lines: 17
Message-ID: <347139B5.446B9B3D@whc.net>
NNTP-Posting-Host: as04-080.whc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (X11; I; FreeBSD 2.2.2-RELEASE i386)

Hola. I just got my yaroze, so I suspect that I have missed threads pertaining to this: Am I blind, or is there no fully functional GsSortBG() function capable of handling scaling, rotation, and 16bit color? That GsMAP .index member looks super-handy.

Thanks in advance.

-dan

Also: running "nm," I noticed that libps.a contains a function by the name of "CdRead," an undocumented little gem which, I suspect, is a more general version of CdReadFile()... anybody have any further info regarding this function?

Oh... also, I must apologize for any duplicate posts. It seems I haven't a clue
what I'm trying to do with Netscape news.
--MESSAGE FILE 16635 END: ./2 SCEA/yaroze/beginners/000000128html.html

--MESSAGE FILE 16636 START: ./2 SCEA/yaroze/beginners/000000129html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: errr GsBG anyone?
Date: Tue, 18 Nov 1997 15:13:10 GMT
Organization: L4 Software
Lines: 34
Message-ID: <3471af40.2351567@205.149.189.29>
References: <347139B5.446B9B3D@whc.net>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Dan,

You're right, Yaroze does not support the full GsSortBG() function.
All we have is GsSortFixBg16(), which has some limitations (listed in the docs.)

I have no information on CdRead(). Perhaps someone else can help you there.

Mario

PS
Welcome to the group

On Mon, 17 Nov 1997 23:46:13 -0700, "¨" <gavila@whc.net> wrote:

>Hola. I just got my yaroze, so I suspect that I have missed threads
>pertaining to this: Am I blind, or is there no fully functional
>GsSortBG() function capable of handling scaling, rotation, and 16bit
>color? That GsMAP .index member looks super-handy.
>
>Thanks in advance.
>
>-dan
>
>Also: running "nm," I noticed that libps.a contains a function by the
>name of "CdRead," an undocumented little gem which, I suspect, is a more
>general version of CdReadFile()... anybody have any further info
>regarding this function?
>
>Oh... also, I must apologize for any duplicate posts. It seems I haven't
>a clue
>what I'm trying to do with Netscape news.

--MESSAGE FILE 16636 END: ./2 SCEA/yaroze/beginners/000000129html.html

--MESSAGE FILE 16637 START: ./2 SCEA/yaroze/beginners/000000130html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: errr GsBG anyone?
Date: Thu, 20 Nov 1997 19:20:51 -0600
Organization: (no organization)
Lines: 24
Message-ID: <3474E1F3.7543@charlie.cns.iit.edu>
References: <347139B5.446B9B3D@whc.net> <3471af40.2351567@205.149.189.29>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Mario Perdue wrote:

> You're right, Yaroze does not support the full GsSortBG() function.
> All we have is GsSortFixBg16(), which has some limitations (listed in
> the docs.)

I was trying to create the functionality of GsBG using several smaller
GsSPRITEs, tiled together. Works great exceprt for one thing:

I can't seem to make my background "clip" properly. I've tried all the
GsSetClip() type functions (my manual isn't handy right now), and they
all seem to clip *everything* or *nothing*. What I want, is to set the
clipping window, do my "GsSortSprite()" calls to get my background
sprites on the screen drawn (clipped smaller then the screen), then
return the clipping window back to the default full screen so I can put
more stuff on the screen, like a border around the tiled background.

The only way clipping seems to work is if it is on when you do your
GsDrawOT() call, then *everything* gets clipped.

Is there a way to set the clipping window so it only takes effect during
the "Sort" phase?

EdF
--MESSAGE FILE 16637 END: ./2 SCEA/yaroze/beginners/000000130html.html

--MESSAGE FILE 16638 START: ./2 SCEA/yaroze/beginners/000000131html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: errr GsBG anyone?
Date: Fri, 21 Nov 1997 03:31:46 GMT
Organization: L4 Software
Lines: 30
Message-ID: <3474ffd3.13053073@205.149.189.29>
References: <347139B5.446B9B3D@whc.net> <3471af40.2351567@205.149.189.29>
<3474E1F3.7543@charlie.cns.iit.edu>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Thu, 20 Nov 1997 19:20:51 -0600, Ed Federmeyer
<fedeedw@charlie.cns.iit.edu> wrote:

>[snip]
>
>I can't seem to make my background "clip" properly. I've tried all the
>GsSetClip() type functions (my manual isn't handy right now), and they
>all seem to clip *everything* or *nothing*. What I want, is to set the
>clipping window, do my "GsSortSprite()" calls to get my background
>sprites on the screen drawn (clipped smaller then the screen), then
>return the clipping window back to the default full screen so I can put
>more stuff on the screen, like a border around the tiled background.
>
>The only way clipping seems to work is if it is on when you do your
>GsDrawOT() call, then *everything* gets clipped.
>
>Is there a way to set the clipping window so it only takes effect during
>the "Sort" phase?
>

Ed,

Clipping is a function of drawing, so it doesn't have any effect while
sorting the sprites. I don't know of any way around this.

If you're going to have a border, why not just draw the background
sprites on a 'layer' that is behind everything else?

Mario

--MESSAGE FILE 16638 END: ./2 SCEA/yaroze/beginners/000000131html.html

--MESSAGE FILE 16639 START: ./2 SCEA/yaroze/beginners/000000132html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Blackwell" <bespeed@smartt.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: A good 3d Graphics Package
Date: 24 Nov 1997 07:11:27 GMT
Organization: SCEA News Server
Lines: 10
Message-ID: <01bcf8a8$e4d21a60$109f22cf@SmarttNet.smartt.com>

References: <346DC097.47DC@innova.net> <346E07E8.2922@concentric.net>
NNTP-Posting-Host: vict-mx0100303.smartt.com
X-Newsreader: Microsoft Internet News 4.70.1155

The joy of ignorance, eh? ;-)

-Chris Blackwell

Scott Cartier <dsyaroze@concentric.net> wrote in article
> > PS: Use C only, no C++ for maximum speed in games.
>
> Oooo you're just asking for people to get riled up with a statement like
> this :)

--MESSAGE FILE 16639 END: ./2 SCEA/yaroze/beginners/000000132html.html

--MESSAGE FILE 16640 START: ./2 SCEA/yaroze/beginners/000000133html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk,scea.yaroze.beginners,scea.yaroze.announce
Subject: Hello All!
Date: Fri, 05 Dec 1997 21:27:00 GMT
Organization: SCEA News Server
Lines: 2
Message-ID: <3488713e.5780191@news.scea.sony.com>
NNTP-Posting-Host: ip115.ts5.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:173 scea.yaroze.beginners:133
scea.yaroze.announce:43

Just wanted to say hello to everyone on the newsgroups I am new to the
NY program so HELLO!
--MESSAGE FILE 16640 END: ./2 SCEA/yaroze/beginners/000000133html.html

--MESSAGE FILE 16641 START: ./2 SCEA/yaroze/beginners/000000134html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.beginners,scea.yaroze.announce
Subject: Re: Hello All!
Date: Sat, 06 Dec 1997 10:19:47 -0800
Organization: SCEA News Server
Lines: 3
Message-ID: <34899743.2B10@concentric.net>
References: <3488713e.5780191@news.scea.sony.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts011d13.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:175 scea.yaroze.beginners:134
scea.yaroze.announce:44

Nice to know our ranks are still growing. Welcome aboard!

Scott
--MESSAGE FILE 16641 END: ./2 SCEA/yaroze/beginners/000000134html.html

--MESSAGE FILE 16642 START: ./2 SCEA/yaroze/beginners/000000135html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.beginners
Subject: Movies.....
Date: Sun, 07 Dec 1997 22:04:26 GMT
Organization: SCEA News Server
Lines: 3
Message-ID: <348b1d17.10247645@news.scea.sony.com>
NNTP-Posting-Host: ip21.ts15.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

I was wondering if I made lets say a 1meg AVI file and I wanted the yaroze o play it how could I do that what would I need to convert the AVI file too?
--MESSAGE FILE 16642 END: ./2 SCEA/yaroze/beginners/000000135html.html

--MESSAGE FILE 16643 START: ./2 SCEA/yaroze/beginners/000000136html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: LibXplode
Date: Wed, 10 Dec 1997 07:54:38 -0800
Organization: SCEA News Server
Lines: 5
Message-ID: <348EBB3E.368@earthlink.net>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: 170-74-50.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)

Hi I was wondering if someone had the same problem as me.when I use the xploding functions I only get a little bit of polygons flying in the screen randomly,And my tmd is still there undistorted.I want my tmd to explode like in the survival demo in to littlle bits and pieces.Can someone help
--MESSAGE FILE 16643 END: ./2 SCEA/yaroze/beginners/000000136html.html

--MESSAGE FILE 16644 START: ./2 SCEA/yaroze/beginners/000000137html.html
Path: chuka.playstation.co.uk!news
From: Phil Smy <psmy@skynet.be>
Newsgroups: scea.yaroze.beginners
Subject: Re: Movies.....
Date: Thu, 11 Dec 1997 21:50:46 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <34906034.47C38378@skynet.be>
References: <348b1d17.10247645@news.scea.sony.com>
NNTP-Posting-Host: dialup373.antwerpen.skynet.be
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)

Well, I think the short answer is that you can't!

One of the 'shortcomings' of the Yaroze is that it doesn't do FMV. Of course, I would love to be proven wrong!

Phil

--MESSAGE FILE 16644 END: ./2 SCEA/yaroze/beginners/000000137html.html

--MESSAGE FILE 16645 START: ./2 SCEA/yaroze/beginners/000000138html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Movies.....
Date: Fri, 12 Dec 1997 09:44:32 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <34910780.97E07A30@micronetics.com>
References: <348b1d17.10247645@news.scea.sony.com>
NNTP-Posting-Host: 193.132.195.245
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)

Michael Klucher wrote:

> I was wondering if I made lets say a 1meg AVI file and I wanted the
> yaroze o play it how could I do that what would I need to convert the
> AVI file too?

Take a look at my 'grooving baby' demo on my homepage. This was converted from an AVI I found on the net.

http://www.netyaroze-europe.com/~Sig1LL

/Jim

--MESSAGE FILE 16645 END: ./2 SCEA/yaroze/beginners/000000138html.html

--MESSAGE FILE 16646 START: ./2 SCEA/yaroze/beginners/000000139html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.beginners
Subject: Re: Movies.....
Date: Mon, 15 Dec 1997 23:31:48 GMT
Organization: SCEA News Server
Lines: 21
Message-ID: <3495bdc5.1295082@news.scea.sony.com>
References: <348b1d17.10247645@news.scea.sony.com>
<34910780.97E07A30@micronetics.com>
NNTP-Posting-Host: dial-up31.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

It still wolnt let me get on the europe site yet :(

On Fri, 12 Dec 1997 09:44:32 +0000, Jim <jim@micronetics.com> wrote:

>
>
>Michael Klucher wrote:
>
>> I was wondering if I made lets say a 1meg AVI file and I wanted the
>> yaroze o play it how could I do that what would I need to convert the
>> AVI file too?
>
>Take a look at my 'grooving baby' demo on my homepage. This was
>converted from an AVI I found on the net.
>
>http://www.netyaroze-europe.com/~Sig1LL
>
>/Jim

--MESSAGE FILE 16646 END: ./2 SCEA/yaroze/beginners/000000139html.html

--MESSAGE FILE 16647 START: ./2 SCEA/yaroze/beginners/000000140html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Movies.....
Date: Tue, 16 Dec 1997 02:03:18 GMT
Organization: L4 Software
Lines: 30
Message-ID: <3495e14b.1914637@205.149.189.29>
References: <348b1d17.10247645@news.scea.sony.com>
<34910780.97E07A30@micronetics.com> <3495bdc5.1295082@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

I'll check into that for you.

Mario

On Mon, 15 Dec 1997 23:31:48 GMT, dajudge@inficad.com (Michael
Klucher) wrote:

>It still wolnt let me get on the europe site yet :(
>
>
>
>On Fri, 12 Dec 1997 09:44:32 +0000, Jim <jim@micronetics.com> wrote:
>
>>
>>
>>Michael Klucher wrote:
>>
>>> I was wondering if I made lets say a 1meg AVI file and I wanted the
>>> yaroze o play it how could I do that what would I need to convert the
>>> AVI file too?
>>
>>Take a look at my 'grooving baby' demo on my homepage. This was
>>converted from an AVI I found on the net.
>>
>>http://www.netyaroze-europe.com/~Sig1LL
>>
>>/Jim
>

--MESSAGE FILE 16647 END: ./2 SCEA/yaroze/beginners/000000140html.html

--MESSAGE FILE 16648 START: ./2 SCEA/yaroze/beginners/000000141html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Mike Fulton <mfulton@playstation.sony.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: ResetGraph
Date: Wed, 17 Dec 1997 11:39:05 -0800
Organization: Sony Computer Entertainment America
Lines: 22
Message-ID: <34982A59.3C2A@playstation.sony.com>
References: <01bca7ce$498fe580$09af35c6@islandnet.com.islandnet.com>
Reply-To: mfulton@playstation.sony.com
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Chris Blackwell wrote:
>
> This is a pretty dumb question, but I was noticing that in every single
> tutorial that calls ResetGraph, the value 3 is passed in. However, the docs
> state that the valid inputs are 0 (all reset) and 1 (cancel drawing). What
> the heck is 3?
>
> -Chris B

ResetGraph(3) is essentially the same as ResetGraph(0) except that the
current screen mode is maintained and the screen is not cleared.

Mike Fulton @ SCEA

P.S. Sorry it's been so long, but the developer support engineers here
at SCEA don't really monitor these newsgroups on a full-time basis.
When we have a little free time we may look at some questions and maybe
even post a few messages ourselves, but there's no rhyme or reason to
the process.
--MESSAGE FILE 16648 END: ./2 SCEA/yaroze/beginners/000000141html.html

--MESSAGE FILE 16649 START: ./2 SCEA/yaroze/beginners/000000142html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: ResetGraph
Date: Wed, 17 Dec 1997 22:02:36 GMT
Organization: L4 Software
Lines: 32
Message-ID: <34984bac.19849930@205.149.189.29>
References: <01bca7ce$498fe580$09af35c6@islandnet.com.islandnet.com>
<34982A59.3C2A@playstation.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Thanks for clearing that one up Mike. I've enquired about it a few
times but I never got an answer. It's nice to know it's not just a
typo.

Mario

On Wed, 17 Dec 1997 11:39:05 -0800, Mike Fulton
<mfulton@playstation.sony.com> wrote:

>Chris Blackwell wrote:
>>
>> This is a pretty dumb question, but I was noticing that in every single
>> tutorial that calls ResetGraph, the value 3 is passed in. However, the docs
>> state that the valid inputs are 0 (all reset) and 1 (cancel drawing). What
>> the heck is 3?
>>
>> -Chris B
>
>
>ResetGraph(3) is essentially the same as ResetGraph(0) except that the
>current screen mode is maintained and the screen is not cleared.
>
>
>
>Mike Fulton @ SCEA
>
>P.S. Sorry it's been so long, but the developer support engineers here
>at SCEA don't really monitor these newsgroups on a full-time basis.
>When we have a little free time we may look at some questions and maybe
>even post a few messages ourselves, but there's no rhyme or reason to
>the process.

--MESSAGE FILE 16649 END: ./2 SCEA/yaroze/beginners/000000142html.html

--MESSAGE FILE 16650 START: ./2 SCEA/yaroze/beginners/000000143html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Matthew Hulett <matth@bellatlantic.net>
Newsgroups: scea.yaroze.beginners
Subject: Freetalk access
Date: Thu, 18 Dec 1997 22:40:27 +0000
Organization: SCEA News Server
Lines: 9
Message-ID: <3499A65B.39C@bellatlantic.net>
NNTP-Posting-Host: client-119-81.bellatlantic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Win95; I)
CC: Matthew Hulett <matth@bellatlanitic.net>

Hello everyone,
   Well, I decided it was time to start participating over here in the
newsgroups. I have a question: The freetalk group interests me, yet it
is the one group I cannot access like all the others. If I hit the
normal link listing, my browser responds no such group exists.
I assumed it didn't for months. Well, I tried the text-only link
for accessing the group through the World Wide Web, and I was able to
access a grocery list of 200 or so files, no names, no topics. What's
up? Any suggestions would be greatly appreciated.
--MESSAGE FILE 16650 END: ./2 SCEA/yaroze/beginners/000000143html.html

--MESSAGE FILE 16651 START: ./2 SCEA/yaroze/beginners/000000144html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Titan" <titan@cyberbeach.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Movies.....
Date: Fri, 19 Dec 1997 21:43:22 -0500
Organization: SCEA News Server

Lines: 29
Message-ID: <67fb0t$5hi4@scea>
References: <348b1d17.10247645@news.scea.sony.com>
<34910780.97E07A30@micronetics.com> <3495bdc5.1295082@news.scea.sony.com>
NNTP-Posting-Host: ppp5-32.sudbury.cyberbeach.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I can't get on the European site either :(

Michael Klucher wrote in message <3495bdc5.1295082@news.scea.sony.com>...
>It still wolnt let me get on the europe site yet

>
>
>
>On Fri, 12 Dec 1997 09:44:32 +0000, Jim <jim@micronetics.com> wrote:
>
>>
>>
>>Michael Klucher wrote:
>>
>>> I was wondering if I made lets say a 1meg AVI file and I wanted the
>>> yaroze o play it how could I do that what would I need to convert the
>>> AVI file too?
>>
>>Take a look at my 'grooving baby' demo on my homepage. This was
>>converted from an AVI I found on the net.
>>
>>http://www.netyaroze-europe.com/~Sig1LL
>>
>>/Jim
>

--MESSAGE FILE 16651 END: ./2 SCEA/yaroze/beginners/000000144html.html

--MESSAGE FILE 16652 START: ./2 SCEA/yaroze/beginners/000000145html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Movies.....
Date: Fri, 19 Dec 1997 21:54:52 GMT
Organization: L4 Software
Lines: 39
Message-ID: <349aece7.40620493@205.149.189.29>
References: <348b1d17.10247645@news.scea.sony.com>
<34910780.97E07A30@micronetics.com> <3495bdc5.1295082@news.scea.sony.com>
<67fb0t$5hi4@scea>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

It sometimes takes a couple weeks to get access to the other web
sites. If you don't get access in a reasonable amout of time, let me
know.

Mario

On Fri, 19 Dec 1997 21:43:22 -0500, "Titan" <titan@cyberbeach.net>
wrote:

>I can't get on the European site either :(
>
>
>
>Michael Klucher wrote in message <3495bdc5.1295082@news.scea.sony.com>...
>>It still wolnt let me get on the europe site yet
>
>>
>>
>>
>>On Fri, 12 Dec 1997 09:44:32 +0000, Jim <jim@micronetics.com> wrote:
>>
>>>
>>>
>>>Michael Klucher wrote:
>>>
>>>> I was wondering if I made lets say a 1meg AVI file and I wanted the
>>>> yaroze o play it how could I do that what would I need to convert the
>>>> AVI file too?
>>>
>>>Take a look at my 'grooving baby' demo on my homepage. This was
>>>converted from an AVI I found on the net.
>>>
>>>http://www.netyaroze-europe.com/~Sig1LL
>>>
>>>/Jim
>>
>
>

--MESSAGE FILE 16652 END: ./2 SCEA/yaroze/beginners/000000145html.html

--MESSAGE FILE 16653 START: ./2 SCEA/yaroze/beginners/000000164html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.beginners
Subject: Re: Freetalk access
Date: Thu, 25 Dec 1997 00:26:16 GMT
Organization: SCEA News Server
Lines: 16
Message-ID: <34a1a7ef.10991961@news.scea.sony.com>
References: <3499A65B.39C@bellatlantic.net>
NNTP-Posting-Host: client-119-31.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

  Never mind, the problem was my news browser, Netscape 3.04.
Using Forte solved the problem.

On Thu, 18 Dec 1997 22:40:27 +0000, Matthew Hulett
<matth@bellatlantic.net> wrote:

>Hello everyone,
>   Well, I decided it was time to start participating over here in the
>newsgroups. I have a question: The freetalk group interests me, yet it
>is the one group I cannot access like all the others. If I hit the
>normal link listing, my browser responds no such group exists.
>I assumed it didn't for months. Well, I tried the text-only link
>for accessing the group through the World Wide Web, and I was able to
>access a grocery list of 200 or so files, no names, no topics. What's
>up? Any suggestions would be greatly appreciated.

--MESSAGE FILE 16653 END: ./2 SCEA/yaroze/beginners/000000164html.html

--MESSAGE FILE 16654 START: ./2 SCEA/yaroze/beginners/000000165html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: 3d vectored bullets
Date: Sun, 04 Jan 1998 09:24:31 -0800
Organization: SCEA News Server
Lines: 34
Message-ID: <34AFC5CF.5F85@earthlink.net>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: 169-225-108.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win95; U; 16bit)

hello,Im trying to make a bullet fly from the center of the Car in the current vector of the car and proceed on ,like the missiles in twisted metal.I have some code but it doesnt seem to work.All it displays is the bullet tmd around the car and wherever the car moves the bullet rotates around the car.

code Sample:

```
void Shoot(PlayerStructType2 *theBullet,
                  unsigned long *lModelAddress)
          {
          DrawPlayer(theBullet,&othWorld[currentBuffer]);
          lModelAddress++;
          GsMapModelingData((unsigned long *)lModelAddress);
          GsInitCoordinate2(WORLD, &theBullet->gsObjectCoord);
          lModelAddress++;  lModelAddress++;
         GsLinkObject4((unsigned
long*)lModelAddress,&theBullet->gsObjectHandler,0);
        theBullet->gsObjectHandler.coord2 = &theBullet->gsObjectCoord;

        theBullet->rotation.vx = theCar.gsObjectCoord.coord.t[0];
        theBullet->rotation.vy = theCar.gsObjectCoord.coord.t[1];
        theBullet->rotation.vz = theCar.gsObjectCoord.coord.t[2];
        theBullet->gsObjectCoord.coord.t[0] = theBullet->rotation.vx;
        theBullet->gsObjectCoord.coord.t[1] = theBullet->rotation.vy;
        theBullet->gsObjectCoord.coord.t[2] = theBullet->rotation.vz;

AdvanceModel(&theBullet->gsObjectCoord,&theBullet->rotation,&theBullet-
>speed,256);

        theBullet->gsObjectCoord.flg = 0;
}
```

I call this function when the pad is pressed.
thanx any help would be appreciated=:-]
-Austin
--MESSAGE FILE 16654 END: ./2 SCEA/yaroze/beginners/000000165html.html

--MESSAGE FILE 16655 START: ./2 SCEA/yaroze/beginners/000000166html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: 3d vectored bullets
Date: Tue, 06 Jan 1998 03:51:51 GMT
Organization: L4 Software
Lines: 47
Message-ID: <34b1a9d7.13820491@205.149.189.29>

References: <34AFC5CF.5F85@earthlink.net>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Austin,

I'm not sure there is enough information in your post to really tell what is wrong. Shoot() seems to set-up the initial location, and from what you've said, that works. What function actually moves the bullet, and how is it called?

Mario

On Sun, 04 Jan 1998 09:24:31 -0800, "Linda J. Hodge" <hodgke@earthlink.net> wrote:

```
>hello,Im trying to make a bullet fly from the center of the Car in the
>current vector of the car and proceed on ,like the missiles in twisted
>metal.I have some code but it doesnt seem to work.All it displays is the
>bullet tmd around the car and wherever the car moves the bullet rotates
>around the car.
>
>code Sample:
>
>void Shoot(PlayerStructType2 *theBullet,
>                 unsigned long *lModelAddress)
>         {
>         DrawPlayer(theBullet,&othWorld[currentBuffer]);
>         lModelAddress++;
>         GsMapModelingData((unsigned long *)lModelAddress);
>         GsInitCoordinate2(WORLD, &theBullet->gsObjectCoord);
>         lModelAddress++;  lModelAddress++;
>        GsLinkObject4((unsigned
>long*)lModelAddress,&theBullet->gsObjectHandler,0);
>        theBullet->gsObjectHandler.coord2 = &theBullet->gsObjectCoord;
>
>        theBullet->rotation.vx = theCar.gsObjectCoord.coord.t[0];
>        theBullet->rotation.vy = theCar.gsObjectCoord.coord.t[1];
>        theBullet->rotation.vz = theCar.gsObjectCoord.coord.t[2];
>        theBullet->gsObjectCoord.coord.t[0] = theBullet->rotation.vx;
>        theBullet->gsObjectCoord.coord.t[1] = theBullet->rotation.vy;
>        theBullet->gsObjectCoord.coord.t[2] = theBullet->rotation.vz;
>
>AdvanceModel(&theBullet->gsObjectCoord,&theBullet->rotation,&theBullet-
>speed,256);
>
>        theBullet->gsObjectCoord.flg = 0;
>}
>I call this function when the pad is pressed.
>thanx any help would be appreciated=:-]
>-Austin
```

--MESSAGE FILE 16655 END: ./2 SCEA/yaroze/beginners/000000166html.html

--MESSAGE FILE 16656 START: ./2 SCEA/yaroze/beginners/000000167html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: 3d vectored bullets
Date: Tue, 06 Jan 1998 12:02:26 -0800
Organization: SCEA News Server
Lines: 22
Message-ID: <34B28DD2.6A7C@earthlink.net>

References: <34AFC5CF.5F85@earthlink.net> <34b1a9d7.13820491@205.149.189.29>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: 168-228-196.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win95; U; 16bit)

This is the function that performs the bullet moving:

```
AdvanceModel(&theBullet->gsObjectCoord,&theBullet->rotation,&theBullet-
>speed,256);
```

It is as follows:

```
void AdvanceModel (GsCOORDINATE2 *gsObjectCoord, SVECTOR *rotateVector,
                     long *speed, int nD)
{

    MATRIX *matTmp;
    SVECTOR startVector;
    SVECTOR currentDirection;
if(nD!=0){
       startVector.vx = 0; startVector.vy = 0; startVector.vz = ONE;
       RotMatrix(rotateVector, matTmp);
       ApplyMatrixSV(matTmp, &startVector, &currentDirection);
    gsObjectCoord->coord.t[0] +=(currentDirection.vx *
nD)/4096;            gsObjectCoord->coord.t[1] +=(currentDirection.vy *
nD)/4096;            gsObjectCoord->coord.t[2] +=(currentDirection.vz *
nD)/4096;            gsObjectCoord->flg = 0;
    }
}
```

--MESSAGE FILE 16656 END: ./2 SCEA/yaroze/beginners/000000167html.html

--MESSAGE FILE 16657 START: ./2 SCEA/yaroze/beginners/000000168html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nelson Santos" <nsantos@total.net>
Newsgroups: scea.yaroze.beginners
Subject: Calling all beginners (And everyone else!)
Date: 8 Jan 1998 08:39:13 GMT
Organization: SCEA News Server
Lines: 22
Message-ID: <01bd1c2b$147008e0$1454eccd@nsantos>
NNTP-Posting-Host: ppp-annex-0313.tor.total.net
X-Newsreader: Microsoft Internet News 4.70.1160

Hello fellow Net Yaroze members,

This message is primarily for those Yaroze beginners who would like a little helping hand to get them up and running with their Yaroze programming. I have completed a simple game called PING (clone of a famous classic ping-pong game) and have placed it on my web page along with it's source code. The source code is fully documented and the code is cleanly written (well, at least I think so). I dedicated my work on this for those who are having a hard time starting their Yaroze programming adventures.

Yes, I now have a web page. (It's about freakin' time, eh?) but it is still under construction. Ping is online as well as the first chapter of my own Library Reference Manual documentation. It is currently not available from our Sony Yaroze site, however, I would still like for you to visit it by directly accessing http://www.total.net/~nsantos. The page is nowhere near complete. I intend to keep working on it so visit me from time to time to see the additions.

Thanks for your patience.

Nelson Santos

--MESSAGE FILE 16657 END: ./2 SCEA/yaroze/beginners/000000168html.html

--MESSAGE FILE 16658 START: ./2 SCEA/yaroze/beginners/000000169html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: #yaroze on irc?
Date: Mon, 12 Jan 1998 05:28:47 -0800
Organization: SCEA News Server
Lines: 3
Message-ID: <34BA1A8F.2F57@earthlink.net>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: 168-204-80.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win95; U; 16bit)

Hey anyone want to start a chat on efnet called #yaroze?Ill try to be
there from like 7:00 pm to like 10:00 or maybe L8r.
-Austin
--MESSAGE FILE 16658 END: ./2 SCEA/yaroze/beginners/000000169html.html

--MESSAGE FILE 16659 START: ./2 SCEA/yaroze/beginners/000000170html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: tsanjose <troy@triplebeam.com>
Newsgroups: scea.yaroze.beginners
Subject: HELP!!!
Date: Sat, 17 Jan 1998 16:47:31 -0800
Organization: Triplebeam Entertainment
Lines: 15
Message-ID: <34C15122.8F0547F4@triplebeam.com>
Reply-To: troy@triplebeam.com
NNTP-Posting-Host: usr25-dialup42.mix1.Sacramento.mci.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hey folks,

I am NOT a programmer but merely an aspiring one. My background happens

to be art... anyways, I am in need of some help getting my Yaroze to run
an
executable file. I had a friend create something for me, but I can't
seem to get it up(no pun intended).

I guess what I really need is directions on where to put the executables

and the .cpe file. Then how to launch the app.

Anyone?

--MESSAGE FILE 16659 END: ./2 SCEA/yaroze/beginners/000000170html.html

--MESSAGE FILE 16660 START: ./2 SCEA/yaroze/beginners/000000171html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.beginners
Subject: Re: HELP!!!
Date: Sat, 17 Jan 1998 20:55:42 GMT
Organization: SCEA News Server
Lines: 44
Message-ID: <34c115c6.668611@news.scea.sony.com>
References: <34C15122.8F0547F4@triplebeam.com>
NNTP-Posting-Host: client-119-113.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Hello,
Well, I am going to assume you have your yaroze hooked up properly. If you don't, go to the little red book, the Start Up Guide, and go through pages 17-25 and set it up.
Go to Dos or your windows Dos shell. Open the path to your PSX folder, then type in djsetup and hit enter. Now you are prepared to run the program. You can leave the program grouping where it is. Set your path to the file with the executable. When you are in that folder, turn on your yaroze and type in siocons and hit enter. Once siocons boots, just hit enter to see if the double arrows repeatedly appear. If not, go back to the start up guide and work at getting your set up correct, because the PC and the yaroze are not communicating properly.
If so, then you need to take a look at your program grouping. Do you have an auto file? If so, hit F3 and type auto, then enter. Do you have just a batch file? If so, do the same, typing batch, of course. These are the most common occurances, but sometimes you need to hit F4 and enter the object file. I have never seen a .cpe file. I have seen .pxe, auto, batch.bat, main files loaded by batches or auto, etc... Loading just the .cpe by F4 may not work properly, unless you aren't loading any other stuff, like TMDs, VABs, etc.. Then hit enter.
This is the best I can offer, perhaps someone else will chime in. If these things don't work, provide some more information on your program grouping so what you are doing is more clear.
Matt

>Hey folks,
>
>I am NOT a programmer but merely an aspiring one. My background happens
>
>to be art... anyways, I am in need of some help getting my Yaroze to run
>an
>executable file. I had a friend create something for me, but I can't
>seem to get it up(no pun intended).
>
>I guess what I really need is directions on where to put the executables
>
>and the .cpe file. Then how to launch the app.
>
>Anyone?
>

--MESSAGE FILE 16660 END: ./2 SCEA/yaroze/beginners/000000171html.html

--MESSAGE FILE 16661 START: ./2 SCEA/yaroze/beginners/000000172html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jacob Scarlett <cosc001e@mtsu.edu>
Newsgroups: scea.yaroze.beginners
Subject: Ida Rainey

Date: Thu, 29 Jan 1998 22:48:01 +0000
Organization: SCEA News Server
Lines: 5
Message-ID: <34D10721.B4477409@mtsu.edu>
NNTP-Posting-Host: kentucky.mtsu.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (X11; I; Linux 2.0.32 i586)

Does anyone know where I can get copies of Ida's examples? His
website has gone poof and no one has posted anything about it yet.

Jacob Scarlett

--MESSAGE FILE 16661 END: ./2 SCEA/yaroze/beginners/000000172html.html

--MESSAGE FILE 16662 START: ./2 SCEA/yaroze/beginners/000000173html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.beginners
Subject: Re: Ida Rainey
Date: Thu, 29 Jan 1998 20:12:25 GMT
Organization: SCEA News Server
Lines: 17
Message-ID: <34d0e23f.11715718@news.scea.sony.com>
References: <34D10721.B4477409@mtsu.edu>
NNTP-Posting-Host: client-119-100.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Does anyone know where I can get copies of Ida's examples? His
>website has gone poof and no one has posted anything about it yet.
>
>Jacob Scarlett

   Hello,
   His page is still there, I just checked. Go to the European
member's home [ages, and click on Shadow Developments.
Even better, here is the page address:

http://www.netyaroze-europe.com/~shadow/

   Cheers,
   Matt

--MESSAGE FILE 16662 END: ./2 SCEA/yaroze/beginners/000000173html.html

--MESSAGE FILE 16663 START: ./2 SCEA/yaroze/beginners/000000174html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.beginners
Subject: My first yaroze project.
Date: Fri, 30 Jan 1998 17:08:18 GMT
Organization: SCEA News Server
Lines: 6
Message-ID: <34d20840.239234@news.scea.sony.com>
NNTP-Posting-Host: ip4.ts1.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Newsreader: Forte Agent 1.5/32.451

Hello all! Well the time has come for me to start a project and I have
a few questions (go figure) :) What I am planning to do is a 2D Side
Scroller (Everyone has told me that this is the eaisest game to start
out with) now I have alot of friends who want to help but how does
that work if they dont have a yaroze?? But also if you could post
anything I should look into to help me along that would be great!!!
--MESSAGE FILE 16663 END: ./2 SCEA/yaroze/beginners/000000174html.html

--MESSAGE FILE 16664 START: ./2 SCEA/yaroze/beginners/000000175html.html
Path: chuka.playstation.co.uk!ira.rainey
From: ira.rainey@btinternet.com (Ira Rainey)
Newsgroups: scea.yaroze.beginners
Subject: Re: Ida Rainey
Date: Fri, 30 Jan 1998 18:02:58 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <ira.rainey-3001981802580001@host5-99-62-130.btinternet.com>
References: <34D10721.B4477409@mtsu.edu>
NNTP-Posting-Host: host5-99-62-130.btinternet.com
X-Newsreader: MT-NewsWatcher 2.3.5

In article <34D10721.B4477409@mtsu.edu>, Jacob Scarlett
<cosc001e@mtsu.edu> wrote:

> Does anyone know where I can get copies of Ida's examples? His
> website has gone poof and no one has posted anything about it yet.
>
> Jacob Scarlett

Ira [not Ida]
--MESSAGE FILE 16664 END: ./2 SCEA/yaroze/beginners/000000175html.html

--MESSAGE FILE 16665 START: ./2 SCEA/yaroze/beginners/000000176html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: My first yaroze project.
Date: Sat, 31 Jan 1998 12:54:59 -0800
Organization: SCEA News Server
Lines: 27
Message-ID: <34D38FA3.4F40@concentric.net>
References: <34d20840.239234@news.scea.sony.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts006d47.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

> Hello all! Well the time has come for me to start a project and I have
> a few questions (go figure) :) What I am planning to do is a 2D Side
> Scroller (Everyone has told me that this is the eaisest game to start
> out with) now I have alot of friends who want to help but how does
> that work if they dont have a yaroze?? But also if you could post
> anything I should look into to help me along that would be great!!!

(mailed and posted)

Mike,

If your friends are programmers then you're out of luck. Well I suppose you could all program separately (since you can just copy the GNU compiler to their computers), but once it came time to run and debug you'd have to all use your Yaroze.

If they are artists or musicians then it's easier. Just have them draw/compose something that can be converted to the Yaroze format. For instance, save pictures as BMPs which can be converted to TIMs. Or create WAVs to make into VAG/VAB files. Similarly MIDI becomes SEQ on the Yaroze.

As for demos, there's lots of stuff on the member sites. Spend a few hours surfing and you should find lots of helpful stuff.

Good luck!
Scott
--MESSAGE FILE 16665 END: ./2 SCEA/yaroze/beginners/000000176html.html

--MESSAGE FILE 16666 START: ./2 SCEA/yaroze/beginners/000000177html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.beginners
Subject: Re: My first yaroze project.
Date: Sun, 01 Feb 1998 03:18:12 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <34d4e96c.679497@news.scea.sony.com>
References: <34d20840.239234@news.scea.sony.com>
NNTP-Posting-Host: ip40.ts5.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Well I guess more specifically is what can you can/cant share with friends who want to help . I know you cant give out you username/password but I just want to be very carefull about not breaking my N.D.A. with sony.
--MESSAGE FILE 16666 END: ./2 SCEA/yaroze/beginners/000000177html.html

--MESSAGE FILE 16667 START: ./2 SCEA/yaroze/beginners/000000178html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scea.yaroze.beginners
Subject: My first yaroze project.
Date: 2 Feb 1998 16:06:38 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 46
Sender: news@chuka.playstation.co.uk
Message-ID: <6b4que$hlu1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

Definitely look at the 2d, 2d2 demos from SCEE; also the games gforce (James Rutherford,
homepage ~mrfrosty) and dogtail (Ira Rainey, ~shadow I think).

As regards your friends who want to help:
they can write, compile and link code on their PCs, if you give them the Yaroze GNU setup.
However, they cannot test that code; you'd also need ways of re-integrating the projects
from N different people's modifications.
The easiest ways if you all work on independent things; since it's frustrating and slow
progress for programmers to work on code they cannot run, it's perhaps best if the others concentrate on design issues, graphics, sound, and testing.

Lewis

To: Lewis Evans
cc:
From: news @ playstation.co.uk
Subject: My first yaroze project.:scea.yaroze.beginners

From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.beginners
Subject: My first yaroze project.
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Hello all! Well the time has come for me to start a project and I have a few questions (go figure) :) What I am planning to do is a 2D Side Scroller (Everyone has told me that this is the eaisest game to start out with) now I have alot of friends who want to help but how does that work if they dont have a yaroze?? But also if you could post anything I should look into to help me along that would be great!!!

--MESSAGE FILE 16667 END: ./2 SCEA/yaroze/beginners/000000178html.html

--MESSAGE FILE 16668 START: ./2 SCEA/yaroze/beginners/000000179html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.beginners
Subject: More suggestions?
Date: Mon, 09 Feb 1998 06:19:06 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <34de9f3f.17196016@news.scea.sony.com>
NNTP-Posting-Host: ip15.ts16.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Well if you read any of m other post you probally know I said I was probally going to do a 2D side scroller but what I am wonderin is even if I should persue doing somthing in 2D if I did do a 2D side scroller what kinda 3D elements do you think I could add.
--MESSAGE FILE 16668 END: ./2 SCEA/yaroze/beginners/000000179html.html

--MESSAGE FILE 16669 START: ./2 SCEA/yaroze/beginners/000000180html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: More suggestions?
Date: Mon, 09 Feb 1998 11:05:47 -0800
Organization: .
Lines: 19
Message-ID: <34DF538B.35148EA4@netmagic.net>
References: <34de9f3f.17196016@news.scea.sony.com>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Michael Klucher wrote:
>
> Well if you read any of m other post you probally know I said I was
> probally going to do a 2D side scroller but what I am wonderin is even
> if I should persue doing somthing in 2D if I did do a 2D side scroller
> what kinda 3D elements do you think I could add.

That depends on what kind of scroller you're thinking of doing.
Is this going to be a run/jump kind like Yoshi's Story? Maybe a
shoot-em-up like Team 17's X2? What kind of landscapes are you
going to put in?

I think if you figure that part out first, deciding what to put
into the scenes will be a lot easier...

My $0.02,
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16669 END: ./2 SCEA/yaroze/beginners/000000180html.html

--MESSAGE FILE 16670 START: ./2 SCEA/yaroze/beginners/000000181html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <j.t.rutherford@sms.ed.ac.uk>
Newsgroups: scea.yaroze.beginners
Subject: Gravitation correction...
Date: Fri, 13 Feb 1998 14:52:18 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <34E45E22.17F7@sms.ed.ac.uk>
References: <6b4que$hlu1@emeka.playstation.co.uk>
NNTP-Posting-Host: atl4-018.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Lewis_Evans@Playstation.sony.com wrote:

> Definitely look at the 2d, 2d2 demos from SCEE; also the games gforce
> (James Rutherford, homepage ~mrfrosty)...

The game you're being referred to is 'Gravitation' (recently underwent a
name change). It's by James Shaughnessy (~shaughnj / SCEE) and although
the game seems to be shaping up very nicely, it may not be the best
example code to look at as, although it's well written, it's a little
unorthodox in the way it works.

James Rutherford (~mrfrosty).
--MESSAGE FILE 16670 END: ./2 SCEA/yaroze/beginners/000000181html.html

--MESSAGE FILE 16671 START: ./2 SCEA/yaroze/beginners/000000182html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scea.yaroze.beginners
Subject: 3D tutorial
Date: Fri, 13 Feb 1998 16:03:58 +0000
Organization: I wish!
Lines: 38
Message-ID: <34E46EEE.511@mdx.ac.uk>
References: <34de9f3f.17196016@news.scea.sony.com>
<34DF538B.35148EA4@netmagic.net>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)
CC: rs108@mdx.ac.uk

A 3D tutorial was made available to everyone a while ago by my lecturer
(P.Passmore). I have recently finished a complimentary set of tutorial
demo programs that work well with this tutorial. The files can be picked
up from -

http://www.netyaroze-europe.com/~middex2

and the file details are as follows -

tutorial.zip (the tutorial text file)
comp_tut.zip (the example programs)

Many people found the tutorial helpful, so are worth a look. I had a
quick check when I put up the files, and they seem ok. Because of a lack
of time, I have not included a README.TXT which I will do on Monday, but
for now, here are a couple of points off the top of my head...

The programs are zipped up in directories. You should recreate the
directory structure when unzipping. Using DOS pkunzip, the command
syntax is -

PKUNZIP COMP_TUT.ZIP -d

The .C files are written and best viewed in an editor that is set up
with over 90 columns, no line wrap, and tabs every 2 characters.

There are discrepencies between the tutorial file and the example
programs; in most cases becuase I have merely renamed variables and
functions to differentiate between structures and instances of the
structures, but also in some cases because of mistakes in the tutorial
file (which I will be trying to correct Monday)

I hope they are helpful, and any comments on them would be gratefully
received -

Robert Swan
rs108@mdx.ac.uk
http://www.netyaroze-europe.com/~middex2
--MESSAGE FILE 16671 END: ./2 SCEA/yaroze/beginners/000000182html.html

--MESSAGE FILE 16672 START: ./2 SCEA/yaroze/beginners/000000183html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: tsanjose <troy@triplebeam.com>
Newsgroups: scea.yaroze.beginners
Subject: Wanted: PSX Programmers
Date: Sat, 14 Feb 1998 00:54:32 -0800
Organization: Triplebeam Entertainment
Lines: 15
Message-ID: <34E55BC8.E163C39E@triplebeam.com>
Reply-To: troy@triplebeam.com
NNTP-Posting-Host: usr17-dialup33.mix1.Sacramento.mci.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hey out there!

My name is Troy San Jose from Triplebeam Entertainment. We are a small start-up game developer looking for PSX programmers to join join us here in the San Francisco Bay Area(we may be able to re-locate you). We have various positions available from JR. to Senior Level. We offer VERY competitive salaries. Currently, we are working on our first 3D Sony PSX title slated for Summer '99.

I can fill you in on the details later...

Please call or e-mail me ASAP if interested.
T. San Jose
(510)207-4268

--MESSAGE FILE 16672 END: ./2 SCEA/yaroze/beginners/000000183html.html

--MESSAGE FILE 16673 START: ./2 SCEA/yaroze/beginners/000000184html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: 3D tutorial
Date: Mon, 16 Feb 1998 13:57:47 +0000
Organization: I wish!
Lines: 25
Message-ID: <34E845DB.1CCB@mdx.ac.uk>
References: <34de9f3f.17196016@news.scea.sony.com>
<34DF538B.35148EA4@netmagic.net> <34E46EEE.511@mdx.ac.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

I wrote:
>
> A 3D tutorial was made available to everyone a while ago by my lecturer
> (P.Passmore). I have recently finished a complimentary set of tutorial
> demo programs that work well with this tutorial. The files can be picked
> up from -
>
> http://www.netyaroze-europe.com/~middex2
>
> and the file details are as follows -
>
> tutorial.zip   (the tutorial text file)
> comp_tut.zip   (the example programs)

Owing to my complete rush to put this up, I stupidly placed it on
your American newsgroups, when I meant to put them up on the Europe one.
I think this may be a problem, ie that you people can't get to my site
and download the files. If this IS the case, and anyone wants a copy
of the files, or to mirror them onto an American server, I'd be more
than
pleased...

Robert (now off, to post onto correct Europe newsgroup)

rs108@mdx.ac.uk
--MESSAGE FILE 16673 END: ./2 SCEA/yaroze/beginners/000000184html.html

--MESSAGE FILE 16674 START: ./2 SCEA/yaroze/beginners/000000185html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Jacob Scarlett <cosc001e@mtsu.edu>
Newsgroups: scea.yaroze.beginners
Subject: Japanese Text Editors?
Date: Wed, 25 Mar 1998 23:05:45 +0000
Organization: SCEA News Server
Lines: 9
Message-ID: <35198DC9.2BE769A@mtsu.edu>
NNTP-Posting-Host: georgia.mtsu.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (X11; I; Linux 2.0.32 i586)

Got a question, don't know where else to stick it...
anyone know of any good shareware Japanese Text editors
so that I can read the readme.txt files that come with games made
over there?

-Jacob Scarlett

--MESSAGE FILE 16674 END: ./2 SCEA/yaroze/beginners/000000185html.html

--MESSAGE FILE 16675 START: ./2 SCEA/yaroze/beginners/000000186html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Japanese Text Editors?
Date: Wed, 25 Mar 1998 20:19:49 -0800
Organization: SCEA News Server
Lines: 20
Message-ID: <3519D765.98E1DAF9@sinclair.net>
References: <35198DC9.2BE769A@mtsu.edu>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Sounds like you want NJWin - it will allow you to view Japanese
characters on English Machines. I don't remember who made it or
anything, so you should just search on Excite or Yahoo for NJWin. It
may also be known as CJK.

Jacob Scarlett wrote:
>
> Got a question, don't know where else to stick it...
> anyone know of any good shareware Japanese Text editors
> so that I can read the readme.txt files that come with games made
> over there?
>
> -Jacob Scarlett

--

- Dreamwriter Dragon
  dreamer@sinclair.net
-==UDIC==-
--MESSAGE FILE 16675 END: ./2 SCEA/yaroze/beginners/000000186html.html

--MESSAGE FILE 16676 START: ./2 SCEA/yaroze/beginners/000000187html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Japanese Text Editors?
Date: Thu, 26 Mar 1998 13:17:49 -0800
Organization: Cisco Systems
Lines: 39
Message-ID: <351AC5FD.EEB39622@netmagic.net>
References: <35198DC9.2BE769A@mtsu.edu> <3519D765.98E1DAF9@sinclair.net>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

NJWin is pretty good and it's made by NJ Star. Go to:

    www.njstar.com

I think that will bounce you to their Australian site. Takes
forever to download, but it'll do Shift-JIS and EUC well. You'll need
2 things if you use that package:

    - NJWin CJK: the font display stuff.
    - NJStar WP: the word processor so you can create the
      unicode text.

It is not free, but you'll have 30 days to try it out.

Joshua Meeds wrote:
>
> Sounds like you want NJWin - it will allow you to view Japanese
> characters on English Machines. I don't remember who made it or
> anything, so you should just search on Excite or Yahoo for NJWin. It
> may also be known as CJK.
>
> Jacob Scarlett wrote:
> >
> > Got a question, don't know where else to stick it...
> > anyone know of any good shareware Japanese Text editors
> > so that I can read the readme.txt files that come with games made
> > over there?

> >
> > -Jacob Scarlett
>
> --
>
>   - Dreamwriter Dragon
>   dreamer@sinclair.net
>   -==UDIC==-

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16676 END: ./2 SCEA/yaroze/beginners/000000187html.html

--MESSAGE FILE 16677 START: ./2 SCEA/yaroze/beginners/000000188html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Guillermo Bruce <gbrucejr@pacbell.net>
Newsgroups: scea.yaroze.beginners
Subject: Ira question
Date: Sun, 29 Mar 1998 14:50:11 -0800
Organization: SCEA News Server
Lines: 9
Message-ID: <351ED023.965DDB4F@pacbell.net>
NNTP-Posting-Host: dnai-207-181-238-181.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en] (Win95; I)

I know this is beating a dead horse, but, I can't seem to access Ira's
homepage at scee. It asks me for my login/pwd and then the dreaded
"authorization failed". I just joined, so is there some waiting time
before I can access scee? If I'm not supposed to access that site then
can someone send me the Ira sprite tutorial and Prof 3d tutorial?

thanks
Guillermo Bruce

--MESSAGE FILE 16677 END: ./2 SCEA/yaroze/beginners/000000188html.html

--MESSAGE FILE 16678 START: ./2 SCEA/yaroze/beginners/000000189html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.beginners
Subject: Re: Ira question
Date: Sun, 29 Mar 1998 21:01:23 GMT
Organization: SCEA News Server
Lines: 11
Message-ID: <351eb682.8690663@news.scea.sony.com>
References: <351ED023.965DDB4F@pacbell.net>
NNTP-Posting-Host: client-120-17.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>I know this is beating a dead horse, but, I can't seem to access Ira's
>homepage at scee. It asks me for my login/pwd and then the dreaded
>"authorization failed". I just joined, so is there some waiting time
>before I can access scee? If I'm not supposed to access that site then
>can someone send me the Ira sprite tutorial and Prof 3d tutorial?

   Yes, there is a couple of week delay. I will e-mail them to you.

-Matt
--MESSAGE FILE 16678 END: ./2 SCEA/yaroze/beginners/000000189html.html

--MESSAGE FILE 16679 START: ./2 SCEA/yaroze/beginners/000000190html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Ira question
Date: Mon, 30 Mar 1998 04:39:30 GMT
Organization: L4 Software
Lines: 19
Message-ID: <351f21f1.48157024@205.149.189.29>
References: <351ED023.965DDB4F@pacbell.net>
<351eb682.8690663@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Thanks Matt.

Mario

On Sun, 29 Mar 1998 21:01:23 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:

>
>
>>I know this is beating a dead horse, but, I can't seem to access Ira's
>>homepage at scee. It asks me for my login/pwd and then the dreaded
>>"authorization failed". I just joined, so is there some waiting time
>>before I can access scee? If I'm not supposed to access that site then
>>can someone send me the Ira sprite tutorial and Prof 3d tutorial?
>
>   Yes, there is a couple of week delay. I will e-mail them to you.
>
>-Matt

--MESSAGE FILE 16679 END: ./2 SCEA/yaroze/beginners/000000190html.html

--MESSAGE FILE 16680 START: ./2 SCEA/yaroze/beginners/000000191html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Brian A. Lee" <octopus8@mindspring.com>
Newsgroups: scea.yaroze.beginners
Subject: I need help using two sprites
Date: Fri, 03 Apr 1998 18:04:59 -0800
Organization: SCEA News Server
Lines: 10
Message-ID: <3525954B.529F5D6A@mindspring.com>
NNTP-Posting-Host: user-37kbm0k.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

hey. i have a very simple program that is supposed to display two
sprites on the screen. It displays the first sprite without a problem.

The second sprite seems to use it's own palette, but the first sprite's
texture map instead of it's own. It is very simple and I would greatly
appreciate any help i get. anyone interested can find the program at
http://octopus8.mindspring.com/yaroze/test.zip.

thanks in advance,
-brian a lee.

--MESSAGE FILE 16680 END: ./2 SCEA/yaroze/beginners/000000191html.html

--MESSAGE FILE 16681 START: ./2 SCEA/yaroze/beginners/000000192html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: I need help using two sprites
Date: Fri, 03 Apr 1998 18:36:12 -0800
Organization: Cisco Systems
Lines: 18
Message-ID: <35259C9C.A78B1D07@netmagic.net>
References: <3525954B.529F5D6A@mindspring.com>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Brian A. Lee wrote:
>
> hey. i have a very simple program that is supposed to display two
> sprites on the screen. It displays the first sprite without a problem.
> The second sprite seems to use it's own palette, but the first sprite's
> texture map instead of it's own. It is very simple and I would greatly
> appreciate any help i get. anyone interested can find the program at
> http://octopus8.mindspring.com/yaroze/test.zip.
>
> thanks in advance,
> -brian a lee.

"octopus8.mindspring.com"? I can't seem to find that server in my DNS.
What's its dotted-quad address?

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16681 END: ./2 SCEA/yaroze/beginners/000000192html.html

--MESSAGE FILE 16682 START: ./2 SCEA/yaroze/beginners/000000193html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Brian A. Lee" <octopus8@mindspring.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: I need help using two sprites
Date: Sat, 04 Apr 1998 12:43:01 -0800
Organization: SCEA News Server
Lines: 8
Message-ID: <35269B55.579FE368@mindspring.com>
References: <3525954B.529F5D6A@mindspring.com> <35259C9C.A78B1D07@netmagic.net>
NNTP-Posting-Host: user-38lcjt6.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

I'm sorry. I forgot to add the www at the beginning. The program can be found at www.octopus8.home.mindspring.com/yaroze/test.zip.

thanks for the quick response.

-b

--MESSAGE FILE 16682 END: ./2 SCEA/yaroze/beginners/000000193html.html

--MESSAGE FILE 16683 START: ./2 SCEA/yaroze/beginners/000000194html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Brian A. Lee" <octopus8@mindspring.com>
Newsgroups: scea.yaroze.beginners
Subject: Wait! I messed up again
Date: Sat, 04 Apr 1998 12:56:23 -0800
Organization: SCEA News Server
Lines: 10
Message-ID: <35269E77.82E5DA04@mindspring.com>
NNTP-Posting-Host: user-38lcjt6.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

i'm just starting to work with my new web site, and i messed up the address again. the final and correct address is:

http://octopus8.home.mindspring.com/yaroze/test.zip

thanks again for your help and patience.

-b

--MESSAGE FILE 16683 END: ./2 SCEA/yaroze/beginners/000000194html.html

--MESSAGE FILE 16684 START: ./2 SCEA/yaroze/beginners/000000195html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "cnevison" <rschutt@cs.colgate.edu>
Newsgroups: scea.yaroze.beginners
Subject: timings - HELP!!!!
Date: Fri, 10 Apr 1998 14:02:16 -0400
Organization: SCEA News Server
Lines: 16
Message-ID: <6gllnn$3685@scea>
NNTP-Posting-Host: 149.43.162.22
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Does anyone know how do write code for timing things
on the playstation?

The ANSI C "time.h" file is not supported in the GCC compiler
distributed with the playstation.

please advise.

You can email me back at:

rschutt@cs.colgate.edu

Thanks in advance.

--MESSAGE FILE 16684 END: ./2 SCEA/yaroze/beginners/000000195html.html

--MESSAGE FILE 16685 START: ./2 SCEA/yaroze/beginners/000000196html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Brian A. Lee" <octopus8@mindspring.com>
Newsgroups: scea.yaroze.beginners
Subject: VRAM location
Date: Mon, 13 Apr 1998 10:07:19 -0700
Organization: SCEA News Server
Lines: 14
Message-ID: <35324647.6CCE0380@mindspring.com>
NNTP-Posting-Host: user-38lcmk8.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

hi everybody. here's a question for you. the books say in the description for the GetTPage function that "the texture page address is limited to multiples of 64 in the x direction and multiples of 256 in the y direction".

does this mean that when i load my images into VRAM that i better make sure that the top left corner of the image in VRAM X % 64=0 and Y % 256 = 0?

thanks for clearing this up for me.

-brian a lee

--MESSAGE FILE 16685 END: ./2 SCEA/yaroze/beginners/000000196html.html

--MESSAGE FILE 16686 START: ./2 SCEA/yaroze/beginners/000000197html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: VRAM location
Date: Mon, 13 Apr 1998 13:25:27 -0700
Organization: Cisco Systems
Lines: 32
Message-ID: <353274B6.99591BDA@netmagic.net>
References: <35324647.6CCE0380@mindspring.com>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

For 3D, maybe. I dunno. (I haven't gotten that far yet.)

But for 2D, I've had no problems spanning texture pages. Just make sure that X%16==0 && Y%16==0. Perfect example: download the silly Mine Field game (from my page), load up a bunch of the larger TIMs in TimUtil and see how larger ones go across the page boundaries. There are several smaller 16x16 TIMs that I stacked right next to

each other.

Another note: for the CLUTs, X%16==0 but Y can be just about anything
as long as it doesn't collide with anything else.

Other opinions/corrections?

Brian A. Lee wrote:
>
> hi everybody. here's a question for you. the books say in the
> description for the GetTPage function that "the texture page address is
> limited to multiples of 64 in the x direction and multiples of 256 in
> the y direction".
>
> does this mean that when i load my images into VRAM that i better make
> sure that the top left corner of the image in VRAM X % 64=0 and Y % 256
> = 0?
>
> thanks for clearing this up for me.
>
> -brian a lee

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16686 END: ./2 SCEA/yaroze/beginners/000000197html.html

--MESSAGE FILE 16687 START: ./2 SCEA/yaroze/beginners/000000198html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: VRAM location
Date: Wed, 15 Apr 1998 09:27:02 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 27
Message-ID: <6h1qt6$g1s9@chuka.playstation.co.uk>
References: <35324647.6CCE0380@mindspring.com>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

If you want to show large images (256 wide) then you will need to load
them on 64 pixel boundaries,
or you wont be able to draw them using single sprites... (This is
especially true for 4 bit images, 8 bit and 16 bit TPAGEs have multiple
redundencies (TPAGE 4 u0 is TPAGE 3 u64 etc etc))

Colin.

Brian A. Lee wrote in message <35324647.6CCE0380@mindspring.com>...
>hi everybody. here's a question for you. the books say in the
>description for the GetTPage function that "the texture page address is
>limited to multiples of 64 in the x direction and multiples of 256 in
>the y direction".
>
>does this mean that when i load my images into VRAM that i better make
>sure that the top left corner of the image in VRAM X % 64=0 and Y % 256
>= 0?
>
>thanks for clearing this up for me.
>

>-brian a lee
>
>

--MESSAGE FILE 16687 END: ./2 SCEA/yaroze/beginners/000000198html.html

--MESSAGE FILE 16688 START: ./2 SCEA/yaroze/beginners/000000199html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Brian A. Lee" <octopus8@mindspring.com>
Newsgroups: scea.yaroze.beginners
Subject: transparent background
Date: Sat, 18 Apr 1998 10:52:22 -0700
Organization: SCEA News Server
Lines: 7
Message-ID: <3538E855.DA439822@mindspring.com>
NNTP-Posting-Host: user-37kbm3g.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

i'm finally making good progress, but there is one thing that i can't
solve. how do i make a sprite's background color transparent?

thanks for the help,
-b

--MESSAGE FILE 16688 END: ./2 SCEA/yaroze/beginners/000000199html.html

--MESSAGE FILE 16689 START: ./2 SCEA/yaroze/beginners/000000200html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: transparent background
Date: Sat, 18 Apr 1998 11:59:52 -0700
Organization: SCEA News Server
Lines: 20
Message-ID: <3538F828.658C@concentric.net>
References: <3538E855.DA439822@mindspring.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts030d22.sto-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Brian,

You'll need to make the background color black. Then when you convert
it to TIM format using Tim Util just select the "Transparent for black"
check box.

If your actual sprite has black in it (that you don't want to be
transparent) then I would suggest changing that part to a dark gray
instead. That way it won't confuse Tim Util during conversion.

Hope that helps
Scott

> i'm finally making good progress, but there is one thing that i can't

> solve. how do i make a sprite's background color transparent?
>
> thanks for the help,
> -b

--MESSAGE FILE 16689 END: ./2 SCEA/yaroze/beginners/000000200html.html

--MESSAGE FILE 16690 START: ./2 SCEA/yaroze/beginners/000000201html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scea.yaroze.beginners
Subject: Re: transparent background
Date: Sat, 18 Apr 1998 21:48:18 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <6hb3c8$shn8@chuka.playstation.co.uk>
References: <3538E855.DA439822@mindspring.com>
NNTP-Posting-Host: userk982.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

theres quite a lengthy thread in the
scee 2dgraphics group

Steve
Brian A. Lee wrote in message
<3538E855.DA439822@mindspring.com>...
>i'm finally making good progress, but
there is one thing that i can't
>solve. how do i make a sprite's
background color transparent?
>
>thanks for the help,
>-b
>
>

--MESSAGE FILE 16690 END: ./2 SCEA/yaroze/beginners/000000201html.html

--MESSAGE FILE 16691 START: ./2 SCEA/yaroze/beginners/000000202html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups: scea.yaroze.beginners
Subject: Re: timings - HELP!!!!
Date: Tue, 21 Apr 1998 11:58:10 -0500
Organization: Metrowerks
Lines: 27
Message-ID: <sumner-ya02408000R2104981158100001@news.scea.sony.com>
References: <6gllnn$3685@scea>
NNTP-Posting-Host: mtwks177.metrowerks.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

If you want to get a rough time estimate, you can use Vsync(-1). It will
give you the number of Hsyncs since the last time you called Vsync(-1).
The number of Hsyncs/second depends upon your Video mode. It is somewhere
around 260 for NTSC. I'm not sure of the exact number.

-Joel

In article <6gllnn$3685@scea>, "cnevison" <rschutt@cs.colgate.edu> wrote:

>Does anyone know how do write code for timing things
>on the playstation?
>
>The ANSI C "time.h" file is not supported in the GCC compiler
>distributed with the playstation.
>
>please advise.
>
>You can email me back at:
>
>rschutt@cs.colgate.edu
>
>Thanks in advance.

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 16691 END: ./2 SCEA/yaroze/beginners/000000202html.html

--MESSAGE FILE 16692 START: ./2 SCEA/yaroze/beginners/000000203html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: gerard audet <william_atkin@hotmail.com>
Newsgroups: scea.yaroze.beginners
Subject: downloading to yaroze
Date: Sun, 03 May 1998 10:53:37 -0400
Organization: SCEA News Server
Lines: 11
Message-ID: <354C84F1.4EDC@hotmail.com>
Reply-To: william_atkin@hotmail.com
NNTP-Posting-Host: dial-171-btvt.udial.together.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-KIT (Win95; U)

Alright,

This is gonna seem like a silly one,

but what directory do you download file to the Yaroze, and can you
easily change it, I still haven't gotten the tutorial programs to down
load, so I don't even know if my swift new device works correctly.

Any input will be greatly appreciated!!!

the beans
--MESSAGE FILE 16692 END: ./2 SCEA/yaroze/beginners/000000203html.html

--MESSAGE FILE 16693 START: ./2 SCEA/yaroze/beginners/000000204html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: downloading to yaroze
Date: Sun, 03 May 1998 15:16:23 GMT
Organization: L4 Software
Lines: 26
Message-ID: <354c89aa.1819690@205.149.189.29>

References: <354C84F1.4EDC@hotmail.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Gerard,

It doesn't really matter where you download to as long as you remember
where it is. Most of these files are zipped so you need to unzip them
into the directory where you want to use them.

Personally, all my downloads are to a directory called 'inbox.' That
way I can always find the file.

Mario

On Sun, 03 May 1998 10:53:37 -0400, gerard audet
<william_atkin@hotmail.com> wrote:

>Alright,
>
>This is gonna seem like a silly one,
>
>but what directory do you download file to the Yaroze, and can you
>easily change it, I still haven't gotten the tutorial programs to down
>load, so I don't even know if my swift new device works correctly.
>
>Any input will be greatly appreciated!!!
>
>the beans

--MESSAGE FILE 16693 END: ./2 SCEA/yaroze/beginners/000000204html.html

--MESSAGE FILE 16694 START: ./2 SCEA/yaroze/beginners/000000205html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: downloading to yaroze
Date: Sun, 03 May 1998 15:20:31 GMT
Organization: L4 Software
Lines: 10
Message-ID: <354d8b13.2181470@205.149.189.29>
References: <354C84F1.4EDC@hotmail.com> <354c89aa.1819690@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Oops. I guess that should be Will.

Mario

On Sun, 03 May 1998 15:16:23 GMT, mperdue@l4software.com (Mario
Perdue) wrote:

>Gerard,
>
>[snip]
--MESSAGE FILE 16694 END: ./2 SCEA/yaroze/beginners/000000205html.html

--MESSAGE FILE 16695 START: ./2 SCEA/yaroze/beginners/000000206html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.beginners
Subject: Re: downloading to yaroze
Date: Sun, 03 May 1998 15:19:54 GMT
Organization: SCEA News Server
Lines: 41
Message-ID: <354c8700.34975816@news.scea.sony.com>
References: <354C84F1.4EDC@hotmail.com>
NNTP-Posting-Host: client-120-81.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Alright,
>
>This is gonna seem like a silly one,

   No questions are silly, I am getting to the point where I will be asking plenty! Welcome to the program.

>but what directory do you download file to the Yaroze, and can you
>easily change it, I still haven't gotten the tutorial programs to down
>load, so I don't even know if my swift new device works correctly.

    Well, Mario is quite correct when he says you can put your stuff in any directory you want. But, I am not sure if you are refering to the files you take off the development disc, stuff you download, etc... When setting up your PC to work with the yaroze, it makes life infinitely easier to copy the folders off the silver development disc onto your C: partition directly. If you look up above at HELP!!!, by tsanjose, I was confused about the fact he was trying to boot a gold debug disc with the yaroze, so I gave a long-winded explanation of how to get started.
   As for programs you download, or even the programs you get off the software development disc, you can organize them anyway you want. You will be working from a DOS prompt, setting the path, then executing Siocons from that folder, so the only thing to keep in mind is simplicity of remembering and entering your paths.
   I keep everything I download in a folder with many subdivisions, I really should reorganize it, but it has grown to 70 MB., and I won't be bothered. Plan ahead, as you explore the member site, you are going to find many tools, games, documents, etc... to download. Else you'll be minimizing your DOS window constantly, like me, to double check paths.

>Any input will be greatly appreciated!!!

   No prob.

>the beans

-The Counter

--MESSAGE FILE 16695 END: ./2 SCEA/yaroze/beginners/000000206html.html

--MESSAGE FILE 16696 START: ./2 SCEA/yaroze/beginners/000000207html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Will Atkin <william_atkin@hotmail.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: downloading to yaroze
Date: Sun, 03 May 1998 23:30:47 -0400

Organization: SCEA News Server
Lines: 48
Message-ID: <354D3667.6C77@hotmail.com>
References: <354C84F1.4EDC@hotmail.com> <354c8700.34975816@news.scea.sony.com>
Reply-To: william_atkin@hotmail.com
NNTP-Posting-Host: dial-179-btvt.udial.together.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-KIT (Win95; U)

Matthew Hulett wrote:
>
>   No questions are silly, I am getting to the point where I will be
> asking plenty! Welcome to the program.
>

Sounds Good, how long have you been a member?

    Well, Mario is quite correct when he says you can put your stuff
> in any directory you want. But, I am not sure if you are refering to
> the files you take off the development disc, stuff you download,
> etc... When setting up your PC to work with the yaroze, it makes life
> infinitely easier to copy the folders off the silver development disc
> onto your C: partition directly. If you look up above at HELP!!!, by
> tsanjose, I was confused about the fact he was trying to boot a gold
> debug disc with the yaroze, so I gave a long-winded explanation of how
> to get started.

For starters lets just try doing the beginning tuts off of the CD-Rom
from Directory

PSX
    Quick

I put the PSX folder in the root C: directory like everyone advised but
when I run makefile on them to compile them it comes up with a weird
error. Also tried compiling them trough Borland 3.1 and there were
multiple errors in the compliation. Can anyone advise?

>   As for programs you download, or even the programs you get off the
> software development disc, you can organize them anyway you want.
> You will be working from a DOS prompt, setting the path, then
> executing Siocons from that folder, so the only thing to keep in mind
> is simplicity of remembering and entering your paths.

Okay this need some more explaining... What do you mean set up the
setting the path from dos? And should I be running djsetup beforehand.

Basically I am a DOS dunce, I've been around MACS and Windows way too
long, If anyone out there has tried Codewarrior, does it alleviate the
necessity to work in DOS or what?

Hey Guys Thanks for all your help, I'll be seeing alot of you believe
me, Hey anyone here from Vermont? It'd be great to get in touch with
you and make some games.
Beans signin off
--MESSAGE FILE 16696 END: ./2 SCEA/yaroze/beginners/000000207html.html

--MESSAGE FILE 16697 START: ./2 SCEA/yaroze/beginners/000000208html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com

From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.beginners
Subject: Re: downloading to yaroze
Date: Mon, 04 May 1998 03:21:57 GMT
Organization: SCEA News Server
Lines: 100
Message-ID: <354d2a3c.14855824@news.scea.sony.com>
References: <354C84F1.4EDC@hotmail.com> <354c8700.34975816@news.scea.sony.com>
<354D3667.6C77@hotmail.com>
NNTP-Posting-Host: client-119-17.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Sounds Good, how long have you been a member?

Since the beginning, almost... May 15 '97, or thereabouts. I started from scratch, literally, I could not even use my computer when I pulled it out of the box. DOS was one of the few things I had distant memories of from my IBM PC days back in the late 70's... ah, Zork was a kid's dream world...

>Okay this need some more explaining... What do you mean set up the
>setting the path from dos? And should I be running djsetup beforehand.

Hmmm..., o.k.. Lets say you want to look at the contents of a folder in Windows. You could use file manager, which I never do, or you could just double-click your way through your files to open the file.
Setting your path in DOS is akin to this. You start out with:

[WINDOWS] C:\Windows>

At this point, your path is set to the Windows folder, or directory. If you type in at the prompt:

[WINDOWS] C:\Windows>cd\psx

and hit enter... your path will change to:

[WINDOWS] C:\PSX>

Now you are in the psx folder, having set your path, and you can now type in djsetup and set the environment...

[WINDOWS] C:\PSX>djsetup

and hit enter. The path information will just repeat itself. You will see this again...

[WINDOWS] C:\PSX>

Now, you need to set your path to the folder containing the nifty ball demo, so type at the prompt...

[WINDOWS] C:\PSX>cd\psx\sample\check

and hit enter (isn't this fun?). Now you will see this...

[WINDOWS] C:\PSX\SAMPLE\CHECK>

Type make at the prompt...

[WINDOWS] C:\PSX\SAMPLE\CHECK>make

and hit enter. You should see two lines worth of compiler and linker information that is understood by the engineers in the program, but not by me. As long as you don't see anything saying 'make failed', or any other fail messages, you should be o.k.. Leave the DOS window open with that path.
   Now, turn on your yaroze and wait for the brick screen to appear. Now, type siocons at the prompt...

[WINDOWS] C:\PSX\SAMPLE\CHECK>siocons

and hit enter. We are basically doing pg.26 in the little red book, so you can look there for a sample of the output you will see.
You should see a '>>' thingy after the console monitor information. Hit enter a few times, if you see double arrows keep appearing, you are connected properly. Hit the F3 key, and hit enter. And the demo will begin downloading, and will execute automatically.
   If there are problems at any step along the way, reading and working through pgs. 17-25 in the Start-Up Guide should solve them.

>Basically I am a DOS dunce, I've been around MACS and Windows way too
>long, If anyone out there has tried Codewarrior, does it alleviate the
>necessity to work in DOS or what?

   Yep, it does allow you to avoid DOS. CodeWarrior has a program called PsComUtil. But, programs built with CW have a different executable from those built with DJGPP. 90% of stuff in the program is built with DJGPP, so you are going to have to get used to siocons if you wish to use 90% of the available games and demos. There is actually a Windows replacement for siocons too, but it is on the european server, and you may not be able to get in there yet. Here's the address where it is located...

http://www.netyaroze-europe.com/~deruiter/

In all reality, I just have to say, working in DOS is one or two nights of learning some basics. You'll be relishing your DOS adventures when you get into programming the yaroze. I actually have never tried to download .SIO files with siocons, I just use the appropriate program when called for. In the final analysis, in my humble opinion, both CW and DJGPP both have their own pecularities and specifics, and both require equal effort to learn.
   And by the way, is your name Will or Gerard?

-Matt

--MESSAGE FILE 16697 END: ./2 SCEA/yaroze/beginners/000000208html.html

--MESSAGE FILE 16698 START: ./2 SCEA/yaroze/beginners/000000209html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.beginners
Subject: Re: downloading to yaroze
Date: Mon, 04 May 1998 05:19:27 GMT
Organization: SCEA News Server
Lines: 7
Message-ID: <354d4fa6.6044751@news.scea.sony.com>
References: <354C84F1.4EDC@hotmail.com> <354c8700.34975816@news.scea.sony.com>
<354D3667.6C77@hotmail.com> <354d2a3c.14855824@news.scea.sony.com>
NNTP-Posting-Host: client-120-15.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>are connected properly. Hit the F3 key, and hit enter. And the demo

   Ooops, I like to work in the early hours... Hit the F3 key, type
auto, and then hit enter.

-Matt
--MESSAGE FILE 16698 END: ./2 SCEA/yaroze/beginners/000000209html.html

--MESSAGE FILE 16699 START: ./2 SCEA/yaroze/beginners/000000210html.html
Path: chuka.playstation.co.uk!news
From: Byron@snsys.com (Byron Atkinson-Jones)
Newsgroups: scea.yaroze.beginners
Subject: Graphics tools that generate 15 bit images to convert to TIMS
Date: Wed, 06 May 1998 14:11:17 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <35506f23.5186728@news.playstation.co.uk>
NNTP-Posting-Host: byron.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

Hi,

What tools do you use to output 15 bit images for use as TIMs ?

I have Corel Photo Paint 7 and that doesn't seem to manage it.

Byron.

--MESSAGE FILE 16699 END: ./2 SCEA/yaroze/beginners/000000210html.html

--MESSAGE FILE 16700 START: ./2 SCEA/yaroze/beginners/000000211html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Graphics tools that generate 15 bit images to convert to TIMS
Date: Wed, 06 May 1998 11:07:41 -0700
Organization: Cisco Systems
Lines: 16
Message-ID: <3550A6ED.595B0A84@netmagic.net>
References: <35506f23.5186728@news.playstation.co.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Just save your image as a TrueColor BMP file. :) TIM Util will
handle the conversion.

Byron Atkinson-Jones wrote:
>
> Hi,
>
> What tools do you use to output 15 bit images for use as TIMs ?
>
> I have Corel Photo Paint 7 and that doesn't seem to manage it.
>
> Byron.

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16700 END: ./2 SCEA/yaroze/beginners/000000211html.html

--MESSAGE FILE 16701 START: ./2 SCEA/yaroze/beginners/000000212html.html
Path: chuka.playstation.co.uk!news
From: Byron@snsys.com (Byron Atkinson-Jones)
Newsgroups: scea.yaroze.beginners
Subject: Re: Graphics tools that generate 15 bit images to convert to TIMS
Date: Thu, 07 May 1998 09:07:01 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <3551797e.1224691@news.playstation.co.uk>
References: <35506f23.5186728@news.playstation.co.uk>
<3550A6ED.595B0A84@netmagic.net>
NNTP-Posting-Host: byron.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Wed, 06 May 1998 11:07:41 -0700, Elliott Lee <tenchi@netmagic.net>
wrote:

>Just save your image as a TrueColor BMP file. :) TIM Util will
>handle the conversion.
>

I tried that and it just seems to produce a 24 bit TIM rather than a
16bit one.

Byron.

--MESSAGE FILE 16701 END: ./2 SCEA/yaroze/beginners/000000212html.html

--MESSAGE FILE 16702 START: ./2 SCEA/yaroze/beginners/000000213html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Graphics tools that generate 15 bit images to convert to TIMS
Date: Thu, 07 May 1998 11:51:49 -0700
Organization: Cisco Systems
Lines: 22
Message-ID: <355202C5.9FCF0A95@netmagic.net>
References: <35506f23.5186728@news.playstation.co.uk>
<3550A6ED.595B0A84@netmagic.net> <3551797e.1224691@news.playstation.co.uk>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

TIMUtil defaults to 24-bit. You have to select the radio button
next to the "16" near the top-center of the interface. Be sure
that after you do your conversion, reload the TIM and check it with
the Preview button. :)

Byron Atkinson-Jones wrote:
>
> On Wed, 06 May 1998 11:07:41 -0700, Elliott Lee <tenchi@netmagic.net>
> wrote:
>
> >Just save your image as a TrueColor BMP file. :) TIM Util will

> >handle the conversion.
> >
>
> I tried that and it just seems to produce a 24 bit TIM rather than a
> 16bit one.
>
> Byron.

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16702 END: ./2 SCEA/yaroze/beginners/000000213html.html

--MESSAGE FILE 16703 START: ./2 SCEA/yaroze/beginners/000000214html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
peter_alau@playstation.sony.com
From: Abstrakt <abstrakt@yourlink.net>
Newsgroups: scea.yaroze.beginners
Subject: Memory card?
Date: Mon, 11 May 1998 15:34:34 +0000
Organization: SCEA News Server
Lines: 7
Message-ID: <35571A81.4D913768@yourlink.net>
NNTP-Posting-Host: 205.152.62.251
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)

MAC user, I am having a problem getting my yaroze to recognize the
memory card, I have tried several different things, ie. format the
memory card using the app that was included in the package and even
tried purchasing a new card but it still won't see the card, I have all
the obvious things troubleshooted and now I am stuck. Can anyone help
me?

--MESSAGE FILE 16703 END: ./2 SCEA/yaroze/beginners/000000214html.html

--MESSAGE FILE 16704 START: ./2 SCEA/yaroze/beginners/000000215html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.beginners
Subject: Re: Memory card?
Date: Tue, 12 May 1998 02:01:23 -0700
Organization: SCEA News Server
Lines: 29
Message-ID: <wal-ya02408000R1205980201230001@news.scea.sony.com>
References: <35571A81.4D913768@yourlink.net>
NNTP-Posting-Host: dnai-207-181-237-170.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <35571A81.4D913768@yourlink.net>, Abstrakt
<abstrakt@yourlink.net> wrote:

> MAC user, I am having a problem getting my yaroze to recognize the
> memory card, I have tried several different things, ie. format the
> memory card using the app that was included in the package and even
> tried purchasing a new card but it still won't see the card, I have all

> the obvious things troubleshooted and now I am stuck. Can anyone help
> me?

I had problems trying to get the connection speed saved to the memory card, but I did manage it. Let's see if I can remember how...

First, I downloaded and ran the card formatting utility. Then, I think I quit PSComUtil and reset the yaroze. Then I used ZTerm (a shareware terminal program) and set its baud rate to 9600, using the serial port that the Yaroze is connected to. Using ZTerm you can send and receive console commands. Then I typed the command "BAUD 57600" and hit RETURN. I think at this point I got prompted to save the new baud setting to the memory card, but it may have been at a later point... in any case, I had to change ZTerm's settings to 57600, to match what I had told the yaroze. Hmm... maybe the save prompt came *after* switching ZTerm's baud rates...

Sorry this is so muddled, I should have kept better notes! But give ZTerm a shot (or another terminal emulator program).

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 16704 END: ./2 SCEA/yaroze/beginners/000000215html.html

--MESSAGE FILE 16705 START: ./2 SCEA/yaroze/beginners/000000216html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Memory card?
Date: Tue, 12 May 1998 16:02:00 GMT
Organization: L4 Software
Lines: 15
Message-ID: <35587231.3499762@205.149.189.29>
References: <35571A81.4D913768@yourlink.net>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Sorry, I don't have a MAC so I'm not real sure how you do it.
Hopefully one of the other MAC users can help.

Mario

On Mon, 11 May 1998 15:34:34 +0000, Abstrakt <abstrakt@yourlink.net>
wrote:

>MAC user, I am having a problem getting my yaroze to recognize the
>memory card, I have tried several different things, ie. format the
>memory card using the app that was included in the package and even
>tried purchasing a new card but it still won't see the card, I have all
>the obvious things troubleshooted and now I am stuck. Can anyone help
>me?

--MESSAGE FILE 16705 END: ./2 SCEA/yaroze/beginners/000000216html.html

--MESSAGE FILE 16706 START: ./2 SCEA/yaroze/beginners/000000217html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.beginners
Subject: Member page text...

Date: Wed, 13 May 1998 11:04:30 -0400
Organization: SCEA News Server
Lines: 11
Message-ID: <6jccd4$2v214@scea>
NNTP-Posting-Host: pc42.aug-ga.ddinet.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Who is supposed to update the text under you site page? I Added some new
text weeks ago and it still hasn't been updated.

Regards,

Jeff / Nemesis

http://yaroze-world.org

--MESSAGE FILE 16706 END: ./2 SCEA/yaroze/beginners/000000217html.html

--MESSAGE FILE 16707 START: ./2 SCEA/yaroze/beginners/000000218html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.beginners
Subject: Re: Member page text...
Date: Wed, 13 May 1998 17:00:57 GMT
Organization: SCEA News Server
Lines: 10
Message-ID: <3559d16a.1826774@news.scea.sony.com>
References: <6jccd4$2v214@scea>
NNTP-Posting-Host: client-151-198-130-101.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Who is supposed to update the text under you site page? I Added some new
>text weeks ago and it still hasn't been updated.

   Peter Alau, if there has not been any staff turnover of late. Not
that I can explain what they are up to, and why your description has
not been updated....

-Matt

--MESSAGE FILE 16707 END: ./2 SCEA/yaroze/beginners/000000218html.html

--MESSAGE FILE 16708 START: ./2 SCEA/yaroze/beginners/000000219html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: Member page text...
Date: Wed, 13 May 1998 22:26:23 GMT
Organization: L4 Software
Lines: 21
Message-ID: <355a1d49.37332453@205.149.189.29>
References: <6jccd4$2v214@scea>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Well, that would be me, however I'm not getting the notifications that the changes are being made, so I don't know when I need to make changes. I've notified the proper people at Sony of the problem so hopefully it will be fixed soon.

Mario

On Wed, 13 May 1998 11:04:30 -0400, "Jeff Lawton" <jlawton@groupz.net> wrote:

>Who is supposed to update the text under you site page? I Added some new
>text weeks ago and it still hasn't been updated.
>
>Regards,
>
>Jeff / Nemesis
>
>http://yaroze-world.org
>
>

--MESSAGE FILE 16708 END: ./2 SCEA/yaroze/beginners/000000219html.html

--MESSAGE FILE 16709 START: ./2 SCEA/yaroze/beginners/000000220html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.beginners
Subject: Re: Member page text...
Date: Wed, 13 May 1998 23:55:03 GMT
Organization: SCEA News Server
Lines: 3
Message-ID: <355a32af.21310433@news.scea.sony.com>
References: <6jccd4$2v214@scea> <355a1d49.37332453@205.149.189.29>
NNTP-Posting-Host: client-151-198-130-69.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Oops, sorry, I thought Peter was our only webmaster.

_matt
--MESSAGE FILE 16709 END: ./2 SCEA/yaroze/beginners/000000220html.html

--MESSAGE FILE 16710 START: ./2 SCEA/yaroze/beginners/000000221html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Peter_Alau@playstation.sony.com (Peter Alau)
Newsgroups: scea.yaroze.beginners
Subject: Re: Member page text...
Date: Fri, 15 May 1998 16:59:29 GMT
Organization: SCEA News Server
Lines: 21
Message-ID: <355c740c.3948743@205.149.189.29>
References: <6jccd4$2v214@scea> <355a1d49.37332453@205.149.189.29>
<355a32af.21310433@news.scea.sony.com>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Wed, 13 May 1998 23:55:03 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:

>   Oops, sorry, I thought Peter was our only webmaster.

>
>_matt

Nope, Mario helps out too, and once I finish with some final things,
he should be doing more of the page updates.

My apologies to everyone who has update their page, I have been more
busy than I have been in a while, I guess E3 and CGDC will do that to
you.....

I expect to finish with updates today, if I don't I will be spending
time here this weekend.

Thanks for everyone's patience.

-Peter
--MESSAGE FILE 16710 END: ./2 SCEA/yaroze/beginners/000000221html.html

--MESSAGE FILE 16711 START: ./2 SCEA/yaroze/beginners/000000222html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.beginners
Subject: Re: Memory card?
Date: Sun, 17 May 1998 19:02:14 -0700
Organization: SCEA News Server
Lines: 11
Message-ID: <355F96A2.4ABD@bc.sympatico.ca>
References: <35571A81.4D913768@yourlink.net>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m01-51.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)
To: Abstrakt <abstrakt@yourlink.net>

Hi, I got my memory card working a totally sideways way. I stuck in the
new card, ran Tobal No. 1, saved a few games, and then finally got
around to trying out PSComUtil. The first time I had connect and boot
speeds both set to 9600, and the "bricks" came up okay. Then, using
PSComUtil to set the speeds to 57600 and ever after it worked fine. The
only times I ran into problems is when I tried to set the connect speed
to 110k or whatever it is. I bet I'm the only Yaroze member running on
an antique Quadra!!!! I have way less RAM than you're supposed to run on
as well, woe is me.

-nick
--MESSAGE FILE 16711 END: ./2 SCEA/yaroze/beginners/000000222html.html

--MESSAGE FILE 16712 START: ./2 SCEA/yaroze/beginners/000000223html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scea.yaroze.problems.pc,scea.yaroze.p
rogramming.codewarrior,scea.yaroze.programming.gnu_compiler,scea.yaroze.programm
ing.libraries,scee.yaroze.beginners,scee.yaroze.freetalk.dutch,scee.yaroze.freet
alk.eng
Subject: YarozeMaster v2.0
Date: Mon, 25 May 1998 09:01:25 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24

Message-ID: <6kb509$hca16@chuka.playstation.co.uk>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.beginners:223 scea.yaroze.freetalk:660
scea.yaroze.problems.pc:195 scea.yaroze.programming.codewarrior:325
scea.yaroze.programming.gnu_compiler:97 scea.yaroze.programming.libraries:14
scee.yaroze.beginners:322 scee.yaroze.freetalk.dutch:4

YarozeMaster V2.0 is ready!

YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
Developer Studio) complete with project management. Just add a source file
and it will be compiled and linked. No more editting of makefiles.
Like v1.0, YarozeMaster also includes the front-end of the SioConsole from
Sony and can import old batch files. Unlike v1.0, YarozeMaster works under
NT.

You can download it from http://www.playstation-europe.com/~deruiter Just
look for YarozeMaster.

If you have any comments/suggestions you can mail me.

Happy programming!

Maurice Sibrandi
sibrandi@orion.nl

--MESSAGE FILE 16712 END: ./2 SCEA/yaroze/beginners/000000223html.html

--MESSAGE FILE 16713 START: ./2 SCEA/yaroze/beginners/000000224html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Will Atkin <william_atkin@hotmail.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scea.yaroze.problems.pc,scea.yaroze.p
rogramming.codewarrior,scea.yaroze.programming.gnu_compiler,scea.yaroze.programm
ing.libraries,scee.yaroze.beginners,scee.yaroze.freetalk.dutch,scee.yaroze.freet
alk.eng
Subject: Re: YarozeMaster v2.0
Date: Mon, 25 May 1998 21:53:27 -0400
Organization: SCEA News Server
Lines: 32
Message-ID: <356A2097.6E5A@hotmail.com>
References: <6kb509$hca16@chuka.playstation.co.uk>
Reply-To: william_atkin@hotmail.com
NNTP-Posting-Host: dial-70-btvt.udial.together.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-KIT (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:224 scea.yaroze.freetalk:664
scea.yaroze.problems.pc:197 scea.yaroze.programming.codewarrior:326
scea.yaroze.programming.gnu_compiler:98 scea.yaroze.programming.libraries:15
scee.yaroze.beginners:323 scee.yaroze.freetalk.dutch:5

Maurice Sibrandi wrote:
>
> YarozeMaster V2.0 is ready!

>
> YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
> YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
> Developer Studio) complete with project management. Just add a source file
> and it will be compiled and linked. No more editting of makefiles.
> Like v1.0, YarozeMaster also includes the front-end of the SioConsole from
> Sony and can import old batch files. Unlike v1.0, YarozeMaster works under
> NT.
>
> You can download it from http://www.playstation-europe.com/~deruiter Just
> look for YarozeMaster.
>
> If you have any comments/suggestions you can mail me.
>
> Happy programming!
>
> Maurice Sibrandi
> sibrandi@orion.nl

Hey Maurice,

I checked out that web-address and came up with an adress not found
screen. I also looked under http://www.playstation-europe.com and
couldn't find anything leading to yaroze,

any ideas?

Will
--MESSAGE FILE 16713 END: ./2 SCEA/yaroze/beginners/000000224html.html

--MESSAGE FILE 16714 START: ./2 SCEA/yaroze/beginners/000000225html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scea.yaroze.problems.pc,scea.yaroze.p
rogramming.codewarrior,scea.yaroze.programming.gnu_compiler,scea.yaroze.programm
ing.libraries,scee.yaroze.beginners,scee.yaroze.freetalk.dutch,scee.yaroze.freet
alk.eng
Subject: Re: YarozeMaster v2.0
Date: Mon, 25 May 1998 19:35:01 -0700
Organization: SCEA News Server
Lines: 42
Message-ID: <356A2A55.8091BCF0@netmagic.net>
References: <6kb509$hca16@chuka.playstation.co.uk> <356A2097.6E5A@hotmail.com>
NNTP-Posting-Host: ppp3-27.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:225 scea.yaroze.freetalk:665
scea.yaroze.problems.pc:198 scea.yaroze.programming.codewarrior:327
scea.yaroze.programming.gnu_compiler:99 scea.yaroze.programming.libraries:16
scee.yaroze.beginners:324 scee.yaroze.freetalk.dutch:6

DOH! ^_^ The URL should be:

    http://www.netyaroze-europe.com/~deruiter/

Will Atkin wrote:
>
> Maurice Sibrandi wrote:
> >

> > YarozeMaster V2.0 is ready!
> >
> > YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
> > YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
> > Developer Studio) complete with project management. Just add a source file
> > and it will be compiled and linked. No more editting of makefiles.
> > Like v1.0, YarozeMaster also includes the front-end of the SioConsole from
> > Sony and can import old batch files. Unlike v1.0, YarozeMaster works under
> > NT.
> >
> > You can download it from http://www.playstation-europe.com/~deruiter Just
> > look for YarozeMaster.
> >
> > If you have any comments/suggestions you can mail me.
> >
> > Happy programming!
> >
> > Maurice Sibrandi
> > sibrandi@orion.nl
>
> Hey Maurice,
>
> I checked out that web-address and came up with an adress not found
> screen. I also looked under http://www.playstation-europe.com and
> couldn't find anything leading to yaroze,
>
> any ideas?
>
> Will

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 16714 END: ./2 SCEA/yaroze/beginners/000000225html.html

--MESSAGE FILE 16715 START: ./2 SCEA/yaroze/beginners/000000226html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Craig Venz <craig@cobite.com>
Newsgroups: scea.yaroze.beginners
Subject: TIM wont display...<sigh>
Date: Thu, 04 Jun 1998 10:28:35 -0400
Organization: SCEA News Server
Lines: 841
Message-ID: <3576AF13.CD9D11C8@cobite.com>
NNTP-Posting-Host: snew.cobite.com
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------9321FBEFE1D3C96BA387288A"
X-Mailer: Mozilla 4.05 [en] (X11; I; Linux 2.0.33 i586)

This is a multi-part message in MIME format.
--------------9321FBEFE1D3C96BA387288A
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Hello,

   Well after finally breaking down and having a go at doing some
graphics on my yaroze for the first time, I'm already ready to throw
the damn thing across the room.
   Its most frustrating, I cant even get a simple TIM to load up
and display... I've attached the TIM I'm using, the source and a batch
file in the zip, and I would appreciate tips/pointers from anyone who

cares to take a peek at my ugly code and give me a clue to what it is I'm not doing right here...
   Currently, the program runs, but all I get on screen is a big fat load of nothing...

Thanks a heap for any help...
Craig

PS The TIM is a snapshot of someones Ghouls and Ghosts emulator that I grabbed (the snapshot, not the emulator) off the net, nothing to do with me...(I only wish)


```
--------------9321FBEFE1D3C96BA387288A
Content-Type: application/x-zip-compressed; name="spritetest.zip"
Content-Transfer-Encoding: base64
Content-Disposition: inline; filename="spritetest.zip"

UEsDBBQAAgAIAAELvCRnyJ0XC6MAAODWAQALABAAR0hPVUxTMS5USU1VWAwA8vRsNfL0bDWR
AAoA7L0PcBtXmicm73k2664Z9RCsu0iQvX3d03KGxs7UdbdJgY3Suk33QTqjgTtud9MLC1Rz
NM1GS5PFZDk9PTqJ8FzQOarUV9qqrCyNmWMdL5eaFfeCuc2qTF8FijdVnMY0A+i2fOssU/qT
QFNlqcqnTJIZMpVkK5fL9z2AFEmR+uOJk7OzLZICSPx57/3e9/t+3/e+9/DlPXv2PAffX/wV
+PHMbzyz55ln9uz5e1/es+dXvvwre5QvK3tG9n2Ten3V2fP3uKG+Z7kv9CWpL4nSS3teGhz+
9Wes5/b+4XPBM3/jC40+YeQ/ffb3v/DS68OZrz3HDvzhr/3xwD/U/+CLv//68G/+k8EvfOH3
+v7p2I/2vPvcVZF9vfZb/yBJsV974Qt7/pMX/1py+Jv/dPDS643v/eG+97/3N7/wz37rOfHP
vvQH+/7x84d//Q8Gf+/gzHM/Ghx8Ljx46ZWRZwZ/89Vn/8b+xTfvPffTZ+/92h+8+frBf/XF
wpe+tmfxa7/6+l8Vv5T8evZPD5760n+ZrbAvDvz5lw5bf+j87Nf+r+//x2xC/MXX5Jd+9wvO
/sOv9R/7rdd/MvxD50+yL+5/Zv/kszPs/zS899/777L/iv2O+L8f/4vv/xn7X+0ffOX1v7Y0
PLHvZ8//N6M/OjHOfXeomGkd/vmr1Df/5+//F89e/N6/s/dXv1n/+tetf8S9d3av+Lb871rV
kS8Jvyr+HvfzZ3/lO7/6ncbBf/3GSOHHJ/5m4X8UTxX+ZbZSqJaPlsUj3xg4+62q/t3Mfz/0
v33re9/57nOtN/9iyM86X6u8VDv473//1LPFX/+XXx/79X8x9jvJj099/KV3Rv607+Pn4+d/
+vx/8MLK8Z+8md+zJrz59Xun/oWT/c5/fezU17/5vf1/+yfsvb9V/fo/e+nEm7/77F/81f+j
8K/3r8hHxN8R1p7Vk/oh9Zv/Z+H3xxZfYMf+yYlB9uDY/7r/p3/rzb/93PecN08e/7M3K29O
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H3wPd28Ls52IZVL9+2+2bt8cu3Dz5u2xt26P7e+fh9sjY7ffGhmbEy0xH4idhMicOnV1vi8/
K8A12xEEHb7Ujt4RBcHK6pEowE0d7kTwFUV8kO0IehZ+3THg94LCC4oidwQlkqOOYAlqVlA7
kSJR0s2bb628dS9l2zdvv3VjLn/79hffeut2X4qlJpoTndnZwB68uX//hY+DUzdv3x4Lgn1X
+6/tHwsaI/sb89DmIzffat28PT8WxzHXsQQ5gPeehQYEBvzowJWFd5/V4U+djo4tE0T4pdqB
ZsMjoc2CrAh6pFGU1ow6R8UO6YGe3ze//8Z+aBCMSSOwxLWEaFrmCPzi5s3WhdvQEvgf/t64
c/OtG/vnb/fZ+QDeYjYR2fZ8//ztsZbNWYKYjQRq2wXjruGPSfyRgV+sTpL75FuIxFmD7W+N
rPSNvZWaa83cbrUAiFbrJPy/0mqNrYwZApOP87OdpnW//+R8alYUZBhxHYDQdehiB7olYu9g
9KHjgBWOiIxjEQNqMDSyEFnYe16GAdE7PPwlippR2ZfhGYo02LowBu+asq/dHBubT+2DCXHj
xth8I/B0fW1iQpCLI63WjXuNU/MjY2Mrkj13/2artdI317jZf2FsbKY1NrK/1Wqc7Atw7J0g
CgRBFAVaoAPLEsjgJ6BRCWFWtzoEj4SoI0p6ZxZ6Eom6zMJ/PAwS34FH42yLaCt+HkYb29FK
9Q824tlEx1DN9/tuzoy19rfmxi7Ce568fWOsNd/A8box9k5fngkEEf4FxVRf6+bJVt7qJPDV
dsCD/Mhoq5SGSEgIjkZpGZgTkRDNNgYbczdXbvS1Tl64NtI3d2HkWivVSOWv3ptpXZh7p2EJ
+Xx+FiCgU30zrUAURTL/LdItBEEQYLoBHnCfTMAoYmU+EkIYAwGw0COhGaHNNDtwY5ZvYiON
TpTlKPh702hcG1tpBHn72kgrFTRW+k4N9vfZzEofqwRrE9+ePjzZ2D9zYw6s5Frr47l2TH/j
4lhfo7FyY65/prXvyMzY1ZmR1oU7NnQ/XIP20ALiQRusQfOsZYkq2AcxCrAPmL0CDFpCJC22
dKMJ7ZqNFL4Jhqp5CWw/NNSIBMt55QhwxY07J1tj/fN9sZA3BGMwNXcbmtK61jfT38rP3Zxp
XT0SBHPzM607+1Za+dgyY8awDZ5Npd651+BgYARFiB7CIzNJfmhd6+ghlEEGk8A+giDoT7UA
dzCKl683Uhfm9o+svNPYNxfPn2zBly26L774TluJIsMeWWk5QYcYQYRGLSIVgIGIOpo+9Nki
bCU3gZmAvBAKApDQ1AWwCbHJw0yEW2BgkZoMKXhAk2XtvpONoGGPXGykGvLKWOP9l1NsaqUh
6+LU+f/wPz/8j3904/bIWMC8/PLYx3N50b440+przN0em5sfSTX6x+7cuTkzswIzSIwS2TCr
8AaNl8GyPGuwtKWKSEzr1gH/I6sij8F0UbAh8FdZiRSPx7mJrTSahlV1Ts3BBGnNrfSlZm7O
BbN2ENDzratgo/nAnnm5EQSp6zMXr/Xl81fvn2ztO9lKMffa7y69YduMkWKvDzbyMRB4lNjJ
PrSekRCzAPbaBEsgq/k3+mdenoGZ39e4Bm8zN3dypSWl5vbNnbw2c31sHyPyjb6+Bi9Mial3
5vtEa1YnrIsDCwaRADshPeJxlAETuNOUkaTAvwBwitIUwF/g75Sm3MlGfIcnrqdS7ngIoswa
J+cboWdcu9iSqGA+xbz87rWTK2Ch/NT5b33nu5UP5se+eHsmNXft4hjw5ruNazNjffk5QGD+
4shK6s6FI4DW2FxKasixKrCsQJvjJs3QhsEAHCxrGdgqHYyCmKswi3ZtwcwJoJEK/g0tGixY
kXh0O+B4DLFUdZh9MzPXLl4HXgQzBIaw2aX7L6+sjNwIzNS1FICSAvtocPl99uDFl1dScBkN
uPqCuRRMj9YFJhCRIBRlOx44+to6aU12f6zDIfGLUn6pr9W4CPMyuJ4yRHif/fDq9nwjf/1k
Y6Ux3zBEMe/EciIat68Dq/emfNQEm58FvkWTANYB78DzMhIT/hFQAW4C4HgJ3wpcud5B0LKc
gAydlJvh5awm42N13bg+lvIiCni6z1hqzNnX+hs3+hosI1x6r5lNZK7fuHFkZqZvrgW9vP+i
F6egFRfmof9/1A/8+QY415ELQOap2GZlwxQZS1Vj0zQZEyjLMGyWRpdC3HSA+BMxgq4dqKup
yDi1sAdIqEBo0D3WsFRnwNy379q1Vl9qnzS3cv16w2437HcafamVlUY+WGmkjMDYB3w5B7/c
```

```
90f90jt9bzTAxuVADoILM/1jRy7Mw8yYbSb4GrWj/8igkfT0FTKVtkrgoI574nGYbezFVpAX
lxowPsz8xZPXr59MMSftuVTqeiMAiEQxECM6sq8DOEHEK02KUtBTEi+JtqHICugmRW4CHwVN
GRktEmR9gzwVT0EuFSNFrIdwazmZCTkqUiJg7qnoncacrFCSsbJyHWbCyljfhdZcLATxmhAG
YSaYX5kZGbv68YnGyZlrrVyGSw2urKRs63qfbafm7b75kZWRlZUL996IAQbHMV2OU0FsxQbD
2AwMbmAgcwVGZAhddoI5IHZIC1F3oBEnCE4iQCHw0EXHccYZ5uVGA96Aff56q9F68XcbxjsS
kwcdkZe9d1OSZARvvHMSDKORf7HRmut7MWgE4DVlwGNlBBp0PxUYsp5oUk9xwdSVJDnw8mLw
vAcGGDVoWW6yKfCWMDvzDVBwNr4LzCoLOiBbozwtykiI8ExZ6BApRQCJEAhoDVg7OH65a0Jg
quvcWVOataipwADociK9ulpZzCSTGpVFpKImz0oSmpGXggnI2mN3UnNx3lK5ONQ7YSYT96X6
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--------------9321FBEFE1D3C96BA387288A--

--MESSAGE FILE 16715 END: ./2 SCEA/yaroze/beginners/000000226html.html

--MESSAGE FILE 16716 START: ./2 SCEA/yaroze/beginners/000000227html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: TIM wont display...<sigh>
Date: Thu, 04 Jun 1998 09:23:14 -0700
Organization: Cisco Systems
Lines: 130
Message-ID: <3576C9F2.BD90C96A@netmagic.net>
References: <3576AF13.CD9D11C8@cobite.com>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-232.cisco.com
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------D2233B66541CDC2DE856A1AB"
X-Mailer: Mozilla 4.03 [en] (Win95; U)

This is a multi-part message in MIME format.
--------------D2233B66541CDC2DE856A1AB
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

There are 2 possible problems with what you have:

- your image is 400x300. The maximum TIM size is 256x256, no matter what the pixel depth is. So you'd have to break up your TIM into 4 separate sprites.

- you may have a problem with your sprite loading routine. I can't be sure 'cuz I don't have my Yaroze at work :P Try the attached sprite loader that I use. Easy to set up and it has been tested to work. :)

Craig Venz wrote:
>
> Hello,
>
> Well after finally breaking down and having a go at doing some
> graphics on my yaroze for the first time, I'm already ready to throw
> the damn thing across the room.
> Its most frustrating, I cant even get a simple TIM to load up
> and display... I've attached the TIM I'm using, the source and a batch
> file in the zip, and I would appreciate tips/pointers from anyone who
> cares to take a peek at my ugly code and give me a clue to what it is
> I'm not doing right here...
> Currently, the program runs, but all I get on screen is a big
> fat load of nothing...
>
> Thanks a heap for any help...
> Craig
>
> PS The TIM is a snapshot of someones Ghouls and Ghosts emulator that I
> grabbed (the snapshot, not the emulator) off the net, nothing to do
> with me...(I only wish)
>
>
> --
>
> Name: spritetest.zip
> spritetest.zip Type: Zip Compressed Data (application/x-zip-
compressed)
> Encoding: base64

--

```
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--------------D2233B66541CDC2DE856A1AB
Content-Type: application/x-zip-compressed; name="spritez.zip"
Content-Transfer-Encoding: base64
Content-Disposition: inline; filename="spritez.zip"

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--------------D2233B66541CDC2DE856A1AB--

--MESSAGE FILE 16716 END: ./2 SCEA/yaroze/beginners/000000227html.html

--MESSAGE FILE 16717 START: ./2 SCEA/yaroze/beginners/000000228html.html
Path: chuka.playstation.co.uk!news
From: asc@netlink.ch (Yannick Suter)
Newsgroups: scea.yaroze.beginners
Subject: kanjii and ascii strings
Date: Sun, 14 Jun 1998 02:05:55 GMT
Organization: Nowadays
Lines: 8
Message-ID: <35832fab.36036290@news.playstation.co.uk>
Reply-To: asc@netlink.ch
NNTP-Posting-Host: pppv27.netlink.ch
X-Newsreader: Forte Free Agent 1.1/32.230

Hi!
How can I convert a kanji string into a ascii string? and also, how
can I convert a ascii string into a kanji string? I think it must be a
simple mathematical function.. thnx for your help!

Yan
asC . nowadayS . www.netlink.ch/nowadayS
Yan . Net!Yaroze . www.netyaroze-europe.com/~yannick/
--MESSAGE FILE 16717 END: ./2 SCEA/yaroze/beginners/000000228html.html

--MESSAGE FILE 16718 START: ./2 SCEA/yaroze/beginners/000000229html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Nick <porcino@home.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: kanjii and ascii strings
Date: Sat, 13 Jun 1998 23:12:44 -0700
Organization: SCEA News Server
Lines: 20
Message-ID: <358369DA.14C7@home.com>
References: <35832fab.36036290@news.playstation.co.uk>
Reply-To: porcino@home.com
NNTP-Posting-Host: cs1000396-a.gvob1.bc.wave.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

You can't easily convert from kanji to ascii or vice versa if what you

want to do is to transliterate between Japanese characters and English characters (commonly referred to as Romanji).

If you want to go from Shift JIS (the most commonly used Japanese character set) to Romanji, you'll need a Shift JIS decoder - a good place to start would be JDic at the monash Nihongo archive.

If you want to go from Romanji to Shift JIS you'll need an expert system because there are so many homonyms in Japanese that the only way to go from Romanji to Japanese characters is by doing context sensitive translation - and even then it is necessary to have a human in the loop to double check the results of the translation. That's why if you go to babelfish at altavista, they translate between all sorts of European languages, but not to Japanese. If you write such an expert system, you could sell it for thousands and thousands of dollars! The two most common in use right now are Kotoeri on the Macintosh, and the Japanese IME on Windows. The code isn't available!

-nick
--MESSAGE FILE 16718 END: ./2 SCEA/yaroze/beginners/000000229html.html

--MESSAGE FILE 16719 START: ./2 SCEA/yaroze/beginners/000000230html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups: scea.yaroze.beginners
Subject: Re: kanjii and ascii strings
Date: Mon, 15 Jun 1998 13:39:48 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 98
Message-ID: <6m315k$9bv4@chuka.playstation.co.uk>
References: <35832fab.36036290@news.playstation.co.uk>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I have created a two function's for that conversion (or actually stole it from somebody...)
I attached my files. Mail me if you can't read them.

begin 666 ShiftJIS.c
M+R\@*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ
M*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ#0HO+R!!4T-)22 \
M/B!3:&EF="U*25,@8V]N=F5R<VEO;B!I;7!L96UE;G1A=&EO;@T*+R\-"B\O
M($-O<'ER:6=H=" H8RD@,3DY-R!-861#;W<@4')O9'5C=&EO;G,N#0HO+R J
M*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ
M*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BH-"@T*(VEN8VQU9&4@(E9A
M<G,N:"(-"@T*#0IS=&%T:6,@=6YS:6=N960@<VAO<G0@87-C:6E?=&%B;&5;
M,UU;,ET@/2 @(" @(" @("\O($%30TE)(&-O9&4@=&\@4VAI9G0M2DE3(T*
M>R @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @(" @
M(" @(" O+R!C;V1E('1R86YS9F5R('1A8FQE#0H@('LP>#@R-&8L(#!X,S!]
M+" O*B P+3D@*B\-"B @>S!X.#(V,"P@,'@T,7TL("\J($$M6B J+PT*("![
M,'@X,C@Q+" P>#8Q?2P@+RH@82UZ("HO#0I].PT*#0IS=&%T:6,@=6YS:6=N
M960@<VAO<G0@87-C:6E?:U]T86)L95LS,UU;,ET@/2![#0H@('LP>#@Q-# L
M("<@)WTL("![,'@X,30Y+" G(2=]+" @>S!X.#$V."P@)R(G?2P@("\O($%3
M0TE)(&-O9&4@=&\@4VAI9G0M2DE3(T*("![,'@X,3DT+" G(R=]+" @>S!X
M.#$Y,"P@)R0G?2P@('LP>#@Q.3,L("<E)WTL(" O+R!C;V1E('1R86YS9F5R
M('1A8FQE("AK:6=O=2D-"B @>S!X.#$Y-2P@)R8G?2P@('LP>#@Q-C8L("=<
M)R=]+"![,'@X,38Y+" G*"=]+" -"B @>S!X.#$V82P@)RDG?2P@('LP>#@Q
M.38L("<J)WTL("![,'@X,3=B+" G*R=]+ T*("![,'@X,30S+" G+"=]+" @
M>S!X.#$W8RP@)RTG?2P@('LP>#@Q-#0L("<N)WTL(T*("![,'@X,35E+" G
M+R=]+" @>S!X.#$T-BP@)SHG?2P@('LP>#@Q-#<L("<[)WTL(T*("![,'@X

```
M,3<Q+" G/"=]+" @>S!X.#$X,2P@)STG?2P@('LP>#@Q-S(L("<^)WTL( T*
M("![,'@X,30X+" G/R=]+" @>S!X.#$Y-RP@)T G?2P@('LP>#@Q-F0L("=;
M)WTL#0H@('LP>#@Q.&8L("=<7"=]+"![,'@X,39E+" G72=]+" @>S!X.#$T
M9BP@)UXG?2P@#0H@('LP>#@Q-3$L("=?)WTL("![,'@X,38U+" G8"=]+" @
M>S!X.#$V9BP@)WLG?2P@( T*("![,'@X,38R+" G?"=]+" @>S!X.#$W,"P@
M)WTG?2P@('LP>#@Q-3 L("=^)WT-"GT[(" -"@T*:6YT(%]A<V-I:3)S:FES
M*'5N<VEG;F5D(&-H87(@87-C:6E?8V]D92D-"GL-"B @:6YT(" @(" @(" @
M("!S:FES7V-O9&4@/2 P.PT*("!U;G-I9VYE9"!C:&%R(&ED>#L-"B @=6YS
M:6=N960@8VAA<B!I9'@R(#T@,#L-"@T*("!I9B H87-C:6E?8V]D92 ^/2 P
M>#(P("8F(&%S8VEI7V-O9&4@/#T@,'@R9BD-"B @("!I9'@R(#T@,3L-"B @
M96QS92!I9B H87-C:6E?8V]D92 ^/2 P>#,P("8F(&%S8VEI7V-O9&4@/#T@
M,'@S.2D-"B @("!I9'@@/2 P.PT*("!E;'-E(&EF("AA<V-I:5]C;V1E(#X]
M(#!X,V$@)B8@87-C:6E?8V]D92 \/2 P>#0P*0T*(" @(&ED>#(@/2 Q,3L-
M"B @96QS92!I9B H87-C:6E?8V]D92 ^/2 P>#0Q("8F(&%S8VEI7V-O9&4@
M/#T@,'@U82D-"B @("!I9'@@/2 Q.PT*("!E;'-E(&EF("AA<V-I:5]C;V1E
M(#X](#!X-6(@)B8@87-C:6E?8V]D92 \/2 P>#8P*0T*(" @(&ED>#(@/2 S
M-SL-"B @96QS92!I9B H87-C:6E?8V]D92 ^/2 P>#8Q("8F(&%S8VEI7V-O
M9&4@/#T@,'@W82D-"B @("!I9'@@/2 R.PT*("!E;'-E(&EF("AA<V-I:5]C
M;V1E(#X](#!X-V(@)B8@87-C:6E?8V]D92 \/2 P>#=E*0T*(" @(&ED>#(@
M/2 V,SL-"B @96QS92 -"B @("!R971U<FX@,#L-"@T*("!I9B H:61X,BD-
M"B @("!S:FES7V-O9&4@/2!A<V-I:5]K7W1A8FQE6V%S8VEI7V-O9&4@+2 P
M>#(P("T@*&ED>#(@+2 Q*5U;,%T[#0H@(&5L<V4-"B @("!S:FES7V-O9&4@
M/2!A<V-I:5]T86)L95MI9'A=6S!=("L@*&%S8VEI7V-O9&4@+2!A<V-I:5]T
M86)L95MI9'A=6S%=*3L-"@T*("!R971U<FX@<VII<U]C;V1E.PT*?0T*#0IC
M:&%R(%]S:FES,F%S8VEI*'5N<VEG;F5D('-H;W)T('-J:7-?8V]D92D-"GL-
M"B @8VAA<B!A<V-I:2 ](# [#0H@(&EN=" @:61X(" @/2 M,3L-"B @:6YT
M("!I.PT*#0H@(&EF("AS:FES7V-O9&4@/CT@,'@X,C1F("8F('-J:7-?8V]D
M92 \/2 P>#@R-3@I#0H@(" @:61X(#T@,#L-"B @96QS92!I9B H<VII<U]C
M;V1E(#X](#!X.#(V," F)B!S:FES7V-O9&4@/#T@,'@X,C<Y*0T*(" @(&ED
M>" ](#$[#0H@(&5L<V4@:68@*'-J:7-?8V]D92 ^/2 P>#@R.#$@)B8@<VII
M<U]C;V1E(#P](#!X.#(Y82D-"B @("!I9'@@/2 R.PT*("!E;'-E#0H@('L-
M"B @("!F;W(H:3TP.R!I/#,S.R!I*RLI#0H@(" @>PT*(" @(" @:68@*&%S
M8VEI7VM?=&%B;&5;:5U;,%T@/3T@<VII<U]C;V1E*0T*(" @(" @>PT*(" @
M(" @("!A<V-I:2 ](&%S8VEI7VM?=&%B;&5;:5U;,5T[#0H-"B @(" @(" @
M<F5T=7)N(&%S8VEI.PT*(" @(" @?3L-"B @("!].PT*("!].PT*(" -"B @
M:68@*&ED>" A/2 M,2D-"B @("!A<V-I:2 ](&%S8VEI7W1A8FQE6VED>%U;
M,5T@*R H<VII<U]C;V1E("T@87-C:6E?=&%B;&5;:61X75LP72D[#0H-"B @
M<F5T=7)N(&%S8VEI.PT*?0T*#0H-"FEN="!32DE3,D%S8VEI*%4Q-B J<VII
M<RP@8VAA<B J<W1R:6YG+"!I;G0@8G5F;&5N*0T*>R @#0H@(&EN=" @;&5N
M(#T@,#L-"B @8VAA<B!C:#L-"B @(" @(" @(" @(" @(" @(" @(" @( T*
M("!W:&EL92@J<VII<R F)B!L96X@/"!B=69L96XI#0H@('L-"B @(" J<W1R
M:6YG*RL@/2!C:" ](%]S:FES,F%S8VEI*"IS:FES*3L[#0H@(" @*G-J:7,K
M*SL-"B @(" -"B @("!I9B H(6-H*0T*(" @(" @8G)E86L[#0H@(" @;&5N
M*RL[#0H@('T@(" @(" @(" @#0H@( T*(" J<W1R:6YG(#T@,#L-"B @#0H@
M(')E='5R;B!L96X[#0I]#0H-"@T*:6YT($%S8VEI5&]32DE3*&-H87(@*G-T
M<FEN9RP@53$V("IS:FES+"!I;G0@8G5F;&5N*0T*>PT*("!I;G0@;&5N(#T@
M,#L-"B @53$V(&-H.PT*(" @(" @(" @(" @(" @(" @(" @(" @#0H@('=H
M:6QE*"IS=')I;F<@)B8@;&5N(#P@8G5F;&5N*0T*("![#0H@(" @*G-J:7,K
M*R ](&-H(#T@7V%S8VEI,G-J:7,H*G-T<FEN9RD[.PT*(" @("IS=')I;F<K
M*SL-"B @(" -"B @("!I9B H(6-H*0T*(" @(" @8G)E86L[#0H@(" @;&5N
M*RL[#0H@('T[#0H@( T*(" J<VII<R ](# [#0H@( T*("!R971U<FX@;&5N
'.PT*?0T*( ``
`
end

begin 666 ShiftJIS.h
M+R\@*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ
M*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ#0HO+R!!4T-)22 \
M/B!3:&EF="U*25,@8V]N=F5R<VEO;B!F=6YC=&EO;G,-"B\O#0HO+R!#;W!Y
M<FEG:'0@*&,I(#$Y.3<@36%D0V]W(%!R;V1U8W1I;VYS+@T*+R\-"B\O($1A
M=&4Z(" @(" @4F5V:7-I;VXZ#0HO+R M+2TM+2TM+2U\+2TM+2TM+2TM+2TM
M+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM#0HO+R P,RTQ,BTY-R!\($9I
M<G-T(&ES<W5E(" @( T*+R\@*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ
M*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ
```

```
M*BHJ#0H-"FEN="!32DE3,D%S8VEI*%4Q-B J<VII<RP@8VAA<B J<W1R:6YG
M+"!I;G0@8G5F;&5N*3L-"FEN="!!<V-I:51O4TI)4RAC:&%R("IS=')I;F<L
:(%4Q-B J<VII<RP@:6YT(&)U9FQE;BD[#0H`
`
end
```

--MESSAGE FILE 16719 END: ./2 SCEA/yaroze/beginners/000000230html.html

--MESSAGE FILE 16720 START: ./2 SCEA/yaroze/beginners/000000231html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Gerrit Goossen <gerrit@funnytown.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Memory card?
Date: Thu, 25 Jun 1998 17:01:32 -0400
Organization: SCEA News Server
Lines: 11
Message-ID: <3592BAAB.E0F@funnytown.com>
References: <35571A81.4D913768@yourlink.net> <355F96A2.4ABD@bc.sympatico.ca>
NNTP-Posting-Host: 38.165.241.13
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-MACOS8 (Macintosh; I; PPC)

Have you tried the memory card format utility that came on the
Metrowerks CD? (It's tucked away in the "Gooddies" folder.)

Also, don't forget to download the NetYaroze 2.1 update from the
Metrowerks website!

- Gerrit

PS - I've been using a desktop G3 to tinker with my Yaroze, and despite
a little glitch with the serial link not functioning when the computer
is over-clocked to 315Mhz, everything has been smooth sailing :)
--MESSAGE FILE 16720 END: ./2 SCEA/yaroze/beginners/000000231html.html

--MESSAGE FILE 16721 START: ./2 SCEA/yaroze/beginners/000000232html.html
Path: chuka.playstation.co.uk!news
From: asc@netlink.ch (Yannick Suter)
Newsgroups: scea.yaroze.beginners
Subject: LaserGun
Date: Fri, 26 Jun 1998 19:28:01 GMT
Organization: Nowadays
Lines: 7
Message-ID: <3593f632.1857558@news.playstation.co.uk>
Reply-To: asc@netlink.ch
NNTP-Posting-Host: pppb204.netlink.ch
X-Newsreader: Forte Free Agent 1.1/32.230

hi!
are there any docs out about how to control the lasergun? - any
hints/ideas? thnx..

Yan
asC . nowadayS . www.netlink.ch/nowadayS
Yan . Net!Yaroze . www.netyaroze-europe.com/~yannick/
--MESSAGE FILE 16721 END: ./2 SCEA/yaroze/beginners/000000232html.html

--MESSAGE FILE 16722 START: ./2 SCEA/yaroze/beginners/000000233html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com

From: Michael Briere <mikey@accessv.com>
Newsgroups: scea.yaroze.beginners
Subject: GDB DEBUGGER
Date: Sat, 11 Jul 1998 23:21:04 -0400
Organization: SCEA News Server
Lines: 5
Message-ID: <35A82BA0.C6A8D35C@accessv.com>
NNTP-Posting-Host: 82.209.5.199.dialup.accessv.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

I'm having problems using the GDB debugger. I'm connected to my Yaroze
from com4, yet when I type target hss com4 at the GDB prompt I get an
"invalid drive" error message. If anyone could help me figure out why
this is happening, I would really appreciate it!!!

--MESSAGE FILE 16722 END: ./2 SCEA/yaroze/beginners/000000233html.html

--MESSAGE FILE 16723 START: ./2 SCEA/yaroze/beginners/000000234html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: GDB DEBUGGER
Date: Sat, 11 Jul 1998 23:43:24 -0500
Organization: (no organization)
Lines: 14
Message-ID: <35A83EEC.4ABE@charlie.cns.iit.edu>
References: <35A82BA0.C6A8D35C@accessv.com>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Michael Briere wrote:
>
> I'm having problems using the GDB debugger. I'm connected to my Yaroze
> from com4, yet when I type target hss com4 at the GDB prompt I get an
> "invalid drive" error message. If anyone could help me figure out why
> this is happening, I would really appreciate it!!!

I had the same problem. Eventually, I tried COM1 and it worked fine.
I don't know why this version of GDB seems to only support COM1.

(I use COM4 to download to my Yaroze, so it's not a problem with
my PC. It seems like GDB just only "understands" COM1.)

EdF
--MESSAGE FILE 16723 END: ./2 SCEA/yaroze/beginners/000000234html.html

--MESSAGE FILE 16724 START: ./2 SCEA/yaroze/beginners/000000235html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Looking at SCEI web site
Date: Sun, 12 Jul 1998 00:12:50 -0500
Organization: (no organization)
Lines: 7
Message-ID: <35A845D2.7D0C@charlie.cns.iit.edu>

Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Does anyone have a link I can follow to download whatever I need to
to make my "Netscape Navigator 4.0" show the Japanese web pages at
SCEI like they were meant to be seen?

How about the similar thing for "Internet Explorer"?

EdF
--MESSAGE FILE 16724 END: ./2 SCEA/yaroze/beginners/000000235html.html

--MESSAGE FILE 16725 START: ./2 SCEA/yaroze/beginners/000000236html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Looking at SCEI web site
Date: Sat, 11 Jul 1998 22:34:35 -0700
Organization: SCEA News Server
Lines: 25
Message-ID: <35A84AEB.49455E8@sinclair.net>
References: <35A845D2.7D0C@charlie.cns.iit.edu>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

There is a program called NJWin which will show Japanese fonts in any
browser without changing any settings - you can find it at
http://www.njstar.com.au/. It has a free trial you can download.

Ed Federmeyer wrote:
>
> Does anyone have a link I can follow to download whatever I need to
> to make my "Netscape Navigator 4.0" show the Japanese web pages at
> SCEI like they were meant to be seen?
>
> How about the similar thing for "Internet Explorer"?
>
> EdF

--
-   Joshua Meeds
  Dreamwriter Dragon
 dreamer@sinclair.net
      -=UDIC=-
____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 16725 END: ./2 SCEA/yaroze/beginners/000000236html.html

--MESSAGE FILE 16726 START: ./2 SCEA/yaroze/beginners/000000237html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Michael Briere <mikey@accessv.com>

Newsgroups: scea.yaroze.beginners
Subject: Re: GDB DEBUGGER
Date: Sun, 12 Jul 1998 12:28:12 -0400
Organization: SCEA News Server
Lines: 22
Message-ID: <35A8E41B.E77910F8@accessv.com>
References: <35A82BA0.C6A8D35C@accessv.com> <35A83EEC.4ABE@charlie.cns.iit.edu>
NNTP-Posting-Host: 35.209.5.199.dialup.accessv.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hi Ed! Thanks for the reply. Just one more question. Your cable is still
plugged in com4 even though you type target hss com1, right?

Ed Federmeyer wrote:

> Michael Briere wrote:
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> > from com4, yet when I type target hss com4 at the GDB prompt I get an
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> > this is happening, I would really appreciate it!!!
>
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> I don't know why this version of GDB seems to only support COM1.
>
> (I use COM4 to download to my Yaroze, so it's not a problem with
> my PC. It seems like GDB just only "understands" COM1.)
>
> EdF

--MESSAGE FILE 16726 END: ./2 SCEA/yaroze/beginners/000000237html.html

--MESSAGE FILE 16727 START: ./2 SCEA/yaroze/beginners/000000238html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: GDB DEBUGGER
Date: Sun, 12 Jul 1998 11:38:09 -0500
Organization: (no organization)
Lines: 19
Message-ID: <35A8E671.67A5@charlie.cns.iit.edu>
References: <35A82BA0.C6A8D35C@accessv.com> <35A83EEC.4ABE@charlie.cns.iit.edu>
<35A8E41B.E77910F8@accessv.com>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Michael Briere wrote:
>
> Hi Ed! Thanks for the reply. Just one more question. Your cable is still
> plugged in com4 even though you type target hss com1, right?
>

Opps, no, sorry that wasn't clear. I needed to unplug my modem from
COM2, move my mouse from COM1 to COM2, then move the Yaroze from COM4

to COM1.

Then when I'm done debugging, I put everything back.

Yikes what a pain. I don't use GDB unless I'm absolutly desperate.

If some kind person could take the actual GDB source that was used
to make the Yaroze PC disc, and just fix it so it "knows about"
COM2, COM3, and COM4, that would be a very cool thing!

EdF
--MESSAGE FILE 16727 END: ./2 SCEA/yaroze/beginners/000000238html.html

--MESSAGE FILE 16728 START: ./2 SCEA/yaroze/beginners/000000239html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.beginners
Subject: Re: GDB DEBUGGER
Date: 13 Jul 1998 12:15:59 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Sender: thutton@TECH10
Message-ID: <un2aev6lc.fsf@cybec.com.au>
References: <35A82BA0.C6A8D35C@accessv.com>
    <35A83EEC.4ABE@charlie.cns.iit.edu> <35A8E41B.E77910F8@accessv.com>
    <35A8E671.67A5@charlie.cns.iit.edu>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

Ed Federmeyer <fedeedw@charlie.cns.iit.edu> writes:
>
> If some kind person could take the actual GDB source that was used
> to make the Yaroze PC disc, and just fix it so it "knows about"
> COM2, COM3, and COM4, that would be a very cool thing!

gdb reads a file called .gdbinit at startup, from the current
directory or your home directory (which is set by DJGPP.BAT, AFAIR).
Sony supplied a .gdbinit, although under DOS I imagine it's called
_gdbinit or gdb.ini, which initialises some settings and creates some
macros specifically for debugging the Yaroze over the serial line.

Now, I reckon if you can find this file on your system, you should
find that you can configure the default com port in there.

You should also be able to specify the com port at the gdb prompt,
with a command similar to 'target hss com1', or 'target remote com1'.

I haven't used gdb with the Yaroze for a few months, and definitely
not for ages under DOS, so this info is off the top of my head where a
fuzzy vagueness reigns and may be slightly off target. Hope it helps,
though.
--
Toby.
--MESSAGE FILE 16728 END: ./2 SCEA/yaroze/beginners/000000239html.html

--MESSAGE FILE 16729 START: ./2 SCEA/yaroze/beginners/000000240html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Michael Briere <mikey@accessv.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: GDB DEBUGGER
Date: Mon, 13 Jul 1998 15:21:03 -0400
Organization: SCEA News Server

Lines: 263
Message-ID: <35AA5E1F.BEB05129@accessv.com>
References: <35A82BA0.C6A8D35C@accessv.com>
       <35A83EEC.4ABE@charlie.cns.iit.edu> <35A8E41B.E77910F8@accessv.com>
       <35A8E671.67A5@charlie.cns.iit.edu> <un2aev6lc.fsf@cybec.com.au>
NNTP-Posting-Host: 90.209.135.80.dialup.accessv.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Guys, you're both great. I'm still not successful yet though. here's a copy of my gdb.ini file. As you can see I've changed from com1 to com4. Anything else I should change here? Am I missing something? Thanks once again!

```
> # sample gdb script of %HOME%/gdb.ini for DTL-H3000
>
> echo \n\nAdding definitions for remote PSX debugging (See %HOME%/gdb.ini)\n
>
> define start-remote-debugging
>  set remotebaud 115200
>  target hss com4
> end
>
> document start-remote-debugging
> start remote PSX debugging (115.2Kbps, COM4)
> end
>
> # echo \ dr (display registers)\n
> define dr
>
>   printf " $0-%08x %08x %08x %08x  %08x %08x %08x %08x\n", \
>     $zero, $at, $v0, $v1, $a0, $a1, $a2, $a3
>   printf " $8-%08x %08x %08x %08x  %08x %08x %08x %08x\n", \
>     $t0, $t1, $t2, $t3, $t4, $t5, $t6, $t7
>   printf "$16-%08x %08x %08x %08x  %08x %08x %08x %08x\n", \
>     $s0, $s1, $s2, $s3, $s4, $s5, $s6, $s7
>   printf "$24-%08x %08x %08x %08x  %08x %08x %08x %08x\n", \
>     $t8, $t9, $k0, $k1, $gp, $sp, $fp, $ra
>
>   printf " $cr = %08x  ", $cr
>   if $cr & 0x80000000
>     printf " BD"
>   end
>   printf " CE%d", ($cr & 0x30000000) >> 28
>   if $cr & 0x0000ff00
>     printf " IP"
>     if $cr & 0x00008000
>       printf "5"
>     end
>     if $cr & 0x00004000
>       printf "4"
>     end
>     if $cr & 0x00002000
>       printf "3"
>     end
>     if $cr & 0x00001000
>       printf "2"
>     end
>     if $cr & 0x00000800
>       printf "1"
>     end
```

```
>     if $cr & 0x00000400
>       printf "0"
>     end
>     if $cr & 0x00000300
>       printf "S"
>       if $cr & 0x00000200
>         printf "1"
>       end
>       if $cr & 0x00000100
>         printf "0"
>       end
>     end
>     printf " "
>   end
>   printf " "
>   if ($cr & 0x0000003c) == (0 << 2)
>     printf "External interrupt"
>   end
>   if ($cr & 0x0000003c) == (4 << 2)
>     printf "Address error (load/instruction-fetch)"
>   end
>   if ($cr & 0x0000003c) == (5 << 2)
>     printf "Address error (store)"
>   end
>   if ($cr & 0x0000003c) == (6 << 2)
>     printf "Bus error (instruction-fetch)"
>   end
>   if ($cr & 0x0000003c) == (7 << 2)
>     printf "Bus error (load/store)"
>   end
>   if ($cr & 0x0000003c) == (8 << 2)
>     printf "Syscall"
>   end
>   if ($cr & 0x0000003c) == (9 << 2)
>     printf "Breakpoint"
>   end
>   if ($cr & 0x0000003c) == (10 << 2)
>     printf "Reserved instruction"
>   end
>   if ($cr & 0x0000003c) == (11 << 2)
>     printf "Coprocessor unusable"
>   end
>   if ($cr & 0x0000003c) == (12 << 2)
>     printf "Arithmetic overflow"
>   end
>   printf "\n"
>
>   printf " $sr = %08x  ", $sr
>   if ($sr & 0xf0000000)
>     printf " Cu"
>     if ($sr & 0x80000000)
>       printf "3"
>     end
>     if ($sr & 0x40000000)
>       printf "2"
>     end
>     if ($sr & 0x20000000)
>       printf "1"
>     end
>     if ($sr & 0x10000000)
>       printf "0"
>     end
>   end
>   if ($sr & 0x00400000)
```

```
>     printf " BEV"
>   end
>   if ($sr & 0x00200000)
>     printf " TS"
>   end
>   if ($sr & 0x00100000)
>     printf " PE"
>   end
>   if ($sr & 0x00080000)
>     printf " CM"
>   end
>   if ($sr & 0x00040000)
>     printf " PZ"
>   end
>   if $sr & 0x0000ff00
>     printf " IM"
>     if $sr & 0x00008000
>       printf "5"
>     end
>     if $sr & 0x00004000
>       printf "4"
>     end
>     if $sr & 0x00002000
>       printf "3"
>     end
>     if $sr & 0x00001000
>       printf "2"
>     end
>     if $sr & 0x00000800
>       printf "1"
>     end
>     if $sr & 0x00000400
>       printf "0"
>     end
>     if $sr & 0x00000300
>       printf "S"
>       if $sr & 0x00000200
>         printf "1"
>       end
>       if $sr & 0x00000100
>         printf "0"
>       end
>     end
>   end
>   if ($sr & 0x00000030)
>     printf " "
>     if ($sr & 0x00000020)
>       printf "KU"
>     end
>     if ($sr & 0x00000010)
>       printf "IE"
>     end
>     printf "o"
>   end
>   if ($sr & 0x0000000c)
>     printf " "
>     if ($sr & 0x00000008)
>       printf "KU"
>     end
>     if ($sr & 0x00000004)
>       printf "IE"
>     end
>     printf "p"
>   end
```

```
>   if ($sr & 0x00000003)
>     printf " "
>     if ($sr & 0x00000002)
>       printf "KU"
>     end
>     if ($sr & 0x00000001)
>       printf "IE"
>     end
>     printf "c"
>   end
>   printf "\n"
>
>   printf " $pc = %08x\n", $pc
>
> # printf " $hi=%08x  $lo=%08x  $bad=%08x  $s8=%08x\n", $hi, $lo, $bad, $s8
> #
>
>   printf "   "
>   x/i $pc - 8
>   printf "   "
>   x/i $pc - 4
>   printf " ->"
>   x/i $pc
>   printf "   "
>   x/i $pc + 4
>   printf "   "
>   x/i $pc + 8
>
> end
> document dr
> display registers
> end
>
> # echo \ si (stepi and dr)\n
> define si
>   stepi
>   dr
> end
> document si
> stepi and display registers (dr)
> end
>
> # echo \ ni (nexti and dr)\n
> define ni
>   nexti
>   dr
> end
> document ni
> nexti and display registers (dr)
> end
>
```

Toby Hutton wrote:

```
> Ed Federmeyer <fedeedw@charlie.cns.iit.edu> writes:
> >
> > If some kind person could take the actual GDB source that was used
> > to make the Yaroze PC disc,  and just fix it so it "knows about"
> > COM2, COM3, and COM4, that would be a very cool thing!
>
> gdb reads a file called .gdbinit at startup, from the current
> directory or your home directory (which is set by DJGPP.BAT, AFAIR).
> Sony supplied a .gdbinit, although under DOS I imagine it's called
```

> _gdbinit or gdb.ini, which initialises some settings and creates some
> macros specifically for debugging the Yaroze over the serial line.
>
> Now, I reckon if you can find this file on your system, you should
> find that you can configure the default com port in there.
>
> You should also be able to specify the com port at the gdb prompt,
> with a command similar to 'target hss com1', or 'target remote com1'.
>
> I haven't used gdb with the Yaroze for a few months, and definitely
> not for ages under DOS, so this info is off the top of my head where a
> fuzzy vagueness reigns and may be slightly off target. Hope it helps,
> though.
> --
> Toby.

--MESSAGE FILE 16729 END: ./2 SCEA/yaroze/beginners/000000240html.html

--MESSAGE FILE 16730 START: ./2 SCEA/yaroze/beginners/000000241html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: Looking at SCEI web site
Date: Mon, 13 Jul 1998 13:05:53 -0700
Organization: Cisco Systems
Lines: 45
Message-ID: <35AA68A1.4314C1F8@jps.net>
References: <35A845D2.7D0C@charlie.cns.iit.edu> <35A84AEB.49455E8@sinclair.net>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

I found NJStar to be easier to use than TwinBridge. NJStar also has
Chinese (both traditional and simplified characters) and Korean
interpreters. It works not only with Netscape, but with anything in
Windows (in general)---e.g. you can use Eudora to read Japanese e-mail.

The package Joshua is talking about is the CJK package. There's
another one (also for trial download) for writing Asian text. I tried
the Japanese one and it was very cool.

- e!

Joshua meeds wrote:
>
> There is a program called NJWin which will show Japanese fonts in any
> browser without changing any settings - you can find it at
> http://www.njstar.com.au/. It has a free trial you can download.
>
> Ed Federmeyer wrote:
> >
> > Does anyone have a link I can follow to download whatever I need to
> > to make my "Netscape Navigator 4.0" show the Japanese web pages at
> > SCEI like they were meant to be seen?
> >
> > How about the similar thing for "Internet Explorer"?
> >
> > EdF

>
> --
> -   Joshua Meeds
>   Dreamwriter Dragon
> dreamer@sinclair.net
>   -=UDIC=-
> _____________________________________
> We are the music-makers,
> And we are the dreamers of the dreams
>
> - Willy Wonka quoting
>   Arthur O'Shaughnessy

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16730 END: ./2 SCEA/yaroze/beginners/000000241html.html

--MESSAGE FILE 16731 START: ./2 SCEA/yaroze/beginners/000000242html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Michael Briere <mikey@accessv.com>
Newsgroups: scea.yaroze.beginners
Subject: JOYSTICK FUNCTION
Date: Fri, 17 Jul 1998 13:03:52 -0400
Organization: SCEA News Server
Lines: 19
Message-ID: <35AF83F8.4DDB67D@accessv.com>
NNTP-Posting-Host: 41.209.5.199.dialup.accessv.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hi! I need some explanation on how the joystick function u_long
PadRead(void) works.
Here's the complete function:

```
u_long PadRead(void)
{
    return(~(*(bb0+3) | *(bb0+2) <<8 | *(bb1 +3) << 16 | *(bb1+2)
<<24));
}
```

I understand that this reads the joystick and returns a value equal to
the button that was pressed as shown in the yellow manual. However I'd
love it if someone could show me the math behind this with an example.
ie. if PADLstart (bit 11) is pressed on joystick #1 which should be put
in the *bb0 pointer. I could spend hours trying to figure this out for
myself, but I'd really appreciate your help. I know the function works,
but I make it a habit of understanding the code I use in my programs.
Thanks!

--MESSAGE FILE 16731 END: ./2 SCEA/yaroze/beginners/000000242html.html

--MESSAGE FILE 16732 START: ./2 SCEA/yaroze/beginners/000000243html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: JOYSTICK FUNCTION

Date: Fri, 17 Jul 1998 11:16:50 -0700
Organization: Cisco Systems
Lines: 57
Message-ID: <35AF9512.8AE0DE7D@jps.net>
References: <35AF83F8.4DDB67D@accessv.com>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

First of all, you might want to try my pad routine library (other people have also written some good ones) instead of using the book's, but it works similar:

http://www.scea.sony.com/net/yaroze/pages/ftp/elee2/padstuff.zip

(This corrects a #define error in the pad.h file.)

Anyways, what happens is that every frame the controller is polled and the status stored in a fixed location in memory. The PadRead() just references that area. But what it returns is a 32-bit integer which looks like this:

```
bits:   31 .. 16          15..0
use:   Controller1   Controller2
```

The PadRead() just takes the relevant 2 bytes from the 2 controller pad status buffers and returns it to you in a form which you can then do bit testing on.

If you want to see what I mean in real-time, you can do what I first did: make a simple program that just spits out the bit values to the screen or to STDOUT (via printf()).

So, the defines you see in the Sony demo's pad.h are for controller 1. To get the bits for controller 2, just shift the mask over 16 bits to the left.

Confused? Did this help?

Michael Briere wrote:
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> Thanks!

--

Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16732 END: ./2 SCEA/yaroze/beginners/000000243html.html

--MESSAGE FILE 16733 START: ./2 SCEA/yaroze/beginners/000000244html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Michael Briere <mikey@accessv.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: JOYSTICK FUNCTION
Date: Fri, 17 Jul 1998 18:57:40 -0400
Organization: SCEA News Server
Lines: 74
Message-ID: <35AFD6E4.6BDB3993@accessv.com>
References: <35AF83F8.4DDB67D@accessv.com> <35AF9512.8AE0DE7D@jps.net>
NNTP-Posting-Host: 32.209.5.199.dialup.accessv.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hi Elliott! Thanks for your help! I really like your joystick lib as it does include the diagonal combinations. I also like your suggestion of using printfs to see the math behind this. I am confused though about what you've put in your reply to me and what you have in your padstuff.h header file.

In your reply you say that controller 1 uses bits 16 to 31 and controller 2 uses bits 0 to 15, yet in your header file when you assign buttons to bits it's the reverse. Am I missing something here? I know I have to do some more reading on bitwise operators to get all of this, so I wouldn't be surprised if I'm the one who's getting it wrong. I've got to take a good look at your padstuff now. Thank you!

Elliott Lee wrote:

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> the status stored in a fixed location in memory. The PadRead() just
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> > but I make it a habit of understanding the code I use in my programs.
> > Thanks!
>
> --
> Mata ne, ...
> - e!   ::'   tenchi@shell.jps.net   '::
>   (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
>   (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
>   '''   '''

--MESSAGE FILE 16733 END: ./2 SCEA/yaroze/beginners/000000244html.html

--MESSAGE FILE 16734 START: ./2 SCEA/yaroze/beginners/000000245html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: JOYSTICK FUNCTION
Date: Sat, 18 Jul 1998 23:48:36 -0700
Organization: SCEA News Server
Lines: 29
Message-ID: <35B196C4.D8C2330@shell.jps.net>
References: <35AF83F8.4DDB67D@accessv.com> <35AF9512.8AE0DE7D@jps.net>
<35AFD6E4.6BDB3993@accessv.com>
NNTP-Posting-Host: svalliap-isdn1.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

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> if I'm the one who's getting it wrong. I've got to take a good look at your
> padstuff now. Thank you!

Oh...hehehe... I've not been getting much sleep lately due to other
projects but you're right, I goofed in my example. Whatever is in the
padstuff.h is correct---I know this because I use it all the time. The
lower 16 bits should be controller 1. Shift the #defines left 16 and
you
got controller 2. ^_^ (I think I mislabled them because I wrote the
bits
in MSB on the left but was thinking "controller 1 then controller 2".)

yawn

Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 16734 END: ./2 SCEA/yaroze/beginners/000000245html.html

--MESSAGE FILE 16735 START: ./2 SCEA/yaroze/beginners/000000246html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Michael Briere <mikey@accessv.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: JOYSTICK FUNCTION
Date: Sun, 19 Jul 1998 21:33:20 -0400
Organization: SCEA News Server
Lines: 39
Message-ID: <35B29E5F.EB2D1284@accessv.com>
References: <35AF83F8.4DDB67D@accessv.com> <35AF9512.8AE0DE7D@jps.net>
<35AFD6E4.6BDB3993@accessv.com> <35B196C4.D8C2330@shell.jps.net>
NNTP-Posting-Host: 30.209.135.84.dialup.accessv.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

That's allright! Thanks again for all your help. I'm starting to get a good feel
for it with your help. As I've said before. I really want to understand
everything
that's going on in the program and not just copy chunks of code because I know
the
code works. :)

Elliott Lee wrote:

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>
> *yawn*
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> - e!   ::'   tenchi@shell.jps.net   '::
>   (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze   ::
>   (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
>   '''   '''

--MESSAGE FILE 16735 END: ./2 SCEA/yaroze/beginners/000000246html.html

--MESSAGE FILE 16736 START: ./2 SCEA/yaroze/beginners/000000247html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Craig Venz <craig@cobite.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: TIM wont display...<sigh>
Date: Thu, 23 Jul 1998 13:40:06 -0400
Organization: SCEA News Server
Lines: 31
Message-ID: <35B77576.C673EB97@cobite.com>
References: <3576AF13.CD9D11C8@cobite.com> <3576C9F2.BD90C96A@netmagic.net>
NNTP-Posting-Host: snew.cobite.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (X11; I; Linux 2.0.33 i586)
X-Accept-Language: en

Elliott Lee wrote:
>
> There are 2 possible problems with what you have:
>
>   - your image is 400x300. The maximum TIM size is
>   256x256, no matter what the pixel depth is. So
>   you'd have to break up your TIM into 4 separate
>   sprites.
>
>   - you may have a problem with your sprite loading
>   routine. I can't be sure 'cuz I don't have my
>   Yaroze at work :P Try the attached sprite
>   loader that I use. Easy to set up and it has
>   been tested to work. :)
>

Well after all this time of frustration (2 months???) I finally figured
this one out. Hadnt set the r,g, and b values for brightness in GsSPRITE
so I got a black square cuz the brightness factor was set to zero.

And I call myself a professional programmer??? Someone shoot me
please...

At least I'm happy this thing finally works and I can try and do
something a little more complicated.

Btw thanks Elliott way back when for tryin to help, gave me the
inspiration to start doing a convenience lib for myself in the same

style as yours.

Craig, feeling like an utter smeghead.
--MESSAGE FILE 16736 END: ./2 SCEA/yaroze/beginners/000000247html.html

--MESSAGE FILE 16737 START: ./2 SCEA/yaroze/beginners/000000248html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Michael Briere <mikey@accessv.com>
Newsgroups: scea.yaroze.beginners
Subject: MAKING LIBS
Date: Fri, 24 Jul 1998 20:45:55 -0400
Organization: SCEA News Server
Lines: 3
Message-ID: <35B92AC3.8287CCA3@accessv.com>
NNTP-Posting-Host: 77.209.5.199.dialup.accessv.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Anyone ever made their own libs with ar.exe? I need some help as there
are no docs on how to do this.

--MESSAGE FILE 16737 END: ./2 SCEA/yaroze/beginners/000000248html.html

--MESSAGE FILE 16738 START: ./2 SCEA/yaroze/beginners/000000249html.html
Path: chuka.playstation.co.uk!news
From: "Craig Graham" <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: MAKING LIBS
Date: 25 Jul 1998 10:44:48 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <01bdb7b8$ef0cc960$f30b0a0a@Angela1.intelligent-group.com>
References: <35B92AC3.8287CCA3@accessv.com>
NNTP-Posting-Host: d2-s12-115-telehouse.mistral.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Michael Briere <mikey@accessv.com> wrote in article
<35B92AC3.8287CCA3@accessv.com>...
> Anyone ever made their own libs with ar.exe? I need some help as there
> are no docs on how to do this.

I did. The GNU version of ARS is built as a lib.

Cann't remember the command line, but it's standard GNU ar so just look at
the GNU docs on it...

Craig.
--MESSAGE FILE 16738 END: ./2 SCEA/yaroze/beginners/000000249html.html

--MESSAGE FILE 16739 START: ./2 SCEA/yaroze/beginners/000000250html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.beginners
Subject: Re: MAKING LIBS
Date: 27 Jul 1998 13:24:38 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19

Sender: thutton@TECH10
Message-ID: <uww907z7t.fsf@cybec.com.au>
References: <35B92AC3.8287CCA3@accessv.com>
    <01bdb7b8$ef0cc960$f30b0a0a@Angela1.intelligent-group.com>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

"Craig Graham" <c_graham@hinge.mistral.co.uk> writes:
> Michael Briere <mikey@accessv.com> wrote in article
> <35B92AC3.8287CCA3@accessv.com>...
> > Anyone ever made their own libs with ar.exe? I need some help as there
> > are no docs on how to do this.
>
> I did. The GNU version of ARS is built as a lib.
>
> Cann't remember the command line, but it's standard GNU ar so just look at
> the GNU docs on it...

The simplest way to use ar is with just -r.

ar -r libmylib.a myobj1.o myobj2.o...

This will add the object files to the library if they don't exist, or
replace them if they do.
--
Toby.
--MESSAGE FILE 16739 END: ./2 SCEA/yaroze/beginners/000000250html.html

--MESSAGE FILE 16740 START: ./2 SCEA/yaroze/beginners/000000251html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Michael Briere <mikey@accessv.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: MAKING LIBS
Date: Mon, 27 Jul 1998 20:54:36 -0400
Organization: SCEA News Server
Lines: 28
Message-ID: <35BD214B.B6126145@accessv.com>
References: <35B92AC3.8287CCA3@accessv.com>
       <01bdb7b8$ef0cc960$f30b0a0a@Angela1.intelligent-group.com>
<uww907z7t.fsf@cybec.com.au>
NNTP-Posting-Host: 96.209.5.199.dialup.accessv.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Thank you so much both! I'm sure this will probably help others who may be
interested in doing this too!!
                        Michael

Toby Hutton wrote:

> "Craig Graham" <c_graham@hinge.mistral.co.uk> writes:
> > Michael Briere <mikey@accessv.com> wrote in article
> > <35B92AC3.8287CCA3@accessv.com>...
> > > Anyone ever made their own libs with ar.exe? I need some help as there
> > > are no docs on how to do this.
> >
> > I did. The GNU version of ARS is built as a lib.
> >
> > Cann't remember the command line, but it's standard GNU ar so just look at
> > the GNU docs on it...
>

> The simplest way to use ar is with just -r.
>
> ar -r libmylib.a myobj1.o myobj2.o...
>
> This will add the object files to the library if they don't exist, or
> replace them if they do.
> --
> Toby.

--MESSAGE FILE 16740 END: ./2 SCEA/yaroze/beginners/000000251html.html

--MESSAGE FILE 16741 START: ./2 SCEA/yaroze/beginners/000000252html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Jay Ayres <PennyA@cris.com>
Newsgroups: scea.yaroze.beginners
Subject: PsCommUtil Connection Problem
Date: Thu, 30 Jul 1998 17:05:09 -0400
Organization: SCEA News Server
Lines: 15
Message-ID: <35C0E005.C02EFEC6@cris.com>
Reply-To: PennyA@concentric.net
NNTP-Posting-Host: ts001d10.per-md.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

If anyone could help me with the following problem I would greatly
appreciate it:

I've been having problems getting PsCommUtil to connect with my Yaroze,
and I can't figure out what the problem is.
I have confirmed in the BIOS that my serial port corresponds to COM1,
and the console bootup screen says "TERMINAL SPEED 9600 BPS", yet when I
connect via COM1 with the boot speed at 9600 BPS it does not connect.
Does anyone have any suggestions as to what my problem is?

Jay Ayres

--MESSAGE FILE 16741 END: ./2 SCEA/yaroze/beginners/000000252html.html

--MESSAGE FILE 16742 START: ./2 SCEA/yaroze/beginners/000000253html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: SCEA regular chat sessions 9pm EST
Date: Fri, 21 Aug 1998 09:07:59 -0500
Organization: SCEA News Server
Lines: 19
Message-ID: <6rjulg$1qh1@scea>
NNTP-Posting-Host: dl22.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:89 scea.yaroze.beginners:253

scea.yaroze.freetalk:874 scee.yaroze.freetalk.english:1875

I would like to propose that we move our chat sessions to :

http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This room would allow the SCEE members to join the chat sessions, although it would be rather late.. I have no idea how many coders sleep. (Me not being one of them)

I also think that this is a better chat room.. Once you set it to Float. Let me know what you guys think.

BTW the chat room was originally set up by Mr Frosty, I just thought I would open it to all, considering that there are quite a few SCEA guys that don't have access to the SCEE server.

Regards,

Jeff Lawton (aka Zark Wizard) / Nemesis

--MESSAGE FILE 16742 END: ./2 SCEA/yaroze/beginners/000000253html.html

--MESSAGE FILE 16743 START: ./2 SCEA/yaroze/beginners/000000254html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Fri, 21 Aug 1998 16:14:40 -0400
Organization: SCEA News Server
Lines: 17
Message-ID: <35DDD530.3E070299@bigfoot.com>
References: <6rjulg$1qh1@scea>
NNTP-Posting-Host: 88.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:91 scea.yaroze.beginners:254
scea.yaroze.freetalk:876 scee.yaroze.freetalk.english:1889

Jeff Lawton wrote:
>
> I would like to propose that we move our chat sessions to :
>
> http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
> room would allow the SCEE members to join the chat sessions, although it
> would be rather late.. I have no idea how many coders sleep. (Me not being
> one of them)

Cool. I'll check it out tonight. I haven't attended any saturday night
yaroze chat yet, mainly because by the time I remember, it's 11:00pm!

> BTW the chat room was originally set up by Mr Frosty, I just thought I would
> open it to all, considering that there are quite a few SCEA guys that don't
> have access to the SCEE server.

Heh. Yeah.
--MESSAGE FILE 16743 END: ./2 SCEA/yaroze/beginners/000000254html.html

--MESSAGE FILE 16744 START: ./2 SCEA/yaroze/beginners/000000255html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Sat, 22 Aug 1998 20:03:04 GMT
Organization: L4 Software
Lines: 27
Message-ID: <35df239e.1564110@205.149.189.29>
References: <6rjulg$1qh1@scea>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.announce:92 scea.yaroze.beginners:255
scea.yaroze.freetalk:881 scee.yaroze.freetalk.english:1895

The problem with having the chat in a public area is you would have to
restrict your discussions.

Mario

On Fri, 21 Aug 1998 09:07:59 -0500, "Jeff Lawton"
<jlawton@jadetech*NOSPAMERS*.com> wrote:

>I would like to propose that we move our chat sessions to :
>
>http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
>room would allow the SCEE members to join the chat sessions, although it
>would be rather late.. I have no idea how many coders sleep. (Me not being
>one of them)
>
>I also think that this is a better chat room.. Once you set it to Float.
>Let me know what you guys think.
>
>BTW the chat room was originally set up by Mr Frosty, I just thought I would
>open it to all, considering that there are quite a few SCEA guys that don't
>have access to the SCEE server.
>
>Regards,
>
>Jeff Lawton (aka Zark Wizard) / Nemesis
>

--MESSAGE FILE 16744 END: ./2 SCEA/yaroze/beginners/000000255html.html

--MESSAGE FILE 16745 START: ./2 SCEA/yaroze/beginners/000000256html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Mon, 24 Aug 1998 16:50:30 +0100
Organization: The Hex Heroes
Lines: 17
Message-ID: <35E18BC6.6CDF@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
NNTP-Posting-Host: atl4-033.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:256 scea.yaroze.freetalk:886
scee.yaroze.freetalk.english:1924

Mario Perdue wrote:
>
> The problem with having the chat in a public area is you would have to
> restrict your discussions.
>
> Mario

Mmm, this is why I kept the Java access code on a secure server - Whilst
I approve of getting as many people into it as possible, I don't think a
public page is suitable (hence why I didn't put it on one myself). If
there are any SCEA members who would like to host the Chat-Room on a
secure page, then I'd feel a bit happier about it - indeed, I'd be
fairly happy for anyone to post the code on their secure page, if I
could be persuaded which of the two chat-rooms I've registered for (Chat
Planet, Xoom) is the better option. Suggestions?

James (mrfrosty)
--MESSAGE FILE 16745 END: ./2 SCEA/yaroze/beginners/000000256html.html

--MESSAGE FILE 16746 START: ./2 SCEA/yaroze/beginners/000000257html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Mon, 24 Aug 1998 16:51:47 +0100
Organization: The Hex Heroes
Lines: 4
Message-ID: <35E18C13.4398@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com>
NNTP-Posting-Host: atl4-033.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:257 scea.yaroze.freetalk:887
scee.yaroze.freetalk.english:1925

As a side issue, why can't I post to scea.announce, like the rest of
this thread (hrmmph!)

James.
--MESSAGE FILE 16746 END: ./2 SCEA/yaroze/beginners/000000257html.html

--MESSAGE FILE 16747 START: ./2 SCEA/yaroze/beginners/000000258html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: 24 Aug 1998 20:24:19 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <01bdcf9c$8f08ac40$026f6f6f@two>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com>

NNTP-Posting-Host: 195.171.230.83
X-Newsreader: Microsoft Internet News 4.70.1161
Xref: chuka.playstation.co.uk scea.yaroze.beginners:258 scea.yaroze.freetalk:888
scee.yaroze.freetalk.english:1928

Sorry James I'm a bit confused does this mean that the chat room isn't
accessible by anyone, it's just -heavenly body- dropped by during a
discussion the other night ?

Pete.
--
|| Death is a non-maskable interrupt ||

>
> Mmm, this is why I kept the Java access code on a secure server - Whilst
> I approve of getting as many people into it as possible, I don't think a
> public page is suitable (hence why I didn't put it on one myself). If
>
> James (mrfrosty)
>
--MESSAGE FILE 16747 END: ./2 SCEA/yaroze/beginners/000000258html.html

--MESSAGE FILE 16748 START: ./2 SCEA/yaroze/beginners/000000259html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Mon, 24 Aug 1998 21:54:54 GMT
Organization: L4 Software
Lines: 13
Message-ID: <35e1e0ff.34276498@205.149.189.29>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com> <35E18C13.4398@writeme.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.beginners:259 scea.yaroze.freetalk:889
scee.yaroze.freetalk.english:1929

Good question. I thought it was an open message base like all the
others. I'll look into it.

Mario

On Mon, 24 Aug 1998 16:51:47 +0100, James Rutherford
<hexheroes@writeme.com> wrote:

>As a side issue, why can't I post to scea.announce, like the rest of
>this thread (hrmmph!)
>
>James.

--MESSAGE FILE 16748 END: ./2 SCEA/yaroze/beginners/000000259html.html

--MESSAGE FILE 16749 START: ./2 SCEA/yaroze/beginners/000000260html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:

scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Chat Room consensus
Date: Tue, 25 Aug 1998 15:55:45 +0100
Organization: The Hex Heroes
Lines: 23
Message-ID: <35E2D071.65FD@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com> <01bdcf9c$8f08ac40$026f6f6f@two>
NNTP-Posting-Host: atl5-020.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:260 scea.yaroze.freetalk:891
scee.yaroze.freetalk.english:1941

Peter Dollochan wrote:

> Sorry James I'm a bit confused does this mean that the chat room isn't
> accessible by anyone, it's just -heavenly body- dropped by during a
> discussion the other night ?

Yep, the Chat Room /is/ accessible to anyone, which is why I wanted to keep the Java code away from public pages. The Xoom chat-room (the one that used to be the main one) was my personal favourite and seemed to be pretty secure. The Chat-Planet organisation (currently hosting the available chat room) has the dubious advantage that members from other chat-rooms are able to duck in on yours if there is someone in there. Perhaps fairly predictably, most of the other frequently visited chat pages concern Busty Brenda's house of Sin and other such niceties - though I'm not entirely sure whether 'heavenly body' would get off on Chat-Yaroze...

The Xoom Chatroom, I believe, is not advertised publicly and not accessible publicly without the relevant bit of Java code. Did people have a problem with the Xoom one, but not the Earthweb one? If not, I'd like to bring that back and keep it away from public servers.

James.
--MESSAGE FILE 16749 END: ./2 SCEA/yaroze/beginners/000000260html.html

--MESSAGE FILE 16750 START: ./2 SCEA/yaroze/beginners/000000261html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Chat Room consensus
Date: 25 Aug 1998 18:21:44 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 38
Message-ID: <01bdd054$998b10a0$026f6f6f@two>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com> <01bdcf9c$8f08ac40$026f6f6f@two>
<35E2D071.65FD@writeme.com>
NNTP-Posting-Host: host5-99-44-26.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161
Xref: chuka.playstation.co.uk scea.yaroze.beginners:261 scea.yaroze.freetalk:892
scee.yaroze.freetalk.english:1947

Hi James,

The only prob was most of the names (common ones) were
already being used(so you had probs logging on) but if you

put your proper name in the description field when logging
on the info was just a click away so i suppose...
bring back the old one :)

Pete.
--
|| Death is a non-maskable interrupt ||

James Rutherford <hexheroes@writeme.com> wrote in article
<35E2D071.65FD@writeme.com>...
> Peter Dollochan wrote:
>
> > Sorry James I'm a bit confused does this mean that the chat room isn't
> > accessible by anyone, it's just -heavenly body- dropped by during a
> > discussion the other night ?
>
> Yep, the Chat Room /is/ accessible to anyone, which is why I wanted to
> keep the Java code away from public pages. The Xoom chat-room (the one
> that used to be the main one) was my personal favourite and seemed to be
> pretty secure. The Chat-Planet organisation (currently hosting the
> available chat room) has the dubious advantage that members from other
> chat-rooms are able to duck in on yours if there is someone in there.
> Perhaps fairly predictably, most of the other frequently visited chat
> pages concern Busty Brenda's house of Sin and other such niceties -
> though I'm not entirely sure whether 'heavenly body' would get off on
> Chat-Yaroze...
>
> The Xoom Chatroom, I believe, is not advertised publicly and not
> accessible publicly without the relevant bit of Java code. Did people
> have a problem with the Xoom one, but not the Earthweb one? If not, I'd
> like to bring that back and keep it away from public servers.
>
> James.
>
--MESSAGE FILE 16750 END: ./2 SCEA/yaroze/beginners/000000261html.html

--MESSAGE FILE 16751 START: ./2 SCEA/yaroze/beginners/000000262html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Chat Room consensus
Date: Wed, 26 Aug 1998 13:51:13 +0100
Organization: The Hex Heroes
Lines: 9
Message-ID: <35E404C1.3D4F@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com> <01bdcf9c$8f08ac40$026f6f6f@two>
<35E2D071.65FD@writeme.com> <01bdd054$998b10a0$026f6f6f@two>
NNTP-Posting-Host: atl5-072.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:262 scea.yaroze.freetalk:893
scee.yaroze.freetalk.english:1955

Peter Dollochan wrote:

> bring back the old one :)

I'm with that - anybody else.
Views on chat times?

Suggestions?

James.
--MESSAGE FILE 16751 END: ./2 SCEA/yaroze/beginners/000000262html.html

--MESSAGE FILE 16752 START: ./2 SCEA/yaroze/beginners/000000263html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <support@accelerationsw.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Sat, 29 Aug 1998 14:28:58 +0000
Organization: SCEA News Server
Lines: 46
Message-ID: <35E8102A.B8746DB2@accelerationsw.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
NNTP-Posting-Host: 204.137.153.48
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.announce:95 scea.yaroze.beginners:263
scea.yaroze.freetalk:894 scee.yaroze.freetalk.english:2004

Plus, having a new area will just confuse people and make less SCEA
people show up (and few enough show up as it is). We should stick to
the auditorium because it has been done that way always (both these
reasons are why we never moved it to a real IRC chat room, which is much
more user friendly than the auditorium).

Mario Perdue wrote:
>
> The problem with having the chat in a public area is you would have to
> restrict your discussions.
>
> Mario
>
> On Fri, 21 Aug 1998 09:07:59 -0500, "Jeff Lawton"
> <jlawton@jadetech*NOSPAMERS*.com> wrote:
>
> >I would like to propose that we move our chat sessions to :
> >
> >http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
> >room would allow the SCEE members to join the chat sessions, although it
> >would be rather late.. I have no idea how many coders sleep. (Me not being
> >one of them)
> >
> >I also think that this is a better chat room.. Once you set it to Float.
> >Let me know what you guys think.
> >
> >BTW the chat room was originally set up by Mr Frosty, I just thought I would
> >open it to all, considering that there are quite a few SCEA guys that don't
> >have access to the SCEE server.
> >
> >Regards,
> >
> >Jeff Lawton (aka Zark Wizard) / Nemesis
> >

--
-   Joshua Meeds
  Dreamwriter Dragon

dreamer@sinclair.net
-=UDIC=-
_____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
Arthur O'Shaughnessy
--MESSAGE FILE 16752 END: ./2 SCEA/yaroze/beginners/000000263html.html

--MESSAGE FILE 16753 START: ./2 SCEA/yaroze/beginners/000000264html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Sat, 29 Aug 1998 23:11:01 GMT
Organization: L4 Software
Lines: 46
Message-ID: <35e88a2c.13761044@205.149.189.29>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E8102A.B8746DB2@accelerationsw.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.announce:96 scea.yaroze.beginners:264
scea.yaroze.freetalk:895 scee.yaroze.freetalk.english:2007

Also, we should have a new version of the Auditorium running soon
(Peter is working on it) which will give us new options for chatting.

Stay tuned,

Mario

On Sat, 29 Aug 1998 14:28:58 +0000, Joshua Meeds
<support@accelerationsw.com> wrote:

>Plus, having a new area will just confuse people and make less SCEA
>people show up (and few enough show up as it is). We should stick to
>the auditorium because it has been done that way always (both these
>reasons are why we never moved it to a real IRC chat room, which is much
>more user friendly than the auditorium).
>
>Mario Perdue wrote:
>>
>> The problem with having the chat in a public area is you would have to
>> restrict your discussions.
>>
>> Mario
>>
>> On Fri, 21 Aug 1998 09:07:59 -0500, "Jeff Lawton"
>> <jlawton@jadetech*NOSPAMERS*.com> wrote:
>>
>> >I would like to propose that we move our chat sessions to :
>> >
>> >http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
>> >room would allow the SCEE members to join the chat sessions, although it
>> >would be rather late.. I have no idea how many coders sleep. (Me not being

>> >one of them)
>> >
>> >I also think that this is a better chat room.. Once you set it to Float.
>> >Let me know what you guys think.
>> >
>> >BTW the chat room was originally set up by Mr Frosty, I just thought I would
>> >open it to all, considering that there are quite a few SCEA guys that don't
>> >have access to the SCEE server.
>> >
>> >Regards,
>> >
>> >Jeff Lawton (aka Zark Wizard) / Nemesis
>> >

--MESSAGE FILE 16753 END: ./2 SCEA/yaroze/beginners/000000264html.html

--MESSAGE FILE 16754 START: ./2 SCEA/yaroze/beginners/000000265html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Tue, 01 Sep 1998 13:00:50 +0100
Organization: The Hex Heroes
Lines: 9
Message-ID: <35EBE1F2.2B9A@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E8102A.B8746DB2@accelerationsw.com>
NNTP-Posting-Host: atl5-043.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:265 scea.yaroze.freetalk:896
scee.yaroze.freetalk.english:2057

Joshua Meeds wrote:

> Plus, having a new area will just confuse people and make less SCEA
> people show up (and few enough show up as it is).

Can SCEE Yarozites access the auditorium?
I've never been able to...

James.
--MESSAGE FILE 16754 END: ./2 SCEA/yaroze/beginners/000000265html.html

--MESSAGE FILE 16755 START: ./2 SCEA/yaroze/beginners/000000266html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Wed, 02 Sep 1998 22:25:16 GMT
Organization: L4 Software
Lines: 26
Message-ID: <35edc3b5.31150231@205.149.189.29>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E8102A.B8746DB2@accelerationsw.com> <35EBE1F2.2B9A@writeme.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.beginners:266 scea.yaroze.freetalk:899
scee.yaroze.freetalk.english:2102

James,

No, you can't at this time. For whatever reason (probably speed), SCEE
maintains a mirror of the North American site instead of just letting
you come in directly like we do to theirs.

I'll talk to the guys here and see if there's anything that can be
done. I'd like to see some of you guys participating in our chats. Of
course, we might have to shift the time about a bit to accommodate
you, but, if we can get you access, that's not a problem.

Mario

On Tue, 01 Sep 1998 13:00:50 +0100, James Rutherford
<hexheroes@writeme.com> wrote:

>Joshua Meeds wrote:
>
>> Plus, having a new area will just confuse people and make less SCEA
>> people show up (and few enough show up as it is).
>
>Can SCEE Yarozites access the auditorium?
>I've never been able to...
>
>James.

--MESSAGE FILE 16755 END: ./2 SCEA/yaroze/beginners/000000266html.html

--MESSAGE FILE 16756 START: ./2 SCEA/yaroze/beginners/000000267html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Thu, 03 Sep 1998 14:58:45 +0100
Organization: The Hex Heroes
Lines: 12
Message-ID: <35EEA094.143C@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E8102A.B8746DB2@accelerationsw.com> <35EBE1F2.2B9A@writeme.com>
<35edc3b5.31150231@205.149.189.29>
NNTP-Posting-Host: atl5-048.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:267 scea.yaroze.freetalk:900
scee.yaroze.freetalk.english:2112

Mario Perdue wrote:

> I'll talk to the guys here and see if there's anything that can be
> done. I'd like to see some of you guys participating in our chats. Of
> course, we might have to shift the time about a bit to accommodate
> you, but, if we can get you access, that's not a problem.

Cheers Mario,

That'd be great if you can pull it off.

James.
--MESSAGE FILE 16756 END: ./2 SCEA/yaroze/beginners/000000267html.html

--MESSAGE FILE 16757 START: ./2 SCEA/yaroze/beginners/000000268html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Chris Ramirez <xxramirezxx@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: 14 yr old Net Yaroze Member!
Date: Tue, 08 Sep 1998 00:12:06 -0700
Organization: none
Lines: 13
Message-ID: <35F4D8C6.5117@earthlink.net>
Reply-To: xxramirezxx@earthlink.net
NNTP-Posting-Host: pool003-max13.ds6-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

hahhaha hello everyone I am a 14 yr old Net Yaroze member or should I
say programmer hehehe ! well just to let you know I am alive! and am a
proud coder!! :) hhe although i am still learning C it is pretty
difficlult, I do have one question though, what do I write in C code in
rder to add my own TIM, Midi files etc.. to my program? I don't
understand what the addresses are? and how do I put an addres on one of
my files? example of addres:
8000x 111XX   Hey its not an addres but it looks loke it right? I
think:) hhehe well goodbye!!!! thanks for reading this ohh and If anyone
of you have ICQ please add me to your list my ICQ # is 12156523 and my
nick name is MAD DOG well good bye guess I will go play some Parasite
eve!
Chris Ramirez
--MESSAGE FILE 16757 END: ./2 SCEA/yaroze/beginners/000000268html.html

--MESSAGE FILE 16758 START: ./2 SCEA/yaroze/beginners/000000269html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: 14 yr old Net Yaroze Member!
Date: Mon, 14 Sep 1998 12:27:42 -0700
Organization: Bwahaha
Lines: 94
Message-ID: <35FD6E2E.2439D8F9@shell.jps.net>
References: <35F4D8C6.5117@earthlink.net>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Welcome to the member ranks, Chris. :)

Chris Ramirez wrote:
    [...]
> proud coder!! :) hhe although i am still learning C it is pretty
> difficlult, I do have one question though, what do I write in C code in

Don't make the mistake that several other people have: make sure you
spend time to learn the basic C fundamentals. Doesn't matter how you do

it but get a solid foundation. You will definitely need to know:

- function parameter passing
- arrays
- pointers
- structures and type definitions

The Yaroze manuals (IMO) are not laid out for easy reading. Your best friend there will be the index unless you've read the Reference Guide from cover to cover. There's also small errors, I think. If you work at it a lot in the afternoons/evenings (maybe a couple of hours or so), you should be able to get the fundamentals done in a few weeks while still playing with the Yaroze.

> rder to add my own TIM, Midi files etc.. to my program? I don't

To add a TIM file, Midi file, "WAD" file (there's a compression library out there), you need to add in lines to your SIOCONS batch file and then in your C program you need to load the stuff to sound RAM or video RAM.

Download some of the game demos (i.e. the GDUK ones) and check out their "auto" or "auto.sio" files. That's how you tell SIOCONS to transfer the data off your PC's hard drive to the NY main RAM. Then your C program (when it's running) transfers the stuff from NY main RAM to the respective other RAM buffers. If you've tinkered with PC programming, you could poke video ram with the same pointer you use to poke the interrupts table---not so here. Use the functions like LoadImage or SsVabTransfer to send the data to different RAM.

Spend time to look at the sample stuff that should have come on your PC CD set.

> understand what the addresses are? and how do I put an addres on one of
> my files? example of addres:

The addresses are listed in hexadecimal notation. In C, a hexadecimal number is written:

```
0xNUMBER
```

where NUMBER is the hex digits. So the following are equivalent:

```
256   = 0x100
257   = 0x101
266   = 0x10A
267   = 0x10B
```

For the Yaroze memory space, everything is mapped. You're going to be dealing with the approx. 1.4 MB stuck between 0x8009000 and 0x801effff. So in the "auto" file you should see things being loaded into addresses that fit within that range.

And, no, "800x111XX" does not look right.

> 8000x 111XX   Hey its not an addres but it looks loke it right? I
> think:) hhehe well goodbye!!!! thanks for reading this ohh and If anyone
> of you have ICQ please add me to your list my ICQ # is 12156523 and my
> nick name is MAD DOG well good bye guess I will go play some Parasite
> eve!
> Chris Ramirez

Biggest advice at the moment: download some good games with source

code. (Ones that aren't too big because they'll take less time to
download.) Compile them and download them. Tweak parts of the code,
recompile, download, and run. See what changed. See how playing with
attributes affects things. Rinse, repeat. :P You'll get a good feel
for how minor effects will change the look/feel of stuff.

Definitely don't try to go out and write your own video loop the first
time. It's tricky and you're better off using the bouncing ball demo
as a base and tweaking that. When you've gotten a little more experienced
you'll find interesting ways of doing stuff.

Anyways, I hope this gets you started. Post a message to the
appropriate groups (e.g. don't ask sound questions on a 3D group) or
write us e-mail. Welcome aboard... ^_^

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16758 END: ./2 SCEA/yaroze/beginners/000000269html.html

--MESSAGE FILE 16759 START: ./2 SCEA/yaroze/beginners/000000270html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Chris Ramirez <xxramirezxx@earthlink.net>
Newsgroups: scea.yaroze.beginners
Subject: please help me!!!!
Date: Wed, 09 Sep 1998 20:12:50 -0700
Organization: none
Lines: 10
Message-ID: <35F743B2.14D4@earthlink.net>
Reply-To: xxramirezxx@earthlink.net
NNTP-Posting-Host: pool013-max10.ds6-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

help me< I am chris ramirez the 14 yr old net yaroze member :) and I am
having problems with this file thing- ok here it is I downlaoded this
tutorial and it is telling me to download a tim-sprite image into an
addres like 0x800f8000, the thing I do not understand is what is the
deal with an addres like that. How do I download an image-tim file into
an adres like that? hmm?. please I would really like any help I can get
:) please please please I beg any one!!!
well thank you for reading this message
Chris Ramirez
p.S thank you once more :)
--MESSAGE FILE 16759 END: ./2 SCEA/yaroze/beginners/000000270html.html

--MESSAGE FILE 16760 START: ./2 SCEA/yaroze/beginners/000000271html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Darco's Newbie Tutorials
Date: Tue, 15 Sep 1998 07:52:06 -0400
Organization: SCEA News Server
Lines: 53
Message-ID: <35FE54E6.85E323A8@bigfoot.com>

NNTP-Posting-Host: 255.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:99 scea.yaroze.beginners:271
scea.yaroze.freetalk:930 scee.yaroze.freetalk.english:2323

I'll be writing a newbie tutorial (A tutorial for newbies) so that newbies like Chris Ramirez and Tranvir Khan can learn faster. I'm modeling it after the type of tutorial that I learn best from.

The tutorial will be in HTML format, will be fully illistrated(Screen shots, flow charts, etc.), and of course will include example code. Heck, I might even run spell check on it. ;)

Nearly every PlayStation term will be hyper linked to it's definition in the glossary so if you don't understand a word you there's no excuse not to look it up. Just click on it.

I'll start work on it this weekend. Here is a list of what's going to be on it when I'm finished. There's probably going to be allot more on there. If you can think of anything else that needs to be in there, just tell me.

Now, Eventually I'll have this organized into a very orderly outline that you will see from the title screen. But for now it's just a jumble:

1) Hardware diagrams and explanations
2) The PlayStation address space (An explanation of)
3) Memory Management
4) A Glossary
5) Using GCC effectively
6) Using CodeWarrior effectively
7) How to use MAKE
8) Ordering tables
9) Logical code layout (Tips for making readable and modular code)
10) Your first yaroze program
11) An explanation of VRAM
12) Working with VRAM

Blah blah blah... There allot more than I can think of but i have to be at school in 15 minutes.

The reason I'm writing this is because I don't think that there are any tutorials out there that really teach something. No offense to George Bain or anyone, I've used those tutorials and learned allot from them. But just giving a newbie code isn't going to make them learn anything. Without an explanation, they'll just cut and paste code and then ask why it doesn't work. This tutorial will have more explanation than code.

Perhaps I should give all the example code in pascal to force them to re-write it themselves. :) That is the best way I've seen to learn something; to re-write it.

I'm not going to do that though, that's too mean to those who don't have a sure footing in C.

But anyway, any input would be greatly appreciated.

'Darco
--MESSAGE FILE 16760 END: ./2 SCEA/yaroze/beginners/000000271html.html

--MESSAGE FILE 16761 START: ./2 SCEA/yaroze/beginners/000000272html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scea.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Darco's Newbie Tutorials
Date: Tue, 15 Sep 1998 14:28:46 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 71
Message-ID: <35FE6B8E.DB23B00D@ndirect.co.uk>
References: <35FE54E6.85E323A8@bigfoot.com>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-20.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:272
scee.yaroze.freetalk.english:2325

Darco wrote:

> I'll be writing a newbie tutorial (A tutorial for newbies) so that
> newbies like Chris Ramirez and Tranvir Khan can learn faster. I'm
> modeling it after the type of tutorial that I learn best from.
>

Good move.

> The tutorial will be in HTML format, will be fully illistrated(Screen
> shots, flow charts, etc.), and of course will include example code.
> Heck, I might even run spell check on it. ;)
>
> Nearly every PlayStation term will be hyper linked to it's definition in
> the glossary so if you don't understand a word you there's no excuse not
> to look it up. Just click on it.
>

Also a good move.

> I'll start work on it this weekend. Here is a list of what's going to be
> on it when I'm finished. There's probably going to be allot more on
> there. If you can think of anything else that needs to be in there, just
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> 8) Ordering tables
> 9) Logical code layout (Tips for making readable and modular code)
> 10) Your first yaroze program
> 11) An explanation of VRAM
> 12) Working with VRAM
>
> Blah blah blah... There allot more than I can think of but i have to be
> at school in 15 minutes.
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> The reason I'm writing this is because I don't think that there are any

> tutorials out there that really teach something. No offense to George
> Bain or anyone, I've used those tutorials and learned allot from them.
> But just giving a newbie code isn't going to make them learn anything.
> Without an explanation, they'll just cut and paste code and then ask why
> it doesn't work. This tutorial will have more explanation than code.
>
> Perhaps I should give all the example code in pascal to force them to
> re-write it themselves. :) That is the best way I've seen to learn
> something; to re-write it.

I'm in total agreement.

> I'm not going to do that though, that's too mean to those who don't have
> a sure footing in C.
>
> But anyway, any input would be greatly appreciated.
>
> 'Darco

Collision detection seems to be a tricky area for the newbies. Not so much the detection itself, but what to do when a collision has been detected.

Herbs

--MESSAGE FILE 16761 END: ./2 SCEA/yaroze/beginners/000000272html.html

--MESSAGE FILE 16762 START: ./2 SCEA/yaroze/beginners/000000273html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@easynet.co.uk>
Newsgroups: scea.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Darco's Newbie Tutorials
Date: Tue, 15 Sep 1998 15:05:05 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <35FE7411.D55A7BD4@easynet.co.uk>
References: <35FE54E6.85E323A8@bigfoot.com> <35FE6B8E.DB23B00D@ndirect.co.uk>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:273
scee.yaroze.freetalk.english:2327

Alex Herbert wrote:

>
>
> Collision detection seems to be a tricky area for the newbies. Not so much
> the detection itself, but what to do when a collision has been detected.
>
>

That's me, that is. It's funny how you get a mental block about some things. In my 2D game I knocked out the scrolling algorithm, car physics (acceleration, braking, reversing, turning, skidding, terrain resistance) in no time, but the collision stuff just has me stumped. I've got the car's collision rect rotating correctly with the car (2D matrix transforms), so in principle I can do almost pixel perfect collisions, but my collision routine just won't do the business

(car sticks to boundary, car gets stuck in a collision loop, back and forth,
car drives over boundary etc).

Phil

--MESSAGE FILE 16762 END: ./2 SCEA/yaroze/beginners/000000273html.html

--MESSAGE FILE 16763 START: ./2 SCEA/yaroze/beginners/000000274html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scea.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Darco's Newbie Tutorials
Date: Tue, 15 Sep 1998 17:50:50 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 38
Message-ID: <35FE9AE9.5F49EFCD@ndirect.co.uk>
References: <35FE54E6.85E323A8@bigfoot.com> <35FE6B8E.DB23B00D@ndirect.co.uk>
<35FE7411.D55A7BD4@easynet.co.uk>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-09.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:274
scee.yaroze.freetalk.english:2329

Phil Gooch wrote:

> Alex Herbert wrote:
>
> >
> >
> > Collision detection seems to be a tricky area for the newbies. Not so much
> > the detection itself, but what to do when a collision has been detected.
> >
> >
>
> That's me, that is. It's funny how you get a mental block about some things.
In
> my 2D game I knocked out the scrolling algorithm, car physics (acceleration,
> braking, reversing, turning, skidding, terrain resistance) in no time, but the
> collision stuff just has me stumped. I've got the car's collision rect
rotating
> correctly with the car (2D matrix transforms), so in principle I can do almost
> pixel perfect collisions, but my collision routine just won't do the business
> (car sticks to boundary, car gets stuck in a collision loop, back and forth,
> car drives over boundary etc).
>
> Phil

Try undoing the movement which caused the collision, and these problems usually
go
away. Maybe I should explain that better. For a 2D example, lets assume you
have
the co-ords of the object (x and y) and it's velocities (vx and vy). Now, if
each
frame you are adding vx to x, and vy to y, then as soon as you detect a
collision,

you could subtract vx from x and, vy from y. This effectively means that the collision never happened, and the problems you are talking about don't happen. (Make sure you do this before your matrix transforms etc.) It's not necessarily the best way to do things, but it is a simple fix which I've used numerous times in
the past.

Herbs

--MESSAGE FILE 16763 END: ./2 SCEA/yaroze/beginners/000000274html.html

--MESSAGE FILE 16764 START: ./2 SCEA/yaroze/beginners/000000275html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: please help me!!!!
Date: Tue, 15 Sep 1998 13:30:32 -0700
Organization: Bwahaha
Lines: 70
Message-ID: <35FECE68.929DB224@shell.jps.net>
References: <35F743B2.14D4@earthlink.net>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Chris Ramirez wrote:
>
> help me< I am chris ramirez the 14 yr old net yaroze member :) and I am
> having problems with this file thing- ok here it is I downlaoded this
> tutorial and it is telling me to download a tim-sprite image into an
> addres like 0x800f8000, the thing I do not understand is what is the
> deal with an addres like that. How do I download an image-tim file into
> an adres like that? hmm?. please I would really like any help I can get
> :) please please please I beg any one!!!
> well thank you for reading this message
> Chris Ramirez
> p.S thank you once more :)

Not sure what you mean by "what is the deal with an address like that"?

Remember that the tool you use (if not using CodeWarrior) to transfer data from the PC to the Yaroze is called SIOCONS and should be in your PSX\BIN directory. SIOCONS uses a batch file to tell it what file to get from your PC's HDD and where to stick it in Yaroze RAM. So...

1) Make sure that SIOCONS runs. Type "siocons" in a DOS prompt window. After pressing Enter a couple of times, you should get a ">>" prompt. That's your cue that you're talking to Yaroze---yes, the Yaroze sends back terminal chars. That's also why you should have the ANSI.SYS loaded in your CONFIG.SYS file. Exit SIOCONS.

2) Make sure that you have a batch file around. Not the DOS batch file, but the SIOCONS batch file. They usually go with names like "auto" or "auto.sio", or something like that. At least one line in the batch file should look like:

       local dload <file> <address>

e.g.

    local dload mytim.tim 800f8000

Remember that the addresses are 8 HEX digits in length
without that "0x" stuff at the front. (In C, you have
to tell the computer you're using a hex number by
telling it 0x800f8000.)

3) Make sure that the mytim.tim (or whatever your TIM file is
called) exists in the current directory. Chances are,
your TIM file will be in the same directory as the
code file (which may be something ".PSX", ".PSE"....).

OK. That's the setup. That makes sure that everything's in
their right place. Now, just run:

siocons auto

(If your batch file isn't named "auto", substitute it there.)

You should see stuff in the DOS window about how it's
downloading stuff from the PC to the Yaroze, and your Yaroze
should show you on your TV pretty much the same---there's a
little more info like the checksum...

Try this, and if you still need help, reply to this thread.

- e!

--
Mata ne,
- e!
  (Protocol)
  (Tenchikun)
tenchi@shell.jps.net
ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis
http://www.jps.net/tenchi
--MESSAGE FILE 16764 END: ./2 SCEA/yaroze/beginners/000000275html.html

--MESSAGE FILE 16765 START: ./2 SCEA/yaroze/beginners/000000276html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Darco's Newbie Tutorials
Date: Tue, 15 Sep 1998 13:32:26 -0700
Organization: Bwahaha
Lines: 35
Message-ID: <35FECEDA.919F3373@shell.jps.net>
References: <35FE54E6.85E323A8@bigfoot.com> <35FE6B8E.DB23B00D@ndirect.co.uk>
<35FE7411.D55A7BD4@easynet.co.uk>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:276
scee.yaroze.freetalk.english:2331

If that bounding box is giving you major problems, do a single-point
collision detection for now. Check only the center of the object
to see if it collided with something. If you get that working, it's
pretty easy to extend that to N number of points...

- e!

Phil Gooch wrote:
>
> Alex Herbert wrote:
>
> >
> >
> > Collision detection seems to be a tricky area for the newbies. Not so much
> > the detection itself, but what to do when a collision has been detected.
> >
> >
>
> That's me, that is. It's funny how you get a mental block about some things.
In
> my 2D game I knocked out the scrolling algorithm, car physics (acceleration,
> braking, reversing, turning, skidding, terrain resistance) in no time, but the
> collision stuff just has me stumped. I've got the car's collision rect
rotating
> correctly with the car (2D matrix transforms), so in principle I can do almost
> pixel perfect collisions, but my collision routine just won't do the business
> (car sticks to boundary, car gets stuck in a collision loop, back and forth,
> car drives over boundary etc).
>
> Phil

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 16765 END: ./2 SCEA/yaroze/beginners/000000276html.html

--MESSAGE FILE 16766 START: ./2 SCEA/yaroze/beginners/000000277html.html
Path: chuka.playstation.co.uk!scea!pro1-145.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scea.yaroze.beginners
Subject: Re: TIM wont display...<sigh>
Date: Wed, 16 Sep 1998 23:24:22 -0500
Organization: Wooden Tulip Ltd.
Lines: 34
Message-ID: <skennedy-1609982324220001@pro1-145.barrie.connex.net>
References: <3576AF13.CD9D11C8@cobite.com> <3576C9F2.BD90C96A@netmagic.net>
<35B77576.C673EB97@cobite.com>
NNTP-Posting-Host: pro1-145.barrie.connex.net

> Elliott Lee wrote:
> >
> > There are 2 possible problems with what you have:
> >
> >   - your image is 400x300. The maximum TIM size is
> >   256x256, no matter what the pixel depth is. So
> >   you'd have to break up your TIM into 4 separate
> >   sprites.
> >
> >   - you may have a problem with your sprite loading
> >   routine. I can't be sure 'cuz I don't have my
> >   Yaroze at work :P Try the attached sprite
> >   loader that I use. Easy to set up and it has
> >   been tested to work. :)
> >
> Well after all this time of frustration (2 months???) I finally figured

> this one out. Hadnt set the r,g, and b values for brightness in GsSPRITE
> so I got a black square cuz the brightness factor was set to zero.
> And I call myself a professional programmer??? Someone shoot me
> please...
> At least I'm happy this thing finally works and I can try and do
> something a little more complicated.
> Btw thanks Elliott way back when for tryin to help, gave me the
> inspiration to start doing a convenience lib for myself in the same
> style as yours.
> Craig, feeling like an utter smeghead.

Thats OK my first time I tried my image I did the same thing. Too bad I
was Busy since June and I didn't see your post. I could have made a bit of
a mention. -sorry

My Best saying:

"Tomorrow I'll Sharpen the Crayons..."
--MESSAGE FILE 16766 END: ./2 SCEA/yaroze/beginners/000000277html.html

--MESSAGE FILE 16767 START: ./2 SCEA/yaroze/beginners/000000278html.html
Path: chuka.playstation.co.uk!scea!pro1-145.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials
Date: Wed, 16 Sep 1998 23:36:16 -0500
Organization: Wooden Tulip Ltd.
Lines: 72
Message-ID: <skennedy-1609982336170001@pro1-145.barrie.connex.net>
References: <35FE54E6.85E323A8@bigfoot.com>
NNTP-Posting-Host: pro1-145.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.announce:101 scea.yaroze.beginners:278
scea.yaroze.freetalk:938 scee.yaroze.freetalk.english:2349

Darco Wrote:
> I'll be writing a newbie tutorial (A tutorial for newbies) so that
> newbies like Chris Ramirez and Tranvir Khan can learn faster. I'm
> modeling it after the type of tutorial that I learn best from.
>
> The tutorial will be in HTML format, will be fully illistrated(Screen
> shots, flow charts, etc.), and of course will include example code.
> Heck, I might even run spell check on it. ;)
>
> Nearly every PlayStation term will be hyper linked to it's definition in
> the glossary so if you don't understand a word you there's no excuse not
> to look it up. Just click on it.
>
> I'll start work on it this weekend. Here is a list of what's going to be
> on it when I'm finished. There's probably going to be allot more on
> there. If you can think of anything else that needs to be in there, just
> tell me.
>
> Now, Eventually I'll have this organized into a very orderly outline
> that you will see from the title screen. But for now it's just a jumble:
>
> 1) Hardware diagrams and explanations
> 2) The PlayStation address space (An explanation of)
> 3) Memory Management
> 4) A Glossary
> 5) Using GCC effectively
> 6) Using CodeWarrior effectively

> 7) How to use MAKE
> 8) Ordering tables
> 9) Logical code layout (Tips for making readable and modular code)
> 10) Your first yaroze program
> 11) An explanation of VRAM
> 12) Working with VRAM
>
> Blah blah blah... There allot more than I can think of but i have to be
> at school in 15 minutes.
>
> The reason I'm writing this is because I don't think that there are any
> tutorials out there that really teach something. No offense to George
> Bain or anyone, I've used those tutorials and learned allot from them.
> But just giving a newbie code isn't going to make them learn anything.
> Without an explanation, they'll just cut and paste code and then ask why
> it doesn't work. This tutorial will have more explanation than code.
>
> Perhaps I should give all the example code in pascal to force them to
> re-write it themselves. :) That is the best way I've seen to learn
> something; to re-write it.
>
> I'm not going to do that though, that's too mean to those who don't have
> a sure footing in C.
>
> But anyway, any input would be greatly appreciated.
>
> 'Darco

Hey, Here is great opportunity for a Prime time Freeware type publication.
These things are time consuming efforts if they get that way, {MkLInux
took Three Years.} but don't sweat the small stuff.

Look at it from the perspective of doing little bits at a time.
Kind of like doing assembler.

#1:Start small, but have a plan.
#2:Then Expand on content in #1.
#3:Add features.
#4:Return to #1 for the next phase of the project.

Very successful way of doing this.

Email me at kennedy@moe.acad.humberc.on.ca I'd like to try this.

-sean
--MESSAGE FILE 16767 END: ./2 SCEA/yaroze/beginners/000000278html.html

--MESSAGE FILE 16768 START: ./2 SCEA/yaroze/beginners/000000279html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials
Date: Thu, 17 Sep 1998 04:05:12 GMT
Organization: SCEA News Server
Lines: 17
Message-ID: <36008975.34692581@news.scea.sony.com>
References: <35FE54E6.85E323A8@bigfoot.com>
NNTP-Posting-Host: client-151-198-130-80.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.announce:102 scea.yaroze.beginners:279
scea.yaroze.freetalk:939 scee.yaroze.freetalk.english:2352

Excellent idea Darco. I would appreciate it. George actually intends
to write an instructional analysis to go with his code, but once he
got started he realized what an enormous task he was undertaking. I
think he will finish it in time, when he gets a PC for his home.

Perhaps you might write a tutorial to go with his code, or you might
team up with him to do a team effort to put out the defintive yaroze
tutorial. I would greatly appreciate such a work to bridge the gap
between PC and yaroze programming. It would save beginner programmers
a lot of time. And you would receive much praise. The Sony docs
were written for advanced programmers, a beginner will have to spend a
good deal of time working with sample code to get up to speed.

Just some ideas...

-Matt

--MESSAGE FILE 16768 END: ./2 SCEA/yaroze/beginners/000000279html.html

--MESSAGE FILE 16769 START: ./2 SCEA/yaroze/beginners/000000280html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials
Date: Thu, 17 Sep 1998 20:49:04 -0400
Organization: SCEA News Server
Lines: 26
Message-ID: <3601AE00.5C0E05C0@bigfoot.com>
References: <35FE54E6.85E323A8@bigfoot.com> <skennedy-1609982336170001@pro1-
145.barrie.connex.net>
NNTP-Posting-Host: 326.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
To: Sean Kennedy <skennedy@bconnex.net>
Xref: chuka.playstation.co.uk scea.yaroze.announce:103 scea.yaroze.beginners:280
scea.yaroze.freetalk:950 scee.yaroze.freetalk.english:2369

Sean Kennedy wrote:
>
> Hey, Here is great opportunity for a Prime time Freeware type publication.
> These things are time consuming efforts if they get that way, {MkLInux
> took Three Years.} but don't sweat the small stuff.
>
> Look at it from the perspective of doing little bits at a time.
> Kind of like doing assembler.
>
> #1:Start small, but have a plan.
> #2:Then Expand on content in #1.
> #3:Add features.
> #4:Return to #1 for the next phase of the project.
>
> Very successful way of doing this.
>

*Darco reads and re-reads the above text with a look of bewilderment on
his face*

.....Huh?

'Darco
--MESSAGE FILE 16769 END: ./2 SCEA/yaroze/beginners/000000280html.html

--MESSAGE FILE 16770 START: ./2 SCEA/yaroze/beginners/000000281html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Darco's Newbie Tutorials
Date: Thu, 17 Sep 1998 20:50:22 -0400
Organization: SCEA News Server
Lines: 9
Message-ID: <3601AE4E.CC051107@bigfoot.com>
References: <35FE54E6.85E323A8@bigfoot.com> <35FE6B8E.DB23B00D@ndirect.co.uk>
NNTP-Posting-Host: 326.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:281
scee.yaroze.freetalk.english:2370

Alex Herbert wrote:
>
> Collision detection seems to be a tricky area for the newbies. Not so much
> the detection itself, but what to do when a collision has been detected.
>

Yeah, that's a good idea. I'll add that to the list.

'Darco
--MESSAGE FILE 16770 END: ./2 SCEA/yaroze/beginners/000000281html.html

--MESSAGE FILE 16771 START: ./2 SCEA/yaroze/beginners/000000282html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials
Date: Thu, 17 Sep 1998 21:01:04 -0400
Organization: SCEA News Server
Lines: 36
Message-ID: <3601B0D0.6FE514C5@bigfoot.com>
References: <35FE54E6.85E323A8@bigfoot.com>
<36008975.34692581@news.scea.sony.com>
NNTP-Posting-Host: 326.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:104 scea.yaroze.beginners:282
scea.yaroze.freetalk:951 scee.yaroze.freetalk.english:2371

Matthew Hulett wrote:
>
> Excellent idea Darco. I would appreciate it. George actually intends
> to write an instructional analysis to go with his code, but once he
> got started he realized what an enormous task he was undertaking. I

> think he will finish it in time, when he gets a PC for his home.

Ahh... Ok, that's cool.

> Perhaps you might write a tutorial to go with his code, or you might
> team up with him to do a team effort to put out the defintive yaroze
> tutorial. I would greatly appreciate such a work to bridge the gap
> between PC and yaroze programming. It would save beginner programmers
> a lot of time. And you would receive much praise. The Sony docs
> were written for advanced programmers, a beginner will have to spend a
> good deal of time working with sample code to get up to speed.
>

Not sure about teaming up with someone. I'll write a few tutorials and
see how everything works out...Who knows what this could turn into in
time? A cooperative effort might be possible in the future.

I'll be starting work on the tutorial this weekend, simply because I
don't have any time to do it during the week. (Gadda keep my grades up
for DigiPen, now don't I?) I'll be releasing it in sections... As I
finish a lesson I'll post it on my web space.

Thanks everyone for the input. I'll try to make the actual tutorial live
up to your hopes. I already have a motif setup, and this weekend the
real drafting begins. After I get the first lesson up, I'll try to post
a new lesson or two every week until most everything is covered. (Or
until I get too tired to keep it up) This will be a learning experience
for me as well, as this will force me to cover and research nearly all
aspects of the PlayStation. So... Here we go.

'Darco
--MESSAGE FILE 16771 END: ./2 SCEA/yaroze/beginners/000000282html.html

--MESSAGE FILE 16772 START: ./2 SCEA/yaroze/beginners/000000283html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Darco's Newbie Tutorials
Date: Fri, 18 Sep 1998 18:19:16 +0100
Organization: The Hex Heroes
Lines: 26
Message-ID: <36029614.62F1@writeme.com>
References: <35FE54E6.85E323A8@bigfoot.com> <skennedy-1609982336170001@pro1-
145.barrie.connex.net> <3601AE00.5C0E05C0@bigfoot.com>
NNTP-Posting-Host: atl4-m03.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Macintosh; I; 68K)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:283 scea.yaroze.freetalk:961
scee.yaroze.freetalk.english:2387

Darco wrote:

> > #1:Start small, but have a plan.
> > #2:Then Expand on content in #1.
> > #3:Add features.
> > #4:Return to #1 for the next phase of the project.
> >
> > Very successful way of doing this.
> >
>

> *Darco reads and re-reads the above text with a look of bewilderment
> on his face*
>
> .....Huh?

I think what he means is don't start with a huge plan and write every
bit (from the beginning) as you would in the final finished verbose
version - you're very likely to get bored too soon doing it that way
(and may find that huge revisions are necessary).

..Though the way you're going to do it sounds more like the way James
Chow (SCEE) has set about it - and he's fairly far.

Good Luck!

James (~mrfrosty)
--MESSAGE FILE 16772 END: ./2 SCEA/yaroze/beginners/000000283html.html

--MESSAGE FILE 16773 START: ./2 SCEA/yaroze/beginners/000000284html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <george_bain@playstation.sony.com>
Newsgroups: scea.yaroze.beginners
Subject: blah
Date: Tue, 29 Sep 1998 23:53:42 +0100
Organization: Sony Computer Entertainment Europe
Lines: 3
Message-ID: <6ut2a6$gul5@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

--MESSAGE FILE 16773 END: ./2 SCEA/yaroze/beginners/000000284html.html

--MESSAGE FILE 16774 START: ./2 SCEA/yaroze/beginners/000000285html.html
Path: chuka.playstation.co.uk!news
From: "Steve Davison" <steve_davison@yahoo.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: How can I output gcc error list to a file?
Date: Thu, 22 Oct 1998 08:39:28 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <70mndd$7i7@chuka.playstation.co.uk>
NNTP-Posting-Host: sdar.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Now this may seem pretty obvious to most people but when I compile source
code at the dos prompt how do I redirect the output to a file or a printer.
I know this can be done as I remember it from my COBAL days, unfortunately
my COBAL days were probably the last time I used dos.(about 7 years ago)

--MESSAGE FILE 16774 END: ./2 SCEA/yaroze/beginners/000000285html.html

--MESSAGE FILE 16775 START: ./2 SCEA/yaroze/beginners/000000286html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com

From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.beginners
Subject: Re: How can I output gcc error list to a file?
Date: Thu, 22 Oct 1998 23:29:20 -0400
Organization: SCEA News Server
Lines: 19
Message-ID: <70osit$cv311@scea>
References: <70mndd$7i7@chuka.playstation.co.uk>
NNTP-Posting-Host: sud-tcs1-port64.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

There is a way to do this very easily.... but I haven't done it in so long
that I can't remember the syntax..

I'll check some of my earlier notes amnd hopfully have an answer soon...

Anyone else???

Steve Davison wrote in message <70mndd$7i7@chuka.playstation.co.uk>...
>Now this may seem pretty obvious to most people but when I compile source
>code at the dos prompt how do I redirect the output to a file or a printer.
>I know this can be done as I remember it from my COBAL days, unfortunately
>my COBAL days were probably the last time I used dos.(about 7 years ago)
>
>
>
>

--MESSAGE FILE 16775 END: ./2 SCEA/yaroze/beginners/000000286html.html

--MESSAGE FILE 16776 START: ./2 SCEA/yaroze/beginners/000000287html.html
Path: chuka.playstation.co.uk!scea!pro1-169.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.beginners
Subject: Re: How can I output gcc error list to a file?
Date: Fri, 23 Oct 1998 02:04:02 -0500
Organization: Wooden Tulip Ltd.
Lines: 30
Message-ID: <developer-2310980204020001@pro1-169.barrie.connex.net>
References: <70mndd$7i7@chuka.playstation.co.uk> <70osit$cv311@scea>
NNTP-Posting-Host: pro1-169.barrie.connex.net

In article <70osit$cv311@scea>, "Steve Tolin" <titan@vianet.on.ca> wrote:

> There is a way to do this very easily.... but I haven't done it in so long
> that I can't remember the syntax..
> I'll check some of my earlier notes amnd hopfully have an answer soon...
> Anyone else???
>
> Steve Davison wrote in message <70mndd$7i7@chuka.playstation.co.uk>...
> >Now this may seem pretty obvious to most people but when I compile source
> >code at the dos prompt how do I redirect the output to a file or a printer.
> >I know this can be done as I remember it from my COBAL days, unfortunately
> >my COBAL days were probably the last time I used dos.(about 7 years ago)

Depends on whose MAKEFILE you are using.

If it is a generic one, do the following :

```
c:\myproject>make >>errors.log

Mind you you will not see anything. And when it finishes, the command
prompt will re-appear.

I was able to get MAKEFILEs to output error to a file in the local
directory under LINUX gcc make, but I don't think the MAKE.EXE that comes
with the PSX tools disk is that advanced. I also lost my notes about that.
:(
Sorry.   Try looking in some of the LINUX info sites. That might help.

-sean
--MESSAGE FILE 16776 END: ./2 SCEA/yaroze/beginners/000000287html.html


--MESSAGE FILE 16777 START: ./2 SCEA/yaroze/beginners/000000288html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: How can I output gcc error list to a file?
Date: Fri, 23 Oct 1998 21:27:28 -0500
Organization: Ed Federmeyer
Lines: 33
Message-ID: <70rdag$dnq8@scea>
References: <70mndd$7i7@chuka.playstation.co.uk> <70osit$cv311@scea>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Steve Tolin wrote in message <70osit$cv311@scea>...
>There is a way to do this very easily....   but I haven't done it in so
long
>that I can't remember the syntax..
>
>I'll check some of my earlier notes amnd hopfully have an answer soon...
>
>Anyone else???
>
>
>Steve Davison wrote in message <70mndd$7i7@chuka.playstation.co.uk>...
>>Now this may seem pretty obvious to most people but when I compile source
>>code at the dos prompt how do I redirect the output to a file or a
printer.
>>I know this can be done as I remember it from my COBAL days, unfortunately
>>my COBAL days were probably the last time I used dos.(about 7 years ago)
>>

Under Unix (traditional shells anyway) and Windows NT you use:
gcc main.c > errors.log 2>&1
The "2>&1" means, make file descriptor 2 (stderr) go to the same place
as file descriptor 1 (stdout).  This won't work for Windows 95 or 98.

There is a program from the DJGPP port of GNU C to the PC called
"redir", which you can use to redirect the output of stderr in all kinds
of useful ways.  You might try a web search for DJGPP, and grab the
"binutils" archive.  (Might as well grab the whole thing though, it's an
awesome "free" compiler and stuff.)

EdF



--MESSAGE FILE 16777 END: ./2 SCEA/yaroze/beginners/000000288html.html
```

--MESSAGE FILE 16778 START: ./2 SCEA/yaroze/beginners/000000289html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.beginners
Subject: Re: How can I output gcc error list to a file?
Date: Sat, 24 Oct 1998 02:26:07 -0400
Organization: SCEA News Server
Lines: 49
Message-ID: <70rri8$dnq12@scea>
References: <70mndd$7i7@chuka.playstation.co.uk> <70osit$cv311@scea>
<70rdag$dnq8@scea>
NNTP-Posting-Host: sud-tcs1-port35.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

There was a simple parameter that could be used under 95/98.. I was using
when I first got my Yaroze because I seen it in one of the earlier posts..
But that was about a year ago..

It might have been something like this instead make >> errors.txt

Does this jog anyones memory???

Steve Tolin
titan@vianet.on.ca

Ed Federmeyer wrote in message <70rdag$dnq8@scea>...
>Steve Tolin wrote in message <70osit$cv311@scea>...
>>There is a way to do this very easily.... but I haven't done it in so
>long
>>that I can't remember the syntax..
>>
>>I'll check some of my earlier notes amnd hopfully have an answer soon...
>>
>>Anyone else???
>>
>>
>>Steve Davison wrote in message <70mndd$7i7@chuka.playstation.co.uk>...
>>>Now this may seem pretty obvious to most people but when I compile source
>>>code at the dos prompt how do I redirect the output to a file or a
>printer.
>>>I know this can be done as I remember it from my COBAL days,
>unfortunately
>>>my COBAL days were probably the last time I used dos.(about 7 years ago)
>>>
>
>Under Unix (traditional shells anyway) and Windows NT you use:
>gcc main.c > errors.log 2>&1
>The "2>&1" means, make file descriptor 2 (stderr) go to the same place
>as file descriptor 1 (stdout). This won't work for Windows 95 or 98.
>
>There is a program from the DJGPP port of GNU C to the PC called
>"redir", which you can use to redirect the output of stderr in all kinds
>of useful ways. You might try a web search for DJGPP, and grab the
>"binutils" archive. (Might as well grab the whole thing though, it's an
>awesome "free" compiler and stuff.)
>
>EdF
>
>
>

--MESSAGE FILE 16778 END: ./2 SCEA/yaroze/beginners/000000289html.html

--MESSAGE FILE 16779 START: ./2 SCEA/yaroze/beginners/000000290html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Jonathan Calvert <jonathan.NO-SPAMcalvert@mindspring.com>
Newsgroups: scea.yaroze.beginners
Subject: 3D - basic questions about available software
Date: Mon, 02 Nov 1998 21:35:54 -0500
Organization: NO-SPAM, I am. I do not like SPAM!
Lines: 37
Message-ID: <363E6C0A.46EA@mindspring.com>
Reply-To: jonathan.NO-SPAMcalvert@mindspring.com
NNTP-Posting-Host: user-37kbnht.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

Hi. It has been a while since I have had any free time to
do any Yaroze development (having a son a couple of months
ago will do that to your free time <grin>).

Anyway, I am now trying to once again set aside some time to
work on projects. I have done some simple 2D stuff, and I
would now like to try some simple 3D stuff.

One concern I have is a lack of a 3D modeler. I have read that
our friends at SCEI were given a free 3D modeler with their Net
Yaroze package. I remember getting a coupon for a DOS 3D modeler,
but have long since lost this coupon and I can not remember the
name of the package.

What are people using to generate 3D models? If you do not own
any modeling software, are you just using provided sample ... or
models generated by folks with the nice software packages?

Long story short, what is available (please list web sites if
possible). Also, is there anything out there for $99 or less?
I would really like to get something on the cheap. <grin>

I guess I could post this to the 3D group, but the beginner
group seems like a better place for this type of question.

Thanks for your time. Please remember to get rid of the NO-SPAM
stuff (sorry ... I have to do something to keep the spam away).

Also, feel free to check out my home page (non-yaroze) and see some
nice pictures of my new pride and joy ...
--
Jonathan
[Please remove NO-SPAM to email me]
Visit Calverts' Stuff - http://calvertj.home.mindspring.com
--MESSAGE FILE 16779 END: ./2 SCEA/yaroze/beginners/000000290html.html

--MESSAGE FILE 16780 START: ./2 SCEA/yaroze/beginners/000000291html.html
Path: chuka.playstation.co.uk!news
From: burrowinggerbil@hotmail.com (Barry Stuart Swan)
Newsgroups: scea.yaroze.beginners

Subject: Re: 3D - basic questions about available software
Date: Tue, 03 Nov 1998 23:26:40 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <363f908d.6140877@www.netyaroze-europe.com>
References: <363E6C0A.46EA@mindspring.com>
NNTP-Posting-Host: userm037.uk.uudial.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Mon, 02 Nov 1998 21:35:54 -0500, Jonathan Calvert
<jonathan.NO-SPAMcalvert@mindspring.com> wrote:

>One concern I have is a lack of a 3D modeler. I have read that
>our friends at SCEI were given a free 3D modeler with their Net
>Yaroze package. I remember getting a coupon for a DOS 3D modeler,
>but have long since lost this coupon and I can not remember the
>name of the package.

it wouldnt matter if you found it; the coupon is now out of date. I
know as our new Yaroze arrived with it and I just laughed at the out
of date coupon. Seemed to sum up some of the Yaroze experience (grin)

>What are people using to generate 3D models? If you do not own
>any modeling software, are you just using provided sample ... or
>models generated by folks with the nice software packages?

I use dynamic tmds (if you think they are a pain then have a look at
adventure game) for everything except the characters. Obviously it
isnt intuitive + stuff like a proper package but you can do various
things with them (email me if you want more info)

Craig graham has kindly put up RsdAnim which sounds like it should be
what you want. Still havent checked it out myself but this weekend I
promise!

Robert Swan
(check freetalk for new email address)
--MESSAGE FILE 16780 END: ./2 SCEA/yaroze/beginners/000000291html.html

--MESSAGE FILE 16781 START: ./2 SCEA/yaroze/beginners/000000292html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Jonathan Calvert <jonathan.NO-SPAMcalvert@mindspring.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: 3D - basic questions about available software
Date: Tue, 03 Nov 1998 19:31:55 -0500
Organization: NO-SPAM, I am. I do not like SPAM!
Lines: 31
Message-ID: <363FA07B.692E@mindspring.com>
References: <363E6C0A.46EA@mindspring.com> <363f908d.6140877@www.netyaroze-
europe.com>
Reply-To: jonathan.NO-SPAMcalvert@mindspring.com
NNTP-Posting-Host: user-38lcdue.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

Barry Stuart Swan wrote:
>
> On Mon, 02 Nov 1998 21:35:54 -0500, Jonathan Calvert
> <jonathan.NO-SPAMcalvert@mindspring.com> wrote:
>
> >What are people using to generate 3D models? If you do not own

> >any modeling software, are you just using provided sample ... or
> >models generated by folks with the nice software packages?
>
> I use dynamic tmds (if you think they are a pain then have a look at
> adventure game) for everything except the characters. Obviously it
> isnt intuitive + stuff like a proper package but you can do various
> things with them (email me if you want more info)
>
> Craig graham has kindly put up RsdAnim which sounds like it should be
> what you want. Still havent checked it out myself but this weekend I
> promise!

Thanks for the reply! I am not sure what I really want. I figure that
I need some type of modeler if I want to make ... say a space ship which
flys around a planet and a star.

To be honest I have no knowledge of dynamic tmds ... and little
knowledge
of 3D on the PlayStation. I may take you up on your offer for more
info.
on the subject of dynamic tmds!
--
Jonathan
[Please remove NO-SPAM to email me]
Visit Calverts' Stuff - http://calvertj.home.mindspring.com
--MESSAGE FILE 16781 END: ./2 SCEA/yaroze/beginners/000000292html.html

--MESSAGE FILE 16782 START: ./2 SCEA/yaroze/beginners/000000293html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: 3D - basic questions about available software
Date: Fri, 6 Nov 1998 20:00:13 -0600
Organization: Ed Federmeyer
Lines: 35
Message-ID: <7208ss$je62@scea>
References: <363E6C0A.46EA@mindspring.com> <363f908d.6140877@www.netyaroze-
europe.com> <363FA07B.692E@mindspring.com>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Jonathan Calvert wrote in message <363FA07B.692E@mindspring.com>...
>> >What are people using to generate 3D models? If you do not own
>> >any modeling software, are you just using provided sample ... or
>> >models generated by folks with the nice software packages?

I got the "3D Studio R4" offer when I got my Yaroze. It's a pretty heavy
duty
and featureful (and expensive) program for the simple 3D objects I
use it to create. (Boxes, spheres, etc) I'd have a hard time recommending
it unless you're planning on spending alot of time creating 3D objects. It
could also be handy to make prerendered intro screens, backgrounds,
and stuff like that.

On the other hand, I also use a program called "Poser 3" (v3 just released
a few months ago, "Poser 2" was good, but "3" is well worth it) for
creating animated models of people. (Poser3 adds a few animal types
as well). It's not a picnic, since I wind up exporting each frame of the
animation as a DXF file and then converting each DXF to an RSD and
coloring/texturing the RSDs and combining them into a big TMD. But it
isn't all *that* bad either. I would recommend this if you want to add

"people" to your games. I think "Poser 3" is in the range of about $150.

Steve Tolin was telling me about a program called "Character Builder"
that is aimed at generating animated GIFs of "people" for web graphics,
but he's been able to use it to generate animations for a side-scrolling
action adventure game. The url is: http://www.zapadigital.com/
looks cool, but I have not tried it myself yet. I dunno if you can export
the "people" data as 3D DXF files to convert to RSD/TMD or anything
like that. It's a bit cheaper to register than Poser3 at something like $99
I think. (You can get a free trial at that url).

EdF

--MESSAGE FILE 16782 END: ./2 SCEA/yaroze/beginners/000000293html.html

--MESSAGE FILE 16783 START: ./2 SCEA/yaroze/beginners/000000294html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: 3D - basic questions about available software
Date: Thu, 12 Nov 1998 11:49:00 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <72ehsk$2am4@chuka.playstation.co.uk>
References: <363E6C0A.46EA@mindspring.com> <363f908d.6140877@www.netyaroze-europe.com> <363FA07B.692E@mindspring.com> <7208ss$je62@scea>
NNTP-Posting-Host: co3151.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

If you want a good modeller try Rhino3D, the full package is expensive, but
there is a demo version which works for 60 days. We are using it in our
course for the modelling module.

The URL is
www.rhino3d.com

Hope this helps
Bob
Robert Shand
Class Rep - First Year BSc Computer Game Technology
ABERTAY-DUNDEE UNIVERSITY
e-mail: 298rcs@tay.ac.uk

--MESSAGE FILE 16783 END: ./2 SCEA/yaroze/beginners/000000294html.html

--MESSAGE FILE 16784 START: ./2 SCEA/yaroze/beginners/000000295html.html
Path: chuka.playstation.co.uk!news
From: "Darren Jackson" <darren@tang.globalnet.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: crap tv?
Date: Wed, 25 Nov 1998 23:19:02 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <73i38k$9ia8@chuka.playstation.co.uk>
NNTP-Posting-Host: p75s14a06.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi everyone,

Is my TV crap?

Let me explain, I draw a border around the screen using GsLINE, screen size 320,240.

The top and bottom lines are fine, the right hand line is only just visible and a bit hidden at the corners, and the left hand line is just not visible. It seem I must move the lines in a bit by a couple of pixels just so I can see them on the screen.

Is it time to get a new TV? (bad news really, cos I can't afford one :( )

Darren

--MESSAGE FILE 16784 END: ./2 SCEA/yaroze/beginners/000000295html.html

--MESSAGE FILE 16785 START: ./2 SCEA/yaroze/beginners/000000296html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: crap tv?
Date: Wed, 25 Nov 1998 03:59:31 GMT
Organization: L4 Software
Lines: 36
Message-ID: <365b71dd.6420579@205.149.189.29>
References: <73i38k$9ia8@chuka.playstation.co.uk>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Forte Agent 1.5/32.452

On Wed, 25 Nov 1998 23:19:02 -0000, "Darren Jackson"
<darren@tang.globalnet.co.uk> wrote:

>Hi everyone,
>
>Is my TV crap?
>
>Let me explain, I draw a border around the screen using GsLINE, screen size
>320,240.
>
>The top and bottom lines are fine, the right hand line is only just visible
>and a bit hidden at the corners, and the left hand line is just not visible.
>It seem I must move the lines in a bit by a couple of pixels just so I can
>see them on the screen.
>
>Is it time to get a new TV? (bad news really, cos I can't afford one :( )
>

Darren,

Your TV is fine. It's actually displaying more than may TVs I've seen.
FAQ question #6 addresses this problem...

Why can't I see all the pixels on my TV screen? Part of the image is
cut off on all sides.

Most TV's do not display the entire image broadcast to them. The size

of the border varies from set to set, but for 320x240 mode it can be as much as 27 pixels on all sides. For this reason, it is recommended that you not display information critical to the game in these areas. A good rule of thumb is to limit your game play to the center 266x200 pixels.

>

--MESSAGE FILE 16785 END: ./2 SCEA/yaroze/beginners/000000296html.html

--MESSAGE FILE 16786 START: ./2 SCEA/yaroze/beginners/000000297html.html
Path: chuka.playstation.co.uk!news
From: "Darren Jackson" <darren@tang.globalnet.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: crap tv?
Date: Thu, 26 Nov 1998 19:54:50 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <73ki0h$9ia19@chuka.playstation.co.uk>
References: <73i38k$9ia8@chuka.playstation.co.uk>
<365b71dd.6420579@205.149.189.29>
NNTP-Posting-Host: client4012.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

>
>Your TV is fine. It's actually displaying more than may TVs I've seen.
>FAQ question #6 addresses this problem...
>

oops....I did read the FAQ, honest, perhaps next time I read it properly :)

--MESSAGE FILE 16786 END: ./2 SCEA/yaroze/beginners/000000297html.html

--MESSAGE FILE 16787 START: ./2 SCEA/yaroze/beginners/000000298html.html
Path: chuka.playstation.co.uk!news
From: 456 <65@sfdkljngs.com>
Newsgroups: scee.yaroze.beginners,scea.yaroze.beginners
Subject: tuts and documentation
Date: Wed, 13 Jan 1999 19:58:56 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <369CFB00.8787387C@sfdkljngs.com>
NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:676
scea.yaroze.beginners:298

Hello again all you Yaroze people!!

I wondering if there is any tutorial information out there similar to Peter Passmore's 3D booklet from Middlesex university. This one was really well organized and because it started from the very basics it helped alot.. but I would like to know if anyone else out there has made

anything like that so I can gather more info and help these guys learn.

So far I seen that most of the tuts on the websites are simply batches
of source code that demostrate particular yaroze capabilities. This is
good to cut + paste, but to really understand it I think I'll need some
more documentation on the code itself.

I was looking forward to seeing Darco's upcoming tut, but it looks like
he gave it up, a darn shame!!

Anyone know of anything like this let me know,

Will

--MESSAGE FILE 16787 END: ./2 SCEA/yaroze/beginners/000000298html.html

--MESSAGE FILE 16788 START: ./2 SCEA/yaroze/beginners/000000299html.html
Path: chuka.playstation.co.uk!news
From: will atkin <william_atkin@hotmail.com>
Newsgroups: scee.yaroze.beginners,scea.yaroze.beginners
Subject: Re: tuts and documentation
Date: Wed, 13 Jan 1999 20:02:36 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <369CFBDC.90643E89@hotmail.com>
References: <369CFB00.8787387C@sfdkljngs.com>
NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scee.yaroze.beginners:677
scea.yaroze.beginners:299

sorry.. my browser decided to play a funny trick on everyone...

My name is Will Atkin.. email: william_atkin@hotmail.com

456 wrote:

> Hello again all you Yaroze people!!
>
> I wondering if there is any tutorial information out there similar to
> Peter Passmore's 3D booklet from Middlesex university. This one was
> really well organized and because it started from the very basics it
> helped alot.. but I would like to know if anyone else out there has made
> anything like that so I can gather more info and help these guys learn.
>
> So far I seen that most of the tuts on the websites are simply batches
> of source code that demostrate particular yaroze capabilities. This is
> good to cut + paste, but to really understand it I think I'll need some
> more documentation on the code itself.
>
> I was looking forward to seeing Darco's upcoming tut, but it looks like
> he gave it up, a darn shame!!
>
> Anyone know of anything like this let me know,
>
> Will

--MESSAGE FILE 16788 END: ./2 SCEA/yaroze/beginners/000000299html.html

--MESSAGE FILE 16789 START: ./2 SCEA/yaroze/beginners/000000300html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.beginners
Subject: Re: How can I output gcc error list to a file?
Date: Thu, 21 Jan 1999 15:43:58 -0500
Organization: SCEA News Server
Lines: 33
Message-ID: <36A7918E.3FCBC4A4@datasys.net>
References: <70mndd$7i7@chuka.playstation.co.uk> <70osit$cv311@scea>
<70rdag$dnq8@scea> <70rri8$dnq12@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 449.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Steve Tolin wrote:
>
> There was a simple parameter that could be used under 95/98.. I was using
> when I first got my Yaroze because I seen it in one of the earlier posts..
> But that was about a year ago..
>
> It might have been something like this instead make >> errors.txt
>
> Does this jog anyones memory???
>

No... Sorry. ;)

But > and >> aren't exactly command line arguments... They just redirect
output to a file or a device. > overwrites, and >> ammends. The work
with (nearly) all programs and commands.

echo hello > hello.txt
echo hello > hello.txt

That would make a text file with hello in it. But this:

echo hello > hello.txt
echo hello >> hello.txt

This will make a text file with 2 hellos in it. >> is useful when you
are dealing with log files...

DJGPP-compiled DOS programs never seemed to work with this though. I
always assumed it to be because it accessed the hardware at some lower
level, being a 32 bit program rather than 16 bit.

'Darco
--MESSAGE FILE 16789 END: ./2 SCEA/yaroze/beginners/000000300html.html

--MESSAGE FILE 16790 START: ./2 SCEA/yaroze/beginners/000000301html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: William Barry <wb95ab@sandcastle.cosc.brocku.ca>
Newsgroups: scea.yaroze.beginners
Subject: Batch File ??
Date: Sat, 06 Feb 1999 12:52:32 -0500
Organization: SCEA News Server
Lines: 24

Message-ID: <36BC8160.F227F8BC@sandcastle.cosc.brocku.ca>
NNTP-Posting-Host: zepar.cosc.brocku.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (WinNT; I)
X-Accept-Language: en

I have been playing around with the Yaroze and have been having a hard time understanding the Batch file. I know how to run the comands to get the TMD's, TIM's and VAD's to the Yaroze but my question is what about the address.

local dload theShip.tmd 0x800c0000

When I place this line in the model shows up. And my Debug Setting for the Code address is set at 0x80140000. This is ok and works fine but when I change it to

local dload theShip.tmd 0x80100000

and the Debug Settings for the Code address to 0x80090000 nothing happens. I guess my problem is how do I know where the actual address of

the TMD's, the TIM's and the VAD's start and finish. Do I look at the actual size of the file the add it to the address so that they will follow in sequence in memory.

If anyone has any information about this please respond because I am lost.

--MESSAGE FILE 16790 END: ./2 SCEA/yaroze/beginners/000000301html.html

--MESSAGE FILE 16791 START: ./2 SCEA/yaroze/beginners/000000302html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <BitSlap_Software@bigfoot.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Batch File ??
Date: Sat, 6 Feb 1999 16:18:44 -0500
Organization: BitSlap Software
Lines: 73
Message-ID: <79iasm$2ed1@scea>
References: <36BC8160.F227F8BC@sandcastle.cosc.brocku.ca>
Reply-To: "Steve Tolin" <BitSlap_Software@bigfoot.com>
NNTP-Posting-Host: sud-tcs1-port23.vianet.on.ca
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

You are correct in that you just add the size of the TIM to the starting address and that becomes your next start point.

Example.

0X80090000 is the beginning of useable memory for data

So let's say you have TIM file that is 32768 bytes big. You can place this in the bath file at 0x80090000 no prob.

Then you want to add another TIM file. That's 65536 bytes big. Well....
You have to place this one where the last one ends.   TIM1 at 32768 bytes is

equal to 0X8000 in hex so that means the first TIM uses the memory from 0X80090000 to 0X80098000. So we start TIM2 at 0X80098000.

One more time... Now let's say you have one more TIM or TMD or SEQ data file.. That's 18104 bytes.. Which is equal to 0X46B8 in hex. We would want to start this file at the end of TIM2..
Since TIM2 is 65536 bytes which is 0X10000 we add this to the the end of where TIM1 ended.
The starting address for the third file would be 0X800A8000....

One last point.. The fourth starting address would be 0X800AC6B8 right... The only thing is that I have had a few problem with TIM's not stating at 16bit offsets meaning the address end with zero.

So for the fourth address I would change it to 0x800AC6C0 by rounding up to the next 16bit offset.

I hope this helps..

If someout out there has solution for the rounding up problem or if I'm just not seeing something please reply.

I have been using Darco's Combine utility for all my data purposes. It is simple to use and very powerfull. It sure does come in handy in case you want to change the size of your graphics and stuff.

http://www.datasys.net/users/stu/rquat/combv154.zip

This is where you can find it.

Steve Tolin
BitSlap Software

William Barry <wb95ab@sandcastle.cosc.brocku.ca> wrote in message news:36BC8160.F227F8BC@sandcastle.cosc.brocku.ca...
>
>I have been playing around with the Yaroze and have been having a hard
>time understanding the Batch file. I know how to run the comands to get
>the TMD's, TIM's and VAD's to the Yaroze but my question is what about
>the address.
>
>local dload theShip.tmd 0x800c0000
>
>When I place this line in the model shows up. And my Debug Setting for
>the Code address is set at 0x80140000. This is ok and works fine but
>when I change it to
>
>local dload theShip.tmd 0x80100000
>
>and the Debug Settings for the Code address to 0x80090000 nothing
>happens. I guess my problem is how do I know where the actual address of
>
>the TMD's, the TIM's and the VAD's start and finish. Do I look at the
>actual size of the file the add it to the address so that they will
>follow in sequence in memory.
>
>If anyone has any information about this please respond because I am
>lost.
>

--MESSAGE FILE 16791 END: ./2 SCEA/yaroze/beginners/000000302html.html

--MESSAGE FILE 16792 START: ./2 SCEA/yaroze/beginners/000000303html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: unmodify@gate.net (Jesse Palmer)
Newsgroups: scea.yaroze.beginners
Subject: NA yarozer accessing Euro site
Date: Sun, 07 Feb 1999 11:06:51 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <36bd731a.4876231@news.scea.sony.com>
NNTP-Posting-Host: tstpa1-115.gate.net
X-Newsreader: Forte Free Agent 1.11/32.235

I've heard there's a wait of 2-4 weeks for the international sites to
have your account information. I've had my account in North America
for almost 2 months and I still cannot access the European site. Will
I eventually be able to access the sites around the world?
--MESSAGE FILE 16792 END: ./2 SCEA/yaroze/beginners/000000303html.html

--MESSAGE FILE 16793 START: ./2 SCEA/yaroze/beginners/000000304html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.beginners
Subject: Re: NA yarozer accessing Euro site
Date: Sun, 07 Feb 1999 16:53:31 GMT
Organization: L4 Software
Lines: 14
Message-ID: <36bec4d7.1554744@205.149.189.29>
References: <36bd731a.4876231@news.scea.sony.com>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Jesse,

I've added you to the list of accounts to check.

Mario

On Sun, 07 Feb 1999 11:06:51 GMT, unmodify@gate.net (Jesse Palmer)
wrote:

>I've heard there's a wait of 2-4 weeks for the international sites to
>have your account information. I've had my account in North America
>for almost 2 months and I still cannot access the European site. Will
>I eventually be able to access the sites around the world?

--MESSAGE FILE 16793 END: ./2 SCEA/yaroze/beginners/000000304html.html

--MESSAGE FILE 16794 START: ./2 SCEA/yaroze/beginners/000000305html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Batch File ??
Date: Mon, 08 Feb 1999 09:40:44 -0800
Organization: SCEA News Server
Lines: 12
Message-ID: <36BF219C.C7767208@vmlabs.com>
References: <36BC8160.F227F8BC@sandcastle.cosc.brocku.ca> <79iasm$2ed1@scea>
NNTP-Posting-Host: vmlabs29.vmlabs.com
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

> One last point.. The fourth starting address would be 0X800AC6B8 right...
> The only thing is that I have had a few problem with TIM's not stating at
> 16bit offsets meaning the address end with zero.
>
> So for the fourth address I would change it to 0x800AC6C0 by rounding up to
> the next 16bit offset.

Hmmm, I've not had this problem. I did find that I needed to make my
addresses start on a long (4-byte) boundary. All of my addresses end
in 0, 4, 8, or C. This hasn't caused me any problems.

Scott
--MESSAGE FILE 16794 END: ./2 SCEA/yaroze/beginners/000000305html.html

--MESSAGE FILE 16795 START: ./2 SCEA/yaroze/beginners/000000306html.html
Path: chuka.playstation.co.uk!news
From: "Johan MacLeod" <j-mac@lineone.net>
Newsgroups: scea.yaroze.beginners
Subject: A 'c' question...
Date: Thu, 25 Feb 1999 00:31:46 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7b25oi$9po13@chuka.playstation.co.uk>
NNTP-Posting-Host: host5-99-45-2.btinternet.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

    I have been working hard to get my first game out there and am nearly
there! I do have a problem, though. I am using a linked list in the game and
am not sure how to free the space back to the system. I think I need the
'free' function. Do I need to 'free' each pointer in the linked list,
individually, or can I just 'free' the head of the list (or would that just
leave a chunk of used up memory with no access to it)?

    Cheers,

        Mac.
 j-mac@lineone.net

--MESSAGE FILE 16795 END: ./2 SCEA/yaroze/beginners/000000306html.html

--MESSAGE FILE 16796 START: ./2 SCEA/yaroze/beginners/000000307html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: William Barry <wb95ab@sandcastle.cosc.brocku.ca>
Newsgroups: scea.yaroze.beginners
Subject: Floating Point
Date: Mon, 22 Mar 1999 15:28:30 -0500
Organization: SCEA News Server
Lines: 15
Message-ID: <36F6A7EE.B048F75E@sandcastle.cosc.brocku.ca>
NNTP-Posting-Host: zepar.cosc.brocku.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; I)

X-Accept-Language: en

Ok well I was told that the Yaroze is a non-floating point enviroment
but has is there a library that will do the floating point calculations
I find it stupid that you can declare floating variables but are unable
to use them.

Example:

```
    float x = 1.1, y = 1.2;

    x = x * y;

// Error
```

Is there anyother way aroung this??

--MESSAGE FILE 16796 END: ./2 SCEA/yaroze/beginners/000000307html.html

--MESSAGE FILE 16797 START: ./2 SCEA/yaroze/beginners/000000308html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Gary Kroll <garykroll@mediaone.net>
Newsgroups: scea.yaroze.beginners
Subject: Setting transparency in TimUtil
Date: Sun, 04 Apr 1999 21:23:07 -0400
Organization: SCEA News Server
Lines: 10
Message-ID: <3708107B.BDED2966@mediaone.net>
NNTP-Posting-Host: garykroll.ne.mediaone.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.51 [en] (Win95; I)
X-Accept-Language: en

I finally managed to successfully create a bitmap file and then display
it on the screen as a sprite. My problem is that I can't seem to get
any pixels to display (or actually NOT display) as transparent. As far
as I understand it, all I have to do to make a pixel transparent is to
make it pure black in the bitmap and then check the "Transparent for
black" box in the TimUtil program. I do set the bit depth to 4. I've
noticed that if I check the "Transparent for black" box, save, and then
reload, the box is unchecked. What am I missing? Any help would be
appreciated. Thanks.

--MESSAGE FILE 16797 END: ./2 SCEA/yaroze/beginners/000000308html.html

--MESSAGE FILE 16798 START: ./2 SCEA/yaroze/beginners/000000309html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Setting transparency in TimUtil
Date: Mon, 05 Apr 1999 10:10:20 -0700
Organization: SCEA News Server
Lines: 25
Message-ID: <3708EE7C.7FFC2182@vmlabs.com>
References: <3708107B.BDED2966@mediaone.net>
NNTP-Posting-Host: vmlabs32.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)

X-Accept-Language: en

> I finally managed to successfully create a bitmap file and then display
> it on the screen as a sprite. My problem is that I can't seem to get
> any pixels to display (or actually NOT display) as transparent. As far
> as I understand it, all I have to do to make a pixel transparent is to
> make it pure black in the bitmap and then check the "Transparent for
> black" box in the TimUtil program. I do set the bit depth to 4.

The meaning of that bit is reversed for pure black (RGB=0,0,0). So you
actually don't want it set. Kind of strange I know.

If you have other, non-black, colors which you want transparent you
also need to set the appropriate bits in the "attributes" field of your
sprite.

> I've noticed that if I check the "Transparent for black" box, save,
> and then reload, the box is unchecked. What am I missing?

This merely has to do with your preferences. Every time you load an
image it takes the values in the various boxes from the preferences.
Go up to (I think) "File" and then "Preferences" to view/change them.

Good luck!

Scott
--MESSAGE FILE 16798 END: ./2 SCEA/yaroze/beginners/000000309html.html

--MESSAGE FILE 16799 START: ./2 SCEA/yaroze/beginners/000000310html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Owes Beck" <ghost909@yahoo.com>
Newsgroups: scea.yaroze.beginners
Subject: 3d view
Date: Tue, 13 Apr 1999 16:26:11 -0400
Organization: THE MASTERMINDS
Lines: 9
Message-ID: <7f099h$j3@scea>
Reply-To: "Owes Beck" <ghost909@yahoo.com>
NNTP-Posting-Host: resnet193-123.resnet.buffalo.edu
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

hi,
 im trying to get a good overhead view for a 3d game im making,
im using GsRVIEW2 but i just cant seem to set the camera so its a "birds
eye" view of the world... anyone have any suggestions on what to set the
vpx, vpy, vpz, vrx............. members to?

open to suggestions!!!

--MESSAGE FILE 16799 END: ./2 SCEA/yaroze/beginners/000000310html.html

--MESSAGE FILE 16800 START: ./2 SCEA/yaroze/beginners/000000311html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: DFSUSER <lamont.washington@db.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Floating Point
Date: Wed, 14 Apr 1999 12:55:20 -0400

```
Organization: SCEA News Server
Lines: 19
Message-ID: <3714C878.91927A3D@db.com>
References: <36F6A7EE.B048F75E@sandcastle.cosc.brocku.ca>
NNTP-Posting-Host: oak1.dfsc.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (WinNT; I)
X-Accept-Language: en

IT probably uses a floating point emulator library.

William Barry wrote:

> Ok well I was told that the Yaroze is a non-floating point enviroment
> but has is there a library that will do the floating point calculations
> I find it stupid that you can declare floating variables but are unable
> to use them.
>
> Example:
>
>     float x = 1.1, y = 1.2;
>
>     x = x * y;
>
> // Error
>
> Is there anyother way aroung this??

--MESSAGE FILE 16800 END: ./2 SCEA/yaroze/beginners/000000311html.html


--MESSAGE FILE 16801 START: ./2 SCEA/yaroze/beginners/000000312html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: DFSUSER <lamont.washington@db.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: Floating Point
Date: Wed, 14 Apr 1999 12:55:52 -0400
Organization: SCEA News Server
Lines: 19
Message-ID: <3714C898.4044EF14@db.com>
References: <36F6A7EE.B048F75E@sandcastle.cosc.brocku.ca>
NNTP-Posting-Host: oak1.dfsc.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (WinNT; I)
X-Accept-Language: en

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> but has is there a library that will do the floating point calculations
> I find it stupid that you can declare floating variables but are unable
> to use them.
>
> Example:
>
>     float x = 1.1, y = 1.2;
>
>     x = x * y;
```

>
> // Error
>
> Is there anyother way aroung this??

--MESSAGE FILE 16801 END: ./2 SCEA/yaroze/beginners/000000312html.html

--MESSAGE FILE 16802 START: ./2 SCEA/yaroze/beginners/000000313html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: 3d view
Date: Wed, 14 Apr 1999 18:15:17 -0500
Organization: Ed Federmeyer
Lines: 25
Message-ID: <7f37bd$dno2@scea>
References: <7f099h$j3@scea>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Owes Beck wrote in message <7f099h$j3@scea>...
>hi,
> im trying to get a good overhead view for a 3d game im making,
>im using GsRVIEW2 but i just cant seem to set the camera so its a "birds
>eye" view of the world... anyone have any suggestions on what to set the
>vpx, vpy, vpz, vrx............. members to?
>
>open to suggestions!!!

I usually put some temporary code in the game so that instead of
controlling the player, the control pad controls the viewpoint and
refpoint. I also have it "print" the current "vpx, vpy, etc" values
on the screen. Then, I use the control pad to set the camera up
the way I like it, write down the values, and make those the
default values.

I usually leave the camera control code in (just commented out)
so that if stuff changes later in the game, I can readjust the
camera easily.

Good Luck,
EdF

--MESSAGE FILE 16802 END: ./2 SCEA/yaroze/beginners/000000313html.html

--MESSAGE FILE 16803 START: ./2 SCEA/yaroze/beginners/000000314html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Owes Beck" <ghost909@yahoo.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: 3d view
Date: Thu, 15 Apr 1999 09:29:54 -0400
Organization: THE MASTERMINDS
Lines: 37
Message-ID: <7f4pkv$dno3@scea>
References: <7f099h$j3@scea> <7f37bd$dno2@scea>
Reply-To: "Owes Beck" <ghost909@yahoo.com>
NNTP-Posting-Host: resnet193-123.resnet.buffalo.edu
X-Priority: 3
X-MSMail-Priority: Normal

X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Ed Federmeyer <fedeedw@charlie.cns.iit.edu> wrote in message
news:7f37bd$dno2@scea...
> Owes Beck wrote in message <7f099h$j3@scea>...
> >hi,
> > im trying to get a good overhead view for a 3d game im making,
> >im using GsRVIEW2 but i just cant seem to set the camera so its a "birds
> >eye" view of the world... anyone have any suggestions on what to set the
> >vpx, vpy, vpz, vrx............. members to?
> >
> >open to suggestions!!!
>
>
> I usually put some temporary code in the game so that instead of
> controlling the player, the control pad controls the viewpoint and
> refpoint. I also have it "print" the current "vpx, vpy, etc" values
> on the screen. Then, I use the control pad to set the camera up
> the way I like it, write down the values, and make those the
> default values.
>
> I usually leave the camera control code in (just commented out)
> so that if stuff changes later in the game, I can readjust the
> camera easily.
>
> Good Luck,
> EdF
>
>

yeh thats actually what im trying now but for some reason i cant get a good
"birds eye" view, it seems that when i finally have a desent camera shot, i
move my 3d object to the corners of the screen and it gets all warped??? (i
have no idea why)

--MESSAGE FILE 16803 END: ./2 SCEA/yaroze/beginners/000000314html.html

--MESSAGE FILE 16804 START: ./2 SCEA/yaroze/beginners/000000315html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.beginners
Subject: Re: 3d view
Date: Sun, 18 Apr 1999 12:49:35 -0500
Organization: Ed Federmeyer
Lines: 50
Message-ID: <7fd5nb$3qq1@scea>
References: <7f099h$j3@scea> <7f37bd$dno2@scea> <7f4pkv$dno3@scea>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Owes Beck wrote in message <7f4pkv$dno3@scea>...
>
>Ed Federmeyer <fedeedw@charlie.cns.iit.edu> wrote in message
>news:7f37bd$dno2@scea...
>> Owes Beck wrote in message <7f099h$j3@scea>...
>> >hi,
>> > im trying to get a good overhead view for a 3d game im making,

>> >im using GsRVIEW2 but i just cant seem to set the camera so its a "birds
>> >eye" view of the world... anyone have any suggestions on what to set the
>> >vpx, vpy, vpz, vrx............. members to?
>> >
>> >open to suggestions!!!
>>
>>
>> I usually put some temporary code in the game so that instead of
>> controlling the player, the control pad controls the viewpoint and
>> refpoint. I also have it "print" the current "vpx, vpy, etc" values
>> on the screen. Then, I use the control pad to set the camera up
>> the way I like it, write down the values, and make those the
>> default values.
>>
>> I usually leave the camera control code in (just commented out)
>> so that if stuff changes later in the game, I can readjust the
>> camera easily.
>>
>> Good Luck,
>> EdF
>>
>>yeh thats actually what im trying now but for some reason i cant get a
good
>"birds eye" view, it seems that when i finally have a desent camera shot,
i
>move my 3d object to the corners of the screen and it gets all warped??? (i
>have no idea why)

Hmmm, have you tried different settings for the "SetProjection()" function
also?

Between moving the actual viewpoint and tweaking the projection distance,
(a back-and-forth kind of process, you'll see when you start messing with
it)
you should be able to get a nice view that looks close enough to your target
without a huge amount of that "fishbowl" distortion at the edges of the
screen.

EdF

--MESSAGE FILE 16804 END: ./2 SCEA/yaroze/beginners/000000315html.html

--MESSAGE FILE 16805 START: ./2 SCEA/yaroze/beginners/000000316html.html
Path: chuka.playstation.co.uk!news
From: "Twinn" <twinn@intonet.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Mem card transfer
Date: Sat, 5 Jun 1999 21:26:54 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <7jc17h$96612@chuka.playstation.co.uk>
NNTP-Posting-Host: user161.intonet.co.uk
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_0025_01BEAF9A.21FE7060"
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

This is a multi-part message in MIME format.

------=_NextPart_000_0025_01BEAF9A.21FE7060
Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Can mem card files be transferred from PC to mem card with the usual =
setup?

Ric

------=_NextPart_000_0025_01BEAF9A.21FE7060
Content-Type: text/html;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META content=3D"text/html; charset=3Dwindows-1252" =
http-equiv=3DContent-Type>
<META content=3D"MSHTML 5.00.2014.210" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY>
<DIV><FONT face=3D"MS Sans Serif">Can mem card files be transferred from =
PC to mem=20
card with the usual setup?</FONT></DIV>
<DIV> </DIV>
<DIV><FONT face=3D"MS Sans Serif">Ric</FONT></DIV><FONT=20
face=3D"Times New Roman"></FONT><FONT size=3D2></FONT></BODY></HTML>

------=_NextPart_000_0025_01BEAF9A.21FE7060--

--MESSAGE FILE 16805 END: ./2 SCEA/yaroze/beginners/000000316html.html

--MESSAGE FILE 16806 START: ./2 SCEA/yaroze/beginners/000000317html.html
Path: chuka.playstation.co.uk!news
From: niccolo' <niccolo@sis.it>
Newsgroups: scea.yaroze.beginners
Subject: COLLABORATION
Date: Wed, 23 Jun 1999 20:06:13 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <37712215.AC1E2D05@sis.it>
NNTP-Posting-Host: totaldipo-35.sis.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [it] (Win95; I)

Is there some new beginner who want to start to programming together
with me??

Tnk

Niccolo'

Italy

--MESSAGE FILE 16806 END: ./2 SCEA/yaroze/beginners/000000317html.html

--MESSAGE FILE 16807 START: ./2 SCEA/yaroze/beginners/000000318html.html
Path: chuka.playstation.co.uk!news
From: Jo180@mdx.ac.uk (John Owens)
Newsgroups: scea.yaroze.beginners
Subject: 3D studio files
Date: Wed, 06 Oct 1999 14:19:58 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <37fb58ea.177347542@news.playstation.co.uk>
Reply-To: Jo180@mdx.ac.uk
NNTP-Posting-Host: dyn025-104.mdx.ac.uk
X-Newsreader: Forte Free Agent 1.11/32.235

I am a beginner to the Yaroze but I have come from an Opengl
background so I have a few questions.

1. Are you forced to use TMD files or can you use .3ds files instead
and write your own reader and viewer, this goes for using other image
formats as well instead of TIMs.

2. On this same point does the full playstion development kit have
this restriction.

3. I see that the yaroze doesn't have a FPU and it has to do all
floating point calculations in software so when it comes to matrix and
vector functions do people use fixed point maths or do they use
floating point and let the library take care of the conversion as I
see that the library has Vector and matrix funcs.

Thanks for any help you can be

--MESSAGE FILE 16807 END: ./2 SCEA/yaroze/beginners/000000318html.html

--MESSAGE FILE 16808 START: ./2 SCEA/yaroze/beginners/000000319html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Lemont Washington" <lemont@defiantsoft.com>
Newsgroups: scea.yaroze.beginners
Subject: Re: 3D studio files
Date: Wed, 6 Oct 1999 11:37:41 -0400
Organization: Defiant Games
Lines: 45
Message-ID: <7tfq7j$ot91@scea>
References: <37fb58ea.177347542@news.playstation.co.uk>
NNTP-Posting-Host: 63.69.218.158
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

A TMD is not only a file format but a data structure. If you download the
document from the yaroze web site that describes the format of a tmd file
you could write a conversion tool yourself 3ds2TMD or you could even
write a psx loader that loads the 3ds and dynamically create a .tmd at run
time.
and of course you would free the memory the .3ds file would take up right
away. OpenGL is a very procedural low level API. The yaroze is very high
level, this was done probably because the bulk of the users could not
program a loader and conversion tools and all that. the goal was to create
some objects in the yaroze format then quckly plug them into your
application. I suggest you just write a conversion tool or a proprietary
loader. and dynmically create the TMD file at run time. I debated over this
before as well.seems more like a retained mode api , but it is not. even

though sony made the yaroze easier by adding these functions there are loopholes. One MAJOR loophole is the data structures they expose to you. Once you understand these structures, you can create your own data and use them for your own dastardly deeds...
Lemont Washington
Defiant Games.....
www.defiantsoft.com/
John Owens <Jo180@mdx.ac.uk> wrote in message
news:37fb58ea.177347542@news.playstation.co.uk...
> I am a beginner to the Yaroze but I have come from an Opengl
> background so I have a few questions.
>
> 1. Are you forced to use TMD files or can you use .3ds files instead
> and write your own reader and viewer, this goes for using other image
> formats as well instead of TIMs.
>
> 2. On this same point does the full playstion development kit have
> this restriction.
>
> 3. I see that the yaroze doesn't have a FPU and it has to do all
> floating point calculations in software so when it comes to matrix and
> vector functions do people use fixed point maths or do they use
> floating point and let the library take care of the conversion as I
> see that the library has Vector and matrix funcs.
>
> Thanks for any help you can be
>
>

--MESSAGE FILE 16808 END: ./2 SCEA/yaroze/beginners/000000319html.html

--MESSAGE FILE 16809 START: ./2 SCEA/yaroze/beginners/000000320html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Brian Weed" <bweed@vipah.com>
Newsgroups: scea.yaroze.beginners
Subject: Timer
Date: Tue, 26 Oct 1999 15:32:37 -0400
Organization: SCEA News Server
Lines: 12
Message-ID: <7v4vh8$9m44@scea>
NNTP-Posting-Host: mail.vipah.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Is there a way to get timing information on the NetYaroze?
I need a replacement for clock() (which apparently does not exist in the NetYaroze API).

I looked at GetRCnt(), but, even though it says it returns a long, it only uses a 16bit integer for it's counter, and therefore wraps around way too often.

Brian Weed
bweed at vipah dot com

--MESSAGE FILE 16809 END: ./2 SCEA/yaroze/beginners/000000320html.html

--MESSAGE FILE 16810 START: ./2 SCEA/yaroze/beginners/000000321html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scea.yaroze.beginners
Subject: Re: Timer
Date: Mon, 01 Nov 1999 17:52:01 +0000
Organization: Sony Computer Entertainment Europe
Lines: 21
Message-ID: <381DD341.A73076D@scee.sony.co.uk>
References: <7v4vh8$9m44@scea>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.7 [en] (Win95; I)
X-Accept-Language: en

Brian Weed wrote:
>
> Is there a way to get timing information on the NetYaroze?
> I need a replacement for clock() (which apparently does not exist in the
> NetYaroze API).
>
> I looked at GetRCnt(), but, even though it says it returns a long, it only
> uses a 16bit integer for it's counter, and therefore wraps around way too
> often.
>

You can use the Vsync function which returns the number of VSyncs since bootup
(1/60 or 1/50th per
second, NTSC/PAL), HSyncs for TV scanlines and RCnt for anything in between.

--
== James_Russell@scee.sony.co.uk   ph: +44 (20) 7447-1626 - fax: 7390 4324
== Tools and Middleware Licensing Manager - Sony Computer Entertainment Europe

Many people think they are thinking, when they are really only rearranging
their prejudices.
--MESSAGE FILE 16810 END: ./2 SCEA/yaroze/beginners/000000321html.html

--##############
--##############

--##############
--START NEWSGROUP FOLDER: ./2 SCEA/yaroze/freetalk
--##############

--MESSAGE FILE 16811 START: ./2 SCEA/yaroze/freetalk/000000001html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Bill Romanowski" <prairie@iquest.net>
Newsgroups: scea.yaroze.freetalk
Subject: add group scea.yaroze.hardware
Date: Wed, 23 Apr 1997 23:28:49 -0500
Organization: prairie research
Lines: 7
Message-ID: <5jmncl$gi11@scea>
NNTP-Posting-Host: roin6-a05.indy.tds.net
X-Newsreader: Microsoft Outlook Express 4.71.0544.0
X-MimeOLE: Produced By Microsoft MimeOLE Engine V4.71.0544.0

Would it be possible to add scea.yaroze.hardware as a news group?

Bill Romanowski

--MESSAGE FILE 16811 END: ./2 SCEA/yaroze/freetalk/000000001html.html

--MESSAGE FILE 16812 START: ./2 SCEA/yaroze/freetalk/000000002html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: David White <dwhite2@san.rr.com>
Newsgroups: scea.yaroze.freetalk
Subject: Message archiving
Date: Sat, 26 Apr 1997 23:11:25 -0700
Organization: SCEA Net Yaroze News
Lines: 4
Message-ID: <3362EE0B.2302@san.rr.com>
Reply-To: dwhite2@san.rr.com
NNTP-Posting-Host: dt3h2n10.san.rr.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)

Are these news messages going to be archived, kept on the
server, or should we be saving them for future reference?

David
--MESSAGE FILE 16812 END: ./2 SCEA/yaroze/freetalk/000000002html.html

--MESSAGE FILE 16813 START: ./2 SCEA/yaroze/freetalk/000000003html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Message archiving
Date: Sun, 27 Apr 1997 14:27:34 GMT
Organization: SCEA Net Yaroze News
Lines: 13
Message-ID: <33636077.360510@205.149.189.29>
References: <3362EE0B.2302@san.rr.com>
NNTP-Posting-Host: ind-0005-30.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

David,

The messages will be left on the server for as long as possible. When
the directories get too large, they will be archived.

On Sat, 26 Apr 1997 23:11:25 -0700, David White <dwhite2@san.rr.com>
wrote:

>Are these news messages going to be archived, kept on the
>server, or should we be saving them for future reference?
>
>David

--MESSAGE FILE 16813 END: ./2 SCEA/yaroze/freetalk/000000003html.html

--MESSAGE FILE 16814 START: ./2 SCEA/yaroze/freetalk/000000004html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: bobt10@cris.com
Newsgroups: scea.yaroze.freetalk
Subject: posting code and pictures of Net Yaroze package on internet
Date: Sun, 27 Apr 1997 18:11:59 -0500
Organization: SCEA Net Yaroze News
Lines: 3
Message-ID: <3363DD3F.52FB@cris.com>
Reply-To: bobt10@cris.com
NNTP-Posting-Host: 61021d0017ch.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

If I wanted to put some of my own written code on a web page
outside of the Net Yaroze site, and also place some pictures of
the dev kit, would I be violating the Net Yaroze license agreement?
--MESSAGE FILE 16814 END: ./2 SCEA/yaroze/freetalk/000000004html.html

--MESSAGE FILE 16815 START: ./2 SCEA/yaroze/freetalk/000000005html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Pradip Fatehpuria <pradip_fatehpuria@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: posting code and pictures of Net Yaroze package on internet
Date: Mon, 28 Apr 1997 10:39:39 -0700
Organization: Sony Computer Entertainment America
Lines: 17
Message-ID: <3364E0DB.51E7@interactive.sony.com>
References: <3363DD3F.52FB@cris.com>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

bobt10@cris.com wrote:
>
> If I wanted to put some of my own written code on a web page
> outside of the Net Yaroze site, and also place some pictures of
> the dev kit, would I be violating the Net Yaroze license agreement?

I think you will be violating the license agreement if you post any
source code outside of the Net Yaroze site. Pictures of the Net Yaroze
kit will be ok I guess, 'cause some of them are already available on the
Home Page of Net Yaroze.

May be Mario can elaborate on this a luttle more.

Mario, are you there ?

Pradip
--MESSAGE FILE 16815 END: ./2 SCEA/yaroze/freetalk/000000005html.html

--MESSAGE FILE 16816 START: ./2 SCEA/yaroze/freetalk/000000006html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: posting code and pictures of Net Yaroze package on internet
Date: Mon, 28 Apr 1997 20:09:40 GMT
Organization: SCEA Net Yaroze News

Lines: 18
Message-ID: <3364fd0d.1994826@205.149.189.29>
References: <3363DD3F.52FB@cris.com>
NNTP-Posting-Host: ind-0016-20.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

I've checked with my contacts at Sony and have been informed that your request lies in a gray area. Noone locally wants to give this sort of blanket permission. Without that permission, my recommendation would be that you not do it without first seeking the advice of an attorney.

If the Sony legal department returns a decision on this, it will be posted here.

Sorry if it seems like I'm passing the buck, but I am. :^/

Mario

On Sun, 27 Apr 1997 18:11:59 -0500, bobt10@cris.com wrote:

>If I wanted to put some of my own written code on a web page
>outside of the Net Yaroze site, and also place some pictures of
>the dev kit, would I be violating the Net Yaroze license agreement?

--MESSAGE FILE 16816 END: ./2 SCEA/yaroze/freetalk/000000006html.html

--MESSAGE FILE 16817 START: ./2 SCEA/yaroze/freetalk/000000007html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: eli curtz <gromit@halcyon.com>
Newsgroups: scea.yaroze.freetalk
Subject: Access to other sites?
Date: Tue, 29 Apr 1997 07:55:24 +0000
Organization: SCEA Net Yaroze News
Lines: 7
Message-ID: <3365A969.23D2@halcyon.com>
Reply-To: gromit@halcyon.com
NNTP-Posting-Host: lcy-pm0-ip3.halcyon.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)

Has there been a decision on what's going to happen about getting stuff distributed from the Japanese and European sites?

   (I figure if I can't get much of anything to work now, then I should have much more luck doing the same stuff in Japanese...)

eli
--MESSAGE FILE 16817 END: ./2 SCEA/yaroze/freetalk/000000007html.html

--MESSAGE FILE 16818 START: ./2 SCEA/yaroze/freetalk/000000008html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: greg_labrec@interactive.sony.com (Greg LaBrec)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Access to other sites?
Date: Tue, 29 Apr 1997 21:25:48 GMT
Organization: Sony Computer Entertainment
Lines: 13
Message-ID: <33666745.15188356@205.149.189.29>
References: <3365A969.23D2@halcyon.com>
NNTP-Posting-Host: 206.41.6.40

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent .99g/32.339

You should have access to their website in about a week.

On Tue, 29 Apr 1997 07:55:24 +0000, eli curtz <gromit@halcyon.com>
wrote:

>Has there been a decision on what's going to happen about getting stuff
>distributed from the Japanese and European sites?
>
> (I figure if I can't get much of anything to work now, then I should
>have much more luck doing the same stuff in Japanese...)
>
>eli

--MESSAGE FILE 16818 END: ./2 SCEA/yaroze/freetalk/000000008html.html

--MESSAGE FILE 16819 START: ./2 SCEA/yaroze/freetalk/000000009html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More file formats
Date: Tue, 29 Apr 1997 14:58:02 -0700
Organization: SCEA Net Yaroze News
Lines: 17
Message-ID: <wal-ya02408000R2904971458020001@news.scea.sony.com>
References: <33657096.14133213@205.149.189.29>
NNTP-Posting-Host: wal2.mfactory.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <33657096.14133213@205.149.189.29>, mperdue@iquest.net (Mario
Perdue) wrote:

> I have just finished posting the file formats for the RSD files and
> the TMD files. These are not the 'official' documents. They were
> created from html files obtained from the SCEE Net Yaroze site. The
> official files will be posted as soon as they become available.
>
> Mario

Hooray, but I would have preferred that the original HTML documents were
posted, rather than being converted to RTF; they would be more universally
readable that way. I'm a Mac user, and I don't use Word, and the other apps
I own that are supposed to read RTF are having problems with the posted
files.

Just my 2 cents.
--MESSAGE FILE 16819 END: ./2 SCEA/yaroze/freetalk/000000009html.html

--MESSAGE FILE 16820 START: ./2 SCEA/yaroze/freetalk/000000010html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jeff Lawton <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: posting code and pictures of Net Yaroze package on internet
Date: Tue, 29 Apr 1997 21:09:49 -0400
Organization: SCEA Net Yaroze News

Lines: 19
Message-ID: <33669BDD.D95@groupz.net>
References: <3363DD3F.52FB@cris.com>
Reply-To: jlawton@groupz.net
NNTP-Posting-Host: 208.138.69.193
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (Win95; I)

bobt10@cris.com wrote:
>
> If I wanted to put some of my own written code on a web page
> outside of the Net Yaroze site, and also place some pictures of
> the dev kit, would I be violating the Net Yaroze license agreement?

I don't work with Sony or anything, but from what I have read and heard
is you can post code as long as is does not contain any of the Sony
owned libs.. GNU comes with a standard free lic on the code YOU write
with GNU. If you read through the files on the Yaroze disk you'll find
something that talks about that.

If you go to the NY Times Yaroze web site he covers that topic in
detail, and has some stuff he got from Sony explaining the lic.

Regards,

Jeff
--MESSAGE FILE 16820 END: ./2 SCEA/yaroze/freetalk/000000010html.html

--MESSAGE FILE 16821 START: ./2 SCEA/yaroze/freetalk/000000011html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More file formats
Date: Wed, 30 Apr 1997 02:31:40 GMT
Organization: SCEA Net Yaroze News
Lines: 28
Message-ID: <3366ae8e.43961169@205.149.189.29>
References: <33657096.14133213@205.149.189.29> <wal-
ya02408000R2904971458020001@news.scea.sony.com>
NNTP-Posting-Host: ind-0007-21.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

Wayne,

Thanks for your input. We'll try to decide on a better format and
re-post the files in whatever that format is soon. Hang in there.

Mario

On Tue, 29 Apr 1997 14:58:02 -0700, wal@blarg.net (wayne a. lee)
wrote:

>In article <33657096.14133213@205.149.189.29>, mperdue@iquest.net (Mario
>Perdue) wrote:
>
>> I have just finished posting the file formats for the RSD files and
>> the TMD files. These are not the 'official' documents. They were
>> created from html files obtained from the SCEE Net Yaroze site. The
>> official files will be posted as soon as they become available.

>>
>> Mario
>
>Hooray, but I would have preferred that the original HTML documents were
>posted, rather than being converted to RTF; they would be more universally
>readable that way. I'm a Mac user, and I don't use Word, and the other apps
>I own that are supposed to read RTF are having problems with the posted
>files.
>
>Just my 2 cents.

--MESSAGE FILE 16821 END: ./2 SCEA/yaroze/freetalk/000000011html.html

--MESSAGE FILE 16822 START: ./2 SCEA/yaroze/freetalk/000000012html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: posting code and pictures of Net Yaroze package on internet
Date: Wed, 30 Apr 1997 03:16:37 GMT
Organization: SCEA Net Yaroze News
Lines: 30
Message-ID: <3366b8f1.46620582@205.149.189.29>
References: <3363DD3F.52FB@cris.com> <33669BDD.D95@groupz.net>
NNTP-Posting-Host: ind-0007-21.iquest.net
X-Newsreader: Forte Free Agent 1.1/32.230

Jeff,

Thanks for your input on this. I'll go take a look at the info at NY
Times tonight.

Mario

On Tue, 29 Apr 1997 21:09:49 -0400, Jeff Lawton <jlawton@groupz.net>
wrote:

>bobt10@cris.com wrote:
>>
>> If I wanted to put some of my own written code on a web page
>> outside of the Net Yaroze site, and also place some pictures of
>> the dev kit, would I be violating the Net Yaroze license agreement?
>
>
>I don't work with Sony or anything, but from what I have read and heard
>is you can post code as long as is does not contain any of the Sony
>owned libs.. GNU comes with a standard free lic on the code YOU write
>with GNU. If you read through the files on the Yaroze disk you'll find
>something that talks about that.
>
>If you go to the NY Times Yaroze web site he covers that topic in
>detail, and has some stuff he got from Sony explaining the lic.
>
>Regards,
>
>Jeff

--MESSAGE FILE 16822 END: ./2 SCEA/yaroze/freetalk/000000012html.html

--MESSAGE FILE 16823 START: ./2 SCEA/yaroze/freetalk/000000013html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!wal
From: wal@blarg.net (wayne a. lee)

Newsgroups: scea.yaroze.freetalk
Subject: Re: More file formats
Date: Tue, 29 Apr 1997 21:13:58 -0700
Organization: SCEA Net Yaroze News
Lines: 17
Message-ID: <wal-ya02408000R2904972113580001@news.scea.sony.com>
References: <33657096.14133213@205.149.189.29> <wal-
ya02408000R2904971458020001@news.scea.sony.com>
<3366ae8e.43961169@205.149.189.29>
NNTP-Posting-Host: mg128-177.ricochet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <3366ae8e.43961169@205.149.189.29>, mperdue@iquest.net (Mario
Perdue) wrote:

> Wayne,
>
> Thanks for your input. We'll try to decide on a better format and
> re-post the files in whatever that format is soon. Hang in there.
>
> Mario

Thanks. BTW, I hope I didn't sound sarcastic or snarky in my previous post,
I don't mean to sound ingrateful :-)

I'm very happy to see the file formats, and for the record, I managed to
get them printed out (we have Word at work). Thanks!

wayne
--MESSAGE FILE 16823 END: ./2 SCEA/yaroze/freetalk/000000013html.html

--MESSAGE FILE 16824 START: ./2 SCEA/yaroze/freetalk/000000014html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: EMail address change
Date: Thu, 01 May 1997 13:32:29 GMT
Organization: SCEA Net Yaroze News
Lines: 6
Message-ID: <33689b14.6992900@205.149.189.29>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

If anyone has added my EMail address to their address book, please be
advised that it has changed. My new EMail address is:

mperdue@hrtc.net

Mario
--MESSAGE FILE 16824 END: ./2 SCEA/yaroze/freetalk/000000014html.html

--MESSAGE FILE 16825 START: ./2 SCEA/yaroze/freetalk/000000015html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: eli curtz <gromit@halcyon.com>
Newsgroups: scea.yaroze.freetalk
Subject: Welcome Throngs!
Date: Thu, 01 May 1997 20:14:10 -0700
Organization: SCEA Net Yaroze News

Lines: 12
Message-ID: <33695C00.6B5D@halcyon.com>
Reply-To: gromit@halcyon.com
NNTP-Posting-Host: lcy-pm1-ip12.halcyon.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)

This is just a nice friendly hello to the uncounted multitudes who are
rushing to join us here in Yaroze-land!

Just got the big glad-hand press release - I guess they must have tons
of people signing up or they wouldn't be able to pay all the carnies.

eli
With your recommended daily dose of cynacism and sarcasm in one easy to
read post!

(And no, I'm not trying to insult anybody here - I just find the trade
show and hype portions of the computer industry ridiculous...)
--MESSAGE FILE 16825 END: ./2 SCEA/yaroze/freetalk/000000015html.html

--MESSAGE FILE 16826 START: ./2 SCEA/yaroze/freetalk/000000016html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Bill Romanowski" <prairie@iquest.net>
Newsgroups: scea.yaroze.freetalk
Subject: beyond the boot
Date: Fri, 2 May 1997 19:34:24 -0500
Organization: prairie research
Lines: 32
Message-ID: <5ke11j$bjf1@scea>
NNTP-Posting-Host: roin0-a03.indy.tds.net
X-Newsreader: Microsoft Outlook Express 4.71.0544.0
X-MimeOLE: Produced By Microsoft MimeOLE Engine V4.71.0544.0

After yaroze boots, brings up CIP and some target exe is launched,
can't a "homemade" CD-R be put in and accessed for (all) resources?

Possibly, the PC/MAC could load a tiny shell, prompt for a disk,
yaroze disk is exchanged for a CD-R, real game is booted from the disk,
and we now have access
 to big game world fun.

I know that the boot disk has to be there when the exe exits,
but are there any other circumstances where the boot disk
 is called upon
 beyond when an exe directly reads the CD?

Actually, we could same alot of trouble if the CIP would just
be that "shell" anyway. Now we could run yaroze programs
in a stand alone mode. Even better than that...

Seeing that the yaroze is copy protected by the access key
in conjunction with (I assume) the internal yaroze ROM,
Sony could release a CIP runtime/boot that we could freely put on our
CD-Rs as a boot image. Yaroze is still as protected as always,
but now our learning experience can also involve large data
.

Does this line of thinking violate our agreement?
Is this another grey area?

scea.yaroze.greyarea?

billr

--MESSAGE FILE 16826 END: ./2 SCEA/yaroze/freetalk/000000016html.html

--MESSAGE FILE 16827 START: ./2 SCEA/yaroze/freetalk/000000017html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: beyond the boot
Date: Sat, 03 May 1997 02:31:17 GMT
Organization: SCEA Net Yaroze News
Lines: 25
Message-ID: <336aa23f.50449482@205.149.189.29>
References: <5ke11j$bjf1@scea>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

Bill,

I think I'm going to 'pass the buck' again and let someone at Sony
handle this inquery.

Mario

On Fri, 2 May 1997 19:34:24 -0500, "Bill Romanowski"
<prairie@iquest.net> wrote:

>
>After yaroze boots, brings up CIP and some target exe is launched,
>can't a "homemade" CD-R be put in and accessed for (all) resources?
>
> ...
> ...
>
>Does this line of thinking violate our agreement?
>Is this another grey area?
>scea.yaroze.greyarea?
>
>billr
>
>

--MESSAGE FILE 16827 END: ./2 SCEA/yaroze/freetalk/000000017html.html

--MESSAGE FILE 16828 START: ./2 SCEA/yaroze/freetalk/000000018html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: "Manny Najera" <mnajera@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Tekken 3?
Date: 6 May 1997 03:11:58 GMT
Organization: SCEA Net Yaroze News
Lines: 6
Message-ID: <01bc59cb$7ceef700$9973d9ce@mannynaj>
NNTP-Posting-Host: dgr-il11-25.ix.netcom.com
X-Newsreader: Microsoft Internet News 4.70.1155

Do you think that they will be able to squeeze Tekken 3 onto the PSX?

I think we've all been programming long enough to be able to make educated guesses about the capabilty of the PlayStation...

Manny Najera
--MESSAGE FILE 16828 END: ./2 SCEA/yaroze/freetalk/000000018html.html

--MESSAGE FILE 16829 START: ./2 SCEA/yaroze/freetalk/000000019html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: eli curtz <gromit@halcyon.com>
Newsgroups: scea.yaroze.freetalk
Subject: Test / missing news?
Date: Wed, 07 May 1997 14:24:46 -0700
Organization: SCEA Net Yaroze News
Lines: 8
Message-ID: <3370F31D.FED@halcyon.com>
Reply-To: gromit@halcyon.com
NNTP-Posting-Host: lcy-pm0-ip7.halcyon.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)

Where did all the posts go?

I logged on for the first time in a couple days and there's nothing on news.scea.sony.com. What gives? (Of course I am reading with NetScape, so it could just be expressing its lameness by not showing me posts...)

eli curtz
gromit@halcyon.com
--MESSAGE FILE 16829 END: ./2 SCEA/yaroze/freetalk/000000019html.html

--MESSAGE FILE 16830 START: ./2 SCEA/yaroze/freetalk/000000020html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Manny Najera" <mnajera@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Europe is cool...
Date: 10 May 1997 03:16:49 GMT
Organization: SCEA Net Yaroze News
Lines: 10
Message-ID: <01bc5cf0$ce7f7fe0$2d91b8cd@mannynaj>
NNTP-Posting-Host: dgr-il1-13.ix.netcom.com
X-Newsreader: Microsoft Internet News 4.70.1155

I like the way SCEE has their Yaroze site set up. From what it looks like to me, they each get their own little ftp space to upload files. I know it's not a question of CAN, but will we (or do we) have a similar setup for our homepages? I would have my own page set up now, but I don't have any outside places to store pics and such.

If I have been an unobservant slime and we actually have the same set up, please be kind enough to correct me in a non-violent way.

Manny Najera
--MESSAGE FILE 16830 END: ./2 SCEA/yaroze/freetalk/000000020html.html

--MESSAGE FILE 16831 START: ./2 SCEA/yaroze/freetalk/000000021html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Europe is cool...

Date: Sun, 11 May 1997 03:41:13 GMT
Organization: SCEA Net Yaroze News
Lines: 19
Message-ID: <33753f47.165801@205.149.189.29>
References: <01bc5cf0$ce7f7fe0$2d91b8cd@mannynaj>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On 10 May 1997 03:16:49 GMT, "Manny Najera" <mnajera@ix.netcom.com>
wrote:

>I like the way SCEE has their Yaroze site set up. From what it looks like
>to me, they each get their own little ftp space to upload files. I know
>it's not a question of CAN, but will we (or do we) have a similar setup for
>our homepages? I would have my own page set up now, but I don't have any
>outside places to store pics and such.
>
>If I have been an unobservant slime and we actually have the same set up,
>please be kind enough to correct me in a non-violent way.
>

Manny,

There are no plans to duplicate that capability on this side of the
Atlantic. I agree that it's nice, but it's a real pain to manage.

Mario
--MESSAGE FILE 16831 END: ./2 SCEA/yaroze/freetalk/000000021html.html

--MESSAGE FILE 16832 START: ./2 SCEA/yaroze/freetalk/000000022html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Fred Flintstone" <Fred@Bedrock.Net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: beyond the boot
Date: 12 May 1997 15:06:21 GMT
Organization: Slate's Gravel Pit
Lines: 36
Message-ID: <01bc5ee6$a12dbeb0$be8fb5cc@furlough>
References: <5ke11j$bjf1@scea>
NNTP-Posting-Host: potomac.medifax.com
X-Newsreader: Microsoft Internet News 4.70.1155

> After yaroze boots, brings up CIP and some target exe is launched,
> can't a "homemade" CD-R be put in and accessed for (all) resources?

I played with this all weekend.. The Yaroze never stops spinning the CD
from what I've been able to see. So that in itself is a problem. You have
to "Hot swap" the disks.

> Possibly, the PC/MAC could load a tiny shell, prompt for a disk,
> yaroze disk is exchanged for a CD-R, real game is booted from the disk,
> and we now have access
> to big game world fun.

I wrote a routine that loaded the "system.cnf" file from the CD in the
unit, and "printf'ed" it to the PC. After a disk swap, it would read the
file, and dump it just fine. Soooo, in theory, you could read your data
files from the CD-R.

> I know that the boot disk has to be there when the exe exits,

This isn't true. I exited and re-downloaded with a different CD in the
drive!

> Seeing that the yaroze is copy protected by the access key
> in conjunction with (I assume) the internal yaroze ROM,
> Sony could release a CIP runtime/boot that we could freely put on our
> CD-Rs as a boot image. Yaroze is still as protected as always,
> but now our learning experience can also involve large data

Can't be done.. There is also the protection on the "Yaroze Boot Disc"
that is required for the PS to load anything. This, I'M SURE Sony won't
give up!

Now what *I* want from Sony is a call to stop the CD from spinning so you
can swap them safely!

--MESSAGE FILE 16832 END: ./2 SCEA/yaroze/freetalk/000000022html.html

--MESSAGE FILE 16833 START: ./2 SCEA/yaroze/freetalk/000000023html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Furlough" <furlough@bellsouth.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: beyond the boot
Date: 12 May 1997 15:51:37 GMT
Organization: SCEA Net Yaroze News
Lines: 43
Message-ID: <01bc5eec$edd91150$be8fb5cc@furlough>
References: <5ke11j$bjf1@scea> <01bc5ee6$a12dbeb0$be8fb5cc@furlough>
NNTP-Posting-Host: potomac.medifax.com
X-Newsreader: Microsoft Internet News 4.70.1155

Sorry about the previous post. I was in "Anti-Spam" mode for the regular
newsgroups..

Fred Flintstone <Fred@Bedrock.Net> wrote in article
<01bc5ee6$a12dbeb0$be8fb5cc@furlough>...
> > After yaroze boots, brings up CIP and some target exe is launched,
> > can't a "homemade" CD-R be put in and accessed for (all) resources?
>
> I played with this all weekend.. The Yaroze never stops spinning the CD
> from what I've been able to see. So that in itself is a problem. You
have
> to "Hot swap" the disks.
>
> > Possibly, the PC/MAC could load a tiny shell, prompt for a disk,
> > yaroze disk is exchanged for a CD-R, real game is booted from the disk,
> > and we now have access
> > to big game world fun.
>
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> unit, and "printf'ed" it to the PC. After a disk swap, it would read the
> file, and dump it just fine. Soooo, in theory, you could read your data
> files from the CD-R.
>
> > I know that the boot disk has to be there when the exe exits,
>
> This isn't true. I exited and re-downloaded with a different CD in the
> drive!
>
> > Seeing that the yaroze is copy protected by the access key
> > in conjunction with (I assume) the internal yaroze ROM,
> > Sony could release a CIP runtime/boot that we could freely put on our
> > CD-Rs as a boot image. Yaroze is still as protected as always,
> > but now our learning experience can also involve large data

>
> Can't be done.. There is also the protection on the "Yaroze Boot Disc"
> that is required for the PS to load anything. This, I'M SURE Sony won't
> give up!
>
>
> Now what *I* want from Sony is a call to stop the CD from spinning so you
> can swap them safely!
>
>
--MESSAGE FILE 16833 END: ./2 SCEA/yaroze/freetalk/000000023html.html

--MESSAGE FILE 16834 START: ./2 SCEA/yaroze/freetalk/000000024html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Artist Wanted
Date: Sun, 18 May 1997 11:22:25 -0500
Organization: (no organization)
Lines: 16
Message-ID: <337F2CC1.3C8@charlie.cns.iit.edu>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

HELP!

I've written a little "PacMan(tm)" like game for Net Yaroze, but
Sony wants the graphics to be less "PacMan(tm)" like. (I can't blame
them really).

I'm a programmer, not an artist, however, and my pitiful attempts to
be one look silly.

If you are an artist (or just have decent art skills!) looking for a
quick, light project, email me, and I'll send you the graphics and
engine and you can update the sprites. Of course, I'll give you credit
for the art in the title screen!

Ed Federmeyer
fedeedw@charlie.cns.iit.edu
--MESSAGE FILE 16834 END: ./2 SCEA/yaroze/freetalk/000000024html.html

--MESSAGE FILE 16835 START: ./2 SCEA/yaroze/freetalk/000000025html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jay Brewer <J.Brewer@handsontoys.com>
Newsgroups: scea.yaroze.freetalk
Subject: Summer and Yaroze
Date: Wed, 21 May 1997 16:48:17 +0000
Organization: HandsOnToys, Inc.
Lines: 1
Message-ID: <33832752.1E3D@handsontoys.com>
Reply-To: J.Brewer@handsontoys.com
NNTP-Posting-Host: 204.167.99.141
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Macintosh; I; PPC)

Why does it have to be summer now that I have a yaroze...
--MESSAGE FILE 16835 END: ./2 SCEA/yaroze/freetalk/000000025html.html

--MESSAGE FILE 16836 START: ./2 SCEA/yaroze/freetalk/000000026html.html
Path: chuka.playstation.co.uk!news
From: "Nelson Santos" <nelson@total.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Summer and Yaroze
Date: 22 May 1997 02:17:59 GMT
Organization: Marconi
Lines: 6
Message-ID: <01bc6656$6c8976a0$6aa2cdcd@default>
References: <33832752.1E3D@handsontoys.com>
NNTP-Posting-Host: ppp-annex-0424.mtl.total.net
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Internet News 4.70.1161

> Why does it have to be summer now that I have a yaroze...

Because it is telling you that it is better than Summer! :)

Nelson.

--MESSAGE FILE 16836 END: ./2 SCEA/yaroze/freetalk/000000026html.html

--MESSAGE FILE 16837 START: ./2 SCEA/yaroze/freetalk/000000027html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: walter griswold <walterg@mindspring.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Artist Wanted
Date: Wed, 21 May 1997 23:56:16 -0700
Organization: MindSpring Enterprises, Inc.
Lines: 36
Message-ID: <3383EE10.33D8@mindspring.com>
References: <337F2CC1.3C8@charlie.cns.iit.edu>
NNTP-Posting-Host: user-2k7i873.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Ed Federmeyer wrote:
>
> HELP!
>
> I've written a little "PacMan(tm)" like game for Net Yaroze, but
> Sony wants the graphics to be less "PacMan(tm)" like. (I can't blame
> them really).
>
> I'm a programmer, not an artist, however, and my pitiful attempts to
> be one look silly.
>
> If you are an artist (or just have decent art skills!) looking for a
> quick, light project, email me, and I'll send you the graphics and
> engine and you can update the sprites. Of course, I'll give you credit
> for the art in the title screen!
>
> Ed Federmeyer
> fedeedw@charlie.cns.iit.edu
Dear Ed:

Have you had a reply to this yet? If not, (or even if so, I guess) I may be able to help you.

I have both Fractal Design Painter and a 3d rendering program on my PC, and I may be able to provide you with something to help. If you're interested, send me the samples at walterg@mindspring.com and I will do whatever I can.

Of course, I need information about what you want in terms of an aesthetic. Almost anything will do. If you have a deadline, I also need that.

I myself am also working on a game, but this is a fighting game (as though the PSX doesn't have enough already). I am trying to implement some ideas I haven't seen used together before, and things might turn out nicely. However, I still need to learn C syntax better.

Anyway, send the samples if you're interested.

Sincerely,

Walter Griswold

walterg@mindspring.com

--MESSAGE FILE 16837 END: ./2 SCEA/yaroze/freetalk/000000027html.html

--MESSAGE FILE 16838 START: ./2 SCEA/yaroze/freetalk/000000028html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Access to other sites?
Date: Sat, 24 May 1997 15:12:08 -0700
Organization: SCEA Net Yaroze News
Lines: 13
Message-ID: <338767B8.49EF@znet.com>
References: <3365A969.23D2@halcyon.com> <33666745.15188356@205.149.189.29>
NNTP-Posting-Host: capts-33.znet.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Greg LaBrec wrote:
>
> You should have access to their website in about a week.
>

I do, thanks.
Does this mean they (europs) have access to ours (amerops) ?

regards,
kirk

kbender@znet.com
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 16838 END: ./2 SCEA/yaroze/freetalk/000000028html.html

--MESSAGE FILE 16839 START: ./2 SCEA/yaroze/freetalk/000000029html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Access to other sites?
Date: Sun, 25 May 1997 11:02:24 GMT
Organization: SCEA Net Yaroze News
Lines: 14
Message-ID: <33881c1e.8266779@205.149.189.29>
References: <3365A969.23D2@halcyon.com> <33666745.15188356@205.149.189.29>
<338767B8.49EF@znet.com>
NNTP-Posting-Host: filter-hrtc1.nortel.net

X-Newsreader: Forte Free Agent 1.1/32.230

On Sat, 24 May 1997 15:12:08 -0700, Kirk Bender <kbender@znet.com>
wrote:

>Greg LaBrec wrote:
>>
>> You should have access to their website in about a week.
>>
>
>I do, thanks.
>Does this mean they (europs) have access to ours (amerops) ?

Yes, they do.

Mario
--MESSAGE FILE 16839 END: ./2 SCEA/yaroze/freetalk/000000029html.html

--MESSAGE FILE 16840 START: ./2 SCEA/yaroze/freetalk/000000030html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: scorn@pacbell.net (Rajiv Patel)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Access to other sites?
Date: Mon, 26 May 1997 18:10:05 GMT
Organization: SCEA Net Yaroze News
Lines: 18
Message-ID: <3389d16d.9858155@news.scea.sony.com>
References: <3365A969.23D2@halcyon.com> <33666745.15188356@205.149.189.29>
NNTP-Posting-Host: ppp-206-170-223-144.anhm01.pacbell.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.01/32.397

On Tue, 29 Apr 1997 21:25:48 GMT, greg_labrec@interactive.sony.com
(Greg LaBrec) wrote:

>You should have access to their website in about a week.
>
>On Tue, 29 Apr 1997 07:55:24 +0000, eli curtz <gromit@halcyon.com>
>wrote:
>
>>Has there been a decision on what's going to happen about getting stuff
>>distributed from the Japanese and European sites?
>>
>> (I figure if I can't get much of anything to work now, then I should
>>have much more luck doing the same stuff in Japanese...)

I can't get into the SCEE site at all. I keep getting "Authorization
Failed".

raj
--MESSAGE FILE 16840 END: ./2 SCEA/yaroze/freetalk/000000030html.html

--MESSAGE FILE 16841 START: ./2 SCEA/yaroze/freetalk/000000031html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Access to other sites?
Date: Tue, 27 May 1997 10:49:11 GMT
Organization: SCEA Net Yaroze News
Lines: 13

Message-ID: <338abba7.32077537@205.149.189.29>
References: <3365A969.23D2@halcyon.com> <33666745.15188356@205.149.189.29>
<3389d16d.9858155@news.scea.sony.com>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Mon, 26 May 1997 18:10:05 GMT, scorn@pacbell.net (Rajiv Patel)
wrote:

>I can't get into the SCEE site at all. I keep getting "Authorization
>Failed".
>
raj,

This should be working. Maybe someone from Sony can check into it when
they get into the office after the long weekend.

Mario

--MESSAGE FILE 16841 END: ./2 SCEA/yaroze/freetalk/000000031html.html

--MESSAGE FILE 16842 START: ./2 SCEA/yaroze/freetalk/000000032html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Patrick Devine <jehu@ranch.org>
Newsgroups: scea.yaroze.freetalk
Subject: Linux and Yaroze
Date: Tue, 27 May 1997 14:47:38 -0700
Organization: SCEA Net Yaroze News
Lines: 22
Message-ID: <338B567A.EEAD686@ranch.org>
NNTP-Posting-Host: magritte.artschool.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (X11; I; Linux 2.0.27 i586)

I actually just got my Yaroze, and I haven't even been able to try it
out yet (my computer is in storage as I'm moving this weekend) but I'm
dieing to get it out and I already have a boatload of questions; I
will, however, keep it short for fearing I'll stick my foot in my mouth
and ask something obvious once I can pull the damn thing out of the box
-- here goes:

- Has anyone attempted to get it to work with Linux? Linux comes with
GCC, offers an excellent development environment and IMHO kicks
MS-Windows butt in terms of the strengths of an OS; with the possible
exceptions of not having enough apps -- anyhow, it's free, it's great,
it would be lots of fun to do development work with it for something
like Yaroze.

..

What would it entail, is it worth the time to even attempt to write
something?

p.
--MESSAGE FILE 16842 END: ./2 SCEA/yaroze/freetalk/000000032html.html

--MESSAGE FILE 16843 START: ./2 SCEA/yaroze/freetalk/000000033html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com

From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Linux and Yaroze
Date: Wed, 28 May 1997 15:19:27 GMT
Organization: SCEA Net Yaroze News
Lines: 18
Message-ID: <338c4a3e.1927717@205.149.189.29>
References: <338B567A.EEAD686@ranch.org>
NNTP-Posting-Host: filter-hrtc1.nortel.net
X-Newsreader: Forte Free Agent 1.1/32.230

On Tue, 27 May 1997 14:47:38 -0700, Patrick Devine <jehu@ranch.org>
wrote:

>- Has anyone attempted to get it to work with Linux? Linux comes with
>GCC, offers an excellent development environment and IMHO kicks
>MS-Windows butt in terms of the strengths of an OS; with the possible
>exceptions of not having enough apps -- anyhow, it's free, it's great,
>it would be lots of fun to do development work with it for something
>like Yaroze.

Pat,

I don't know of anyone who is doing Net Yaroze work with Linux. The
tools provided with the Yaroze system are, for the most part, DOS
tools. As such, you're pretty much limited to DOS or Windows as
development environments.

Mario
--MESSAGE FILE 16843 END: ./2 SCEA/yaroze/freetalk/000000033html.html

--MESSAGE FILE 16844 START: ./2 SCEA/yaroze/freetalk/000000034html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Kevin Holbrook <Kevin_Holbrook@bmc.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Linux and Yaroze
Date: Tue, 27 May 1997 23:14:27 +0000
Organization: SCEA Net Yaroze News
Lines: 14
Message-ID: <338B6AD2.1CFA@bmc.com>
References: <338B567A.EEAD686@ranch.org> <338c4a3e.1927717@205.149.189.29>
NNTP-Posting-Host: dresden.bmc.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)

Mario Perdue wrote:
>
> I don't know of anyone who is doing Net Yaroze work with Linux. The
> tools provided with the Yaroze system are, for the most part, DOS
> tools. As such, you're pretty much limited to DOS or Windows as
> development environments.
>

Well Linux has a DOS emulator too.
When I get time I will try it to see if the tools will work under it.
Most DOS programs work under it.

I would love to be able to use Linux for Yaroze development.
Win95 is too unstable and NT beats my high-end PC to death.
--MESSAGE FILE 16844 END: ./2 SCEA/yaroze/freetalk/000000034html.html

--MESSAGE FILE 16845 START: ./2 SCEA/yaroze/freetalk/000000035html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: [frivolous] NetYaroze merchandising?
Date: Tue, 27 May 1997 23:36:43 -0700
Organization: SCEA Net Yaroze News
Lines: 8
Message-ID: <wal-ya02408000R2705972336430001@news.scea.sony.com>
NNTP-Posting-Host: ppp017-sf5.sirius.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

This has nothing to do with actual coding or anything, but are there any plans for stickers, patches, t-shirts or whatever with the Net Yaroze logo on it? Obviously a low priority, but it's just a thought... I'd make my own but I'm sure I wouldn't be allowed to distribute anything with any Sony trademarks.

--
wayne a. lee <wal@blarg.net>
--MESSAGE FILE 16845 END: ./2 SCEA/yaroze/freetalk/000000035html.html

--MESSAGE FILE 16846 START: ./2 SCEA/yaroze/freetalk/000000036html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Spellweaver <spelwevr@ix.netcom.com>
Newsgroups:
scea.yaroze.hardware,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Link-up games... over the Internet! And more....
Date: Thu, 29 May 1997 01:52:35 -0500
Organization: The Implementor
Lines: 26
Message-ID: <338D27B3.225C@ix.netcom.com>
Reply-To: spelwevr@ix.netcom.com
NNTP-Posting-Host: aus-tx2-04.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:36
scee.yaroze.freetalk.english:116

I have completed my PSXsock utility program for Windows 95/NT4 which allows the Yaroze (tm) to be accessed via TCP/IP sockets. It allows your PC to act as a socket server or client. Using PSXsock, two Yaroze systems can be connected, allowing link-up games to be written/debugged/played via any TCP/IP network (including LANs and dial-up networking connections). In fact, even commercial PSX games should work (Internet WipeOut, anyone?). Also, PSXsock will act as a server for local connections, allowing utility programs (such as replacements for SIOCONS) to be written (in fact, I'm working on some of these right now; more on this later).

This is the initial release of PSXsock, and so it is bound to have bugs, so if (when) you find some, let me know (kindly). I will try to fix them as quickly and cleanly as possible.

Other upcoming additions include a Win32 DLL which provides a high-level interface, allowing you to write Win32 programs to perform such tasks as file/data upload, program execution, etc. -- anything

that SIOCONS can do, and then some. More on this as things
develop.

I am about to go and post the PSXsock archive (PSXSOCK.ZIP) on the
SCEA web site. I haven't tried uploading anything there yet, so
if you can't find it, or I fouled up in uploading it somehow, let
me know; also, if you want, I can email it to you instead (it is
only 21K zipped).
--MESSAGE FILE 16846 END: ./2 SCEA/yaroze/freetalk/000000036html.html

--MESSAGE FILE 16847 START: ./2 SCEA/yaroze/freetalk/000000037html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: scorn@pacbell.net (Rajiv Patel)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Linux and Yaroze
Date: Thu, 29 May 1997 03:58:41 GMT
Organization: SCEA Net Yaroze News
Lines: 16
Message-ID: <338cfe5c.903118@news.scea.sony.com>
References: <338B567A.EEAD686@ranch.org> <338c4a3e.1927717@205.149.189.29>
<338B6AD2.1CFA@bmc.com>
NNTP-Posting-Host: ppp-206-170-223-216.anhm01.pacbell.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.01/32.397

On Tue, 27 May 1997 23:14:27 +0000, Kevin Holbrook
<Kevin_Holbrook@bmc.com> wrote:

>Well Linux has a DOS emulator too.
>When I get time I will try it to see if the tools will work under it.
>Most DOS programs work under it.
>
>I would love to be able to use Linux for Yaroze development.
>Win95 is too unstable and NT beats my high-end PC to death.

How high-end is your high-end PC? I'm running NT on a P133 with 64M
and it's on average 20-30% faster than Win95 for everything but games.
Games that run in NT (Outlaws demo, GLQuake) run 5-10% faster in NT
than in Win95.

raj
--MESSAGE FILE 16847 END: ./2 SCEA/yaroze/freetalk/000000037html.html

--MESSAGE FILE 16848 START: ./2 SCEA/yaroze/freetalk/000000038html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Spellweaver <spelwevr@ix.netcom.com>
Newsgroups:
scea.yaroze.hardware,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Link-up games... over the Internet! And more....
Date: Thu, 29 May 1997 02:22:50 -0500
Organization: The Implementor
Lines: 15
Message-ID: <338D2ECA.2306@ix.netcom.com>
References: <338D27B3.225C@ix.netcom.com>
Reply-To: spelwevr@ix.netcom.com
NNTP-Posting-Host: aus-tx2-04.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Xref: chuka.playstation.co.uk scea.yaroze.freetalk:38
scee.yaroze.freetalk.english:117

Behold, for the Scribes of the Ancients record that I spake thusly:
   > I have completed my PSXsock utility program for Windows 95/NT4
   > which allows the Yaroze (tm) to be accessed via TCP/IP sockets.
   [...]
   > I am about to go and post the PSXsock archive (PSXSOCK.ZIP) on
   > the SCEA web site.

Woe unto the unprepared -- little did I know that files uploaded are
not immediately available on this site. I uploaded the archive, but
it will not be available for download until it is duly authorized by
whomever is in charge there. When this is done it will be available
from the following web site:
   http://www.scea.sony.com/net/yaroze/pages/jblack.html
Most likely it will be available later today (the 29th), but if not,
email me and I'll send you a copy.
--MESSAGE FILE 16848 END: ./2 SCEA/yaroze/freetalk/000000038html.html

--MESSAGE FILE 16849 START: ./2 SCEA/yaroze/freetalk/000000039html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.freetalk
Subject: Re: [frivolous] NetYaroze merchandising?
Date: Thu, 29 May 1997 18:24:48 GMT
Organization: SCEA Net Yaroze News
Lines: 18
Message-ID: <338dc995.1516433@news.scea.sony.com>
References: <wal-ya02408000R2705972336430001@news.scea.sony.com>
NNTP-Posting-Host: nb5ppp172.cac.psu.edu
X-Newsreader: Forte Free Agent 1.11/32.235

    I think all Net Yaroze members should get complimentary
t-shirts with their development kit to endorse it! What do you say?

Jamin Frederick

On Tue, 27 May 1997 23:36:43 -0700, wal@blarg.net (wayne a. lee)
wrote:

>This has nothing to do with actual coding or anything, but are there any
>plans for stickers, patches, t-shirts or whatever with the Net Yaroze logo
>on it? Obviously a low priority, but it's just a thought... I'd make my own
>but I'm sure I wouldn't be allowed to distribute anything with any Sony
>trademarks.
>
>--
>wayne a. lee <wal@blarg.net>

--MESSAGE FILE 16849 END: ./2 SCEA/yaroze/freetalk/000000039html.html

--MESSAGE FILE 16850 START: ./2 SCEA/yaroze/freetalk/000000040html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Kevin Holbrook <Kevin_Holbrook@bmc.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Linux and Yaroze
Date: Thu, 29 May 1997 16:01:33 -0500
Organization: SCEA Net Yaroze News
Lines: 38
Message-ID: <338DEEAD.79258B34@bmc.com>

References: <338B567A.EEAD686@ranch.org> <338c4a3e.1927717@205.149.189.29>
<338B6AD2.1CFA@bmc.com> <338cfe5c.903118@news.scea.sony.com>
NNTP-Posting-Host: dresden.bmc.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; U; Linux 2.0.26 i586)

Rajiv Patel wrote:
>
> >I would love to be able to use Linux for Yaroze development.
> >Win95 is too unstable and NT beats my high-end PC to death.
>
> How high-end is your high-end PC? I'm running NT on a P133 with 64M
> and it's on average 20-30% faster than Win95 for everything but games.
> Games that run in NT (Outlaws demo, GLQuake) run 5-10% faster in NT
> than in Win95.
>

Well my statement comes from comparing another multi-tasking OS to NT - Linux.

My PC is a Pentium 166 with 96M Ram and 10Gig of disk. I triple boot between Win95, NT 4.0 and Linux 2.0.26

Here's my experience with the three:

	Speed	Stability (* = poor **** = excellent)
Win95	**	*
NT 4.0	***	**
Linux 2.0	****	****

I really only use Win95 for games and one graphic modelling program.
I pretty much quit using NT after it erased one of my hard drives. (I deal with it too much at work anyways)
Linux is my OS of choice, and I have all the GUI bells and whistles to boot.

The yaroze really doesn't care what platform the data comes from. It's not a Intel platform either (thank GOD). I just wished Sony would open up with a little more information about the protocols and such so some of us could make more/better tools available. After all I bought into Sony's vision, I only want to help them as much as I can, I'm not after trade secrets.

Kevin
--MESSAGE FILE 16850 END: ./2 SCEA/yaroze/freetalk/000000040html.html

--MESSAGE FILE 16851 START: ./2 SCEA/yaroze/freetalk/000000041html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!go
From: go@cclub.tutcc.tut.ac.jp (Go Watanabe)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Linux and Yaroze
Date: 30 May 1997 02:02:03 GMT
Organization: Computer Club, Toyohashi Univ. of Tech., Aichi, Japan
Lines: 27
Message-ID: <5mlcer$6h7@news1.scei.co.jp>
References: <338B567A.EEAD686@ranch.org>
NNTP-Posting-Host: 133.15.192.120
X-Newsreader: mnews [version 1.19PL2] 1996-01/26(Fri)

In article <338B567A.EEAD686@ranch.org>
jehu@ranch.org writes:

>- Has anyone attempted to get it to work with Linux? Linux comes with

Yes. There are some patches for BINUTILS/GCC/GDB on Japanese Yaroze site.
(Mr. Motohashi has made this patch.)
These works fine almost UNIX environment. (Linux, BSDs, SunOS etc.)

And Mr. Motohashi make a utility "hssutils" to transmit UNIX<->PS, too.
This tool uses HSS protocol to transmit a data to PlayStation.
The HSS protocol is used by GDB and need to run RDB.EXE on
PlayStation when using.

I made another tool "SIOCONS for UNIX" for UNIX environment.
This works like original siocons almost same.
(Ive checked this program works fine on OpenBSD and FreeBSD.
 I think It will work on Linux, too)

You can get these patches and tools from Japanese site.
Mr. Motohashi's page: http://www1.scei.co.jp/~byz00002/unix/
My page: http://www1.scei.co.jp/~crj00686/

** These pages and tool's documents are written in Japanese.
** I don't know whether SCEA/SCEE people can access to SCEI or not.
--
Go Watanabe go@cclub.tutcc.tut.ac.jp
--MESSAGE FILE 16851 END: ./2 SCEA/yaroze/freetalk/000000041html.html

--MESSAGE FILE 16852 START: ./2 SCEA/yaroze/freetalk/000000042html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jehu J. Jackson" <jehu@artschool.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Linux and Yaroze
Date: Fri, 30 May 1997 09:45:15 -0700
Organization: SCEA Net Yaroze News
Lines: 42
Message-ID: <338F041B.678ED288@artschool.com>
References: <338B567A.EEAD686@ranch.org> <5mlcer$6h7@news1.scei.co.jp>
NNTP-Posting-Host: 207.23.82.12
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Mailer: Mozilla 4.0b5 [en] (WinNT; I)
X-Priority: 3 (Normal)

This all sounds great (too good to be true almost), however
unfortunately SCEA members can't seem to get into the SCEI website.
Argh.

How does the quality compare between Mr. Motohashi's utilities and the
normal Sony utilities?

I'd also love to see your SIOCONS utility as well.

p.

Go Watanabe wrote:

> In article <338B567A.EEAD686@ranch.org>
> jehu@ranch.org writes:
>
> >- Has anyone attempted to get it to work with Linux? Linux comes
> with
>
> Yes. There are some patches for BINUTILS/GCC/GDB on Japanese Yaroze

> site.
> (Mr. Motohashi has made this patch.)
> These works fine almost UNIX environment. (Linux, BSDs, SunOS etc.)
>
> And Mr. Motohashi make a utility "hssutils" to transmit UNIX<->PS,
> too.
> This tool uses HSS protocol to transmit a data to PlayStation.
> The HSS protocol is used by GDB and need to run RDB.EXE on
> PlayStation when using.
>
> I made another tool "SIOCONS for UNIX" for UNIX environment.
> This works like original siocons almost same.
> (Ive checked this program works fine on OpenBSD and FreeBSD.
> I think It will work on Linux, too)
>
> You can get these patches and tools from Japanese site.
> Mr. Motohashi's page: http://www1.scei.co.jp/~byz00002/unix/
> My page: http://www1.scei.co.jp/~crj00686/
>
> ** These pages and tool's documents are written in Japanese.
> ** I don't know whether SCEA/SCEE people can access to SCEI or not.

--MESSAGE FILE 16852 END: ./2 SCEA/yaroze/freetalk/000000042html.html

--MESSAGE FILE 16853 START: ./2 SCEA/yaroze/freetalk/000000043html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Spellweaver <spelwevr@ix.netcom.com>
Newsgroups:
scea.yaroze.hardware,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Yaroze I/O
Date: Sat, 31 May 1997 01:59:40 -0500
Organization: The Implementor
Lines: 6
Message-ID: <338FCC5C.5E46@ix.netcom.com>
Reply-To: spelwevr@ix.netcom.com
NNTP-Posting-Host: aus-tx5-04.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:43
scee.yaroze.freetalk.english:118

For those who were asking (and anyone else for that matter), I have
put up some source code showing how to perform I/O with the Yaroze
using the PSXsock utility. There is also version 1.01 of PSXsock
(puts your Yaroze on a TCP/IP network) and a summary of the file
upload protocol.
   http://www.scea.sony.com/net/yaroze/pages/jblack.html
--MESSAGE FILE 16853 END: ./2 SCEA/yaroze/freetalk/000000043html.html

--MESSAGE FILE 16854 START: ./2 SCEA/yaroze/freetalk/000000044html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Manny Najera" <mnajera@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: 2 megs too little?
Date: 1 Jun 1997 04:06:41 GMT
Organization: SCEA Net Yaroze News
Lines: 9
Message-ID: <01bc6e41$e5bc8c40$6473d9ce@mannynaj>
NNTP-Posting-Host: dgr-il9-36.ix.netcom.com
X-Newsreader: Microsoft Internet News 4.70.1155

Most of the complaints about the Yaroze from people who don't own one are about the 2 meg memory limit. They say that no serious game can be made with "only" 2 megs.

From what I've seen in the month or so I've been working with it, I've had no problems at all due to memory limits. Has anyone run into problems with memory?

Manny Najera
--MESSAGE FILE 16854 END: ./2 SCEA/yaroze/freetalk/000000044html.html

--MESSAGE FILE 16855 START: ./2 SCEA/yaroze/freetalk/000000045html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Amelia DY Holman <amelia_holman@dial.pipex.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Linux and Yaroze
Date: Sun, 01 Jun 1997 09:12:49 -0700
Organization: SCEA Net Yaroze News
Lines: 62
Message-ID: <33919F81.DC@dial.pipex.com>
References: <338B567A.EEAD686@ranch.org> <5mlcer$6h7@news1.scei.co.jp>
<338F041B.678ED288@artschool.com>
NNTP-Posting-Host: ae094.du.pipex.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)
To: "Jehu J. Jackson" <jehu@artschool.com>

Goto "Utilities & Links" on the SCEE site (http://www.playstation.co.uk/yaroze) where your UserID and Password from this site will allow you entrance.

There, you can browse a mirror of the SCEI site. (The ~'s won't work, but you can go straight to
http://www.playstation.co.uk/yaroze_scei/homepages/home00/byz00002/public_html/unix/

or

http://www.playstation.co.uk/yaroze_scei/homepages/home00/crj00686/public_html/

(Also, take a look at the SCEE "Homepages" section - one of the SCEE Members has ported the tools to Amiga as well)...

Paul@SCEE

Jehu J. Jackson wrote:
>
> This all sounds great (too good to be true almost), however
> unfortunately SCEA members can't seem to get into the SCEI website.
> Argh.
>
> How does the quality compare between Mr. Motohashi's utilities and the
> normal Sony utilities?
>
> I'd also love to see your SIOCONS utility as well.
>
> p.
>
> Go Watanabe wrote:

>
> > In article <338B567A.EEAD686@ranch.org>
> > jehu@ranch.org writes:
> >
> > >- Has anyone attempted to get it to work with Linux? Linux comes
> > with
> >
> > Yes. There are some patches for BINUTILS/GCC/GDB on Japanese Yaroze
> > site.
> > (Mr. Motohashi has made this patch.)
> > These works fine almost UNIX environment. (Linux, BSDs, SunOS etc.)
> >
> > And Mr. Motohashi make a utility "hssutils" to transmit UNIX<->PS,
> > too.
> > This tool uses HSS protocol to transmit a data to PlayStation.
> > The HSS protocol is used by GDB and need to run RDB.EXE on
> > PlayStation when using.
> >
> > I made another tool "SIOCONS for UNIX" for UNIX environment.
> > This works like original siocons almost same.
> > (Ive checked this program works fine on OpenBSD and FreeBSD.
> > I think It will work on Linux, too)
> >
> > You can get these patches and tools from Japanese site.
> > Mr. Motohashi's page: http://www1.scei.co.jp/~byz00002/unix/
> > My page: http://www1.scei.co.jp/~crj00686/
> >
> > ** These pages and tool's documents are written in Japanese.
> > ** I don't know whether SCEA/SCEE people can access to SCEI or not.

--MESSAGE FILE 16855 END: ./2 SCEA/yaroze/freetalk/000000045html.html

--MESSAGE FILE 16856 START: ./2 SCEA/yaroze/freetalk/000000046html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: scorn@pacbell.net (Rajiv Patel)
Newsgroups: scea.yaroze.freetalk
Subject: Re: 2 megs too little?
Date: Sun, 01 Jun 1997 17:23:19 GMT
Organization: SCEA Net Yaroze News
Lines: 19
Message-ID: <3391af86.1616093@news.scea.sony.com>
References: <01bc6e41$e5bc8c40$6473d9ce@mannynaj>
NNTP-Posting-Host: ppp-206-170-223-132.anhm01.pacbell.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.01/32.397

On 1 Jun 1997 04:06:41 GMT, "Manny Najera" <mnajera@ix.netcom.com>
wrote:

>Most of the complaints about the Yaroze from people who don't own one are
>about the 2 meg memory limit. They say that no serious game can be made
>with "only" 2 megs.

That makes them fools because a full-blown PSX has "only" 2 megs.

>From what I've seen in the month or so I've been working with it, I've had
>no problems at all due to memory limits. Has anyone run into problems with
>memory?

Not I. Tell these people to check out Ridge Racer or WipeOut XL.
Each level of these games is entirely memory resident. Remember, any

game that uses Redbook audio has to load the entire level into memory,
because the CD is effectively lost to you while the audio is playing.

raj
--MESSAGE FILE 16856 END: ./2 SCEA/yaroze/freetalk/000000046html.html

--MESSAGE FILE 16857 START: ./2 SCEA/yaroze/freetalk/000000047html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Mr. Fabulous" <potomac1@medifax.com>
Newsgroups:
scea.yaroze.hardware,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Yaroze I/O
Date: Sat, 31 May 1997 16:43:04 -0500
Organization: SCEA Net Yaroze News
Lines: 16
Message-ID: <33909B68.1BD0@medifax.com>
References: <338FCC5C.5E46@ix.netcom.com>
NNTP-Posting-Host: host-207-53-19-216.bna.bellsouth.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.0 (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:47
scee.yaroze.freetalk.english:120

Spellweaver wrote:
>
> For those who were asking (and anyone else for that matter), I have
> put up some source code showing how to perform I/O with the Yaroze
> using the PSXsock utility. There is also version 1.01 of PSXsock
> (puts your Yaroze on a TCP/IP network) and a summary of the file
> upload protocol.
>   http://www.scea.sony.com/net/yaroze/pages/jblack.html

Just bouncing this around, and wondered if there would be a way
to download files from the PC to the Yaroze employing this
method. Thus, allowing us to write programs that are larger
than 2 meg..

Thoughts??
--MESSAGE FILE 16857 END: ./2 SCEA/yaroze/freetalk/000000047html.html

--MESSAGE FILE 16858 START: ./2 SCEA/yaroze/freetalk/000000048html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Spellweaver <spelwevr@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: 2 megs too little?
Date: Sun, 01 Jun 1997 05:40:14 -0500
Organization: The Implementor
Lines: 10
Message-ID: <3391518E.4538@ix.netcom.com>
References: <01bc6e41$e5bc8c40$6473d9ce@mannynaj>
<3391af86.1616093@news.scea.sony.com>
Reply-To: spelwevr@ix.netcom.com
NNTP-Posting-Host: aus-tx13-07.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Quoth Rajiv Patel:

```
   [ ... ]
   > Tell these people to check out Ridge Racer or WipeOut XL.
   > Each level of these games is entirely memory resident.
   > Remember, any game that uses Redbook audio has to load the
   > entire level into memory, because the CD is effectively lost
   > to you while the audio is playing.

This is true; don't forget, however, that we have a sizeable
chunk of memory taken up by the Yaroze libraries, etc..
--MESSAGE FILE 16858 END: ./2 SCEA/yaroze/freetalk/000000048html.html


--MESSAGE FILE 16859 START: ./2 SCEA/yaroze/freetalk/000000049html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Spellweaver <spelwevr@ix.netcom.com>
Newsgroups:
scea.yaroze.hardware,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Yaroze I/O
Date: Sun, 01 Jun 1997 05:36:49 -0500
Organization: The Implementor
Lines: 23
Message-ID: <339150C1.68D4@ix.netcom.com>
References: <338FCC5C.5E46@ix.netcom.com> <33909B68.1BD0@medifax.com>
Reply-To: spelwevr@ix.netcom.com
NNTP-Posting-Host: aus-tx13-07.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)
To: "Mr. Fabulous" <potomac1@medifax.com>
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:49
scee.yaroze.freetalk.english:121

Quoth Mr. Fabulous:
   > Spellweaver wrote:
   > > For those who were asking (and anyone else for that matter),
   > > I have put up some source code showing how to perform I/O
   > > with the Yaroze using the PSXsock utility.  There is also
   > > version 1.01 of PSXsock (puts your Yaroze on a TCP/IP network)
   > > and a summary of the file upload protocol.
   > >    http://www.scea.sony.com/net/yaroze/pages/jblack.html
   >
   > Just bouncing this around, and wondered if there would be a way
   > to download files from the PC to the Yaroze employing this
   > method.  Thus, allowing us to write programs that are larger
   > than 2 meg..

It should be possible.  You would need to work out the protocol.
Just write a Win32 app that connects to the Yaroze socket, and
when the Yaroze requests a file, send it to the socket (it would
be up to the Yaroze program to actually transfer the data into
the proper memory location, but that is not difficult).
I will probably put something of this sort in the utility
program that I'm working on.  If anyone has any protocol
suggestions (i.e., how much error detection should I include,
etc.), let me know.
--MESSAGE FILE 16859 END: ./2 SCEA/yaroze/freetalk/000000049html.html


--MESSAGE FILE 16860 START: ./2 SCEA/yaroze/freetalk/000000050html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: scorn@pacbell.net (Rajiv Patel)
Newsgroups: scea.yaroze.freetalk
Subject: Re: 2 megs too little?
```

Date: Mon, 02 Jun 1997 01:43:39 GMT
Organization: SCEA Net Yaroze News
Lines: 23
Message-ID: <33922490.12898697@news.scea.sony.com>
References: <01bc6e41$e5bc8c40$6473d9ce@mannynaj>
<3391af86.1616093@news.scea.sony.com> <3391518E.4538@ix.netcom.com>
NNTP-Posting-Host: ppp-206-170-220-75.anhm01.pacbell.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.01/32.397

On Sun, 01 Jun 1997 05:40:14 -0500, Spellweaver
<spelwevr@ix.netcom.com> wrote:

>Quoth Rajiv Patel:
>   [...]
>   > Tell these people to check out Ridge Racer or WipeOut XL.
>   > Each level of these games is entirely memory resident.
>   > Remember, any game that uses Redbook audio has to load the
>   > entire level into memory, because the CD is effectively lost
>   > to you while the audio is playing.
>
>This is true; don't forget, however, that we have a sizeable
>chunk of memory taken up by the Yaroze libraries, etc..

Fair enough. Still, there's LOTS left over, and we don't have to
worry (can't worry) about MDEC code for FMV, or Redbook code or any of
the like. I don't think we're facing any real restriction.

Also, remember that there are libraries that you have to link in for
full-blown PSX development too. I don't doubt that they're around the
same size as the Yaroze libs.

raj
--MESSAGE FILE 16860 END: ./2 SCEA/yaroze/freetalk/000000050html.html

--MESSAGE FILE 16861 START: ./2 SCEA/yaroze/freetalk/000000051html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Spellweaver <spelwevr@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: 2 megs too little?
Date: Mon, 02 Jun 1997 01:20:39 -0500
Organization: The Implementor
Lines: 20
Message-ID: <33926637.44F4@ix.netcom.com>
References: <01bc6e41$e5bc8c40$6473d9ce@mannynaj>
<3391af86.1616093@news.scea.sony.com> <3391518E.4538@ix.netcom.com>
<33922490.12898697@news.scea.sony.com>
Reply-To: spelwevr@ix.netcom.com
NNTP-Posting-Host: aus-tx3-13.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Quoth Rajiv Patel wrote:
   [...]
   > Fair enough. Still, there's LOTS left over, and we don't have to
   > worry (can't worry) about MDEC code for FMV, or Redbook code or
   > any of the like. I don't think we're facing any real restriction.
   >
   > Also, remember that there are libraries that you have to link in

> for full-blown PSX development too. I don't doubt that they're
> around the same size as the Yaroze libs.

True. I'm not disagreeing -- I haven't run into any memory shortage yet (though admittedly most of my Yaroze time has been working on Yaroze/PC tools, and not yet on Yaroze games). I do suspect, though, that although the commercial libs are probably comparable in size, they don't all have to be loaded (whereas we always have Yaroze I/O drivers and such resident). Still, even if we do run out of memory, we can still load code in sections (as most commercial games do, i.e., when changing levels) -- either from a CD, or pipe it down the serial line. I don't think that it will be a major problem, though I think that sooner or later it will at least get in the way a bit.
--MESSAGE FILE 16861 END: ./2 SCEA/yaroze/freetalk/000000051html.html

--MESSAGE FILE 16862 START: ./2 SCEA/yaroze/freetalk/000000052html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jehu J. Jackson" <jehu@artschool.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Linux and Yaroze
Date: Mon, 02 Jun 1997 09:07:42 -0700
Organization: SCEA Net Yaroze News
Lines: 8
Message-ID: <3392EFCE.336EB237@artschool.com>
References: <338B567A.EEAD686@ranch.org> <5mlcer$6h7@news1.scei.co.jp>
<338F041B.678ED288@artschool.com> <33919F81.DC@dial.pipex.com>
NNTP-Posting-Host: 207.23.82.12
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Mailer: Mozilla 4.0b5 [en] (WinNT; I)
X-Priority: 3 (Normal)

Amelia DY Holman wrote:

> Goto "Utilities & Links" on the SCEE site
> (http://www.playstation.co.uk/yaroze)
> where your UserID and Password from this site will allow you entrance.

It won't let me in there either .. Ergh.

--MESSAGE FILE 16862 END: ./2 SCEA/yaroze/freetalk/000000052html.html

--MESSAGE FILE 16863 START: ./2 SCEA/yaroze/freetalk/000000053html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Kenshin Fujiwara" <kenshin@pacificnet.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: 2 megs too little?
Date: Wed, 4 Jun 1997 16:03:08 -0700
Organization: SCEA Net Yaroze News
Lines: 10
Message-ID: <5n4rt7$7d026@scea>
References: <01bc6e41$e5bc8c40$6473d9ce@mannynaj>
<3391af86.1616093@news.scea.sony.com> <3391518E.4538@ix.netcom.com>
<33922490.12898697@news.scea.sony.com> <33926637.44F4@ix.netcom.com>
NNTP-Posting-Host: pm3b-7.pacificnet.net
Mime-Version: 1.0
Content-Type: text/plain;
    charset="us-ascii"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Outlook Express 4.71.0544.0
X-MimeOLE: Produced By Microsoft MimeOLE Engine V4.71.0544.0

Did you guys know that there is a nice routine that enables your PS to load files in the host machine(PC) dynamically? Technically speaking, therefore, there isn't any limitation of memory. Also, compressed TMD (using LHA compression tool) is available now. Check them out.

Kenshin

--MESSAGE FILE 16863 END: ./2 SCEA/yaroze/freetalk/000000053html.html

--MESSAGE FILE 16864 START: ./2 SCEA/yaroze/freetalk/000000054html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Furlough" <furlough@bellsouth.net>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming,scea.yaroze.programming.3d_graphics
,scee.yaroze.freetalk,scee.yaroze.programming,scee.yaroze.programming.3d_graphic
s
Subject: Dino Demo Control
Date: 5 Jun 1997 16:48:15 GMT
Organization: SCEA Net Yaroze News
Lines: 7
Message-ID: <01bfcf0e$698cf340$be8fb5cc@furlough>
NNTP-Posting-Host: potomac.medifax.com
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:54
scea.yaroze.programming.3d_graphics:24 scee.yaroze.programming.3d_graphics:203

I'm sure some of you guys have looked over the Dino demo. My question is:
"Why is the control section SO BIZARRE?"

There doesn't seem to me to be any reason that it has to be so convoluted,
other than the author wanted it that way. Couldn't it have been written
like the rest of the demos??

--MESSAGE FILE 16864 END: ./2 SCEA/yaroze/freetalk/000000054html.html

--MESSAGE FILE 16865 START: ./2 SCEA/yaroze/freetalk/000000055html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.freetalk
Subject: chat
Date: Tue, 10 Jun 1997 05:10:52 GMT
Organization: SCEA Net Yaroze News
Lines: 10
Message-ID: <339ee0fe.49786656@news.scea.sony.com>
NNTP-Posting-Host: ivyland222.voicenet.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent .99g/32.339

   Why isn't there a chat room for yaroze-only members?
There's currently a channel in EFnet (I'm not sure exactly what
that means, but that's what I've heard) hosting Yaroze talk.
Go there and talk! I might try going in a few times to see if
anyone shows up -- remember, #yaroze (use a chat program
like mIRC or something). Later.

Jamin Frederick

jamin1@psu.edu
--MESSAGE FILE 16865 END: ./2 SCEA/yaroze/freetalk/000000055html.html

--MESSAGE FILE 16866 START: ./2 SCEA/yaroze/freetalk/000000056html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: SNES Emulator?
Date: Sun, 15 Jun 1997 00:14:51 -0700
Organization: SCEA Net Yaroze News
Lines: 42
Message-ID: <33A3966B.6262@znet.com>
References: <3353B97E.E7F@aisb.ed.ac.uk>
NNTP-Posting-Host: capts-30.znet.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:123
scea.yaroze.freetalk:56

Gordon Bell wrote:
>
> Hi all,
>   Well just to show my sincerity and commitment to games programming, I
> was wondering if anyone has found the SNES emulator which is supposed to
> exists on the Japanese site. Phil Harrison at Develop96,
> said that there was one, and now my flatmates are asking me why I havent
> got it yet!
>
> Well, thats all for now,
>   Gordon

I found a FC emulator on the Japan site, which I suppose emulates the
Famicon,
or old 8-bit nintendo. I downloaded and ran it, but it is missing files
for
the included batch file. I guess it would be illegal for them to post
binaries of the
8-bit cartridges...
You can find it at
http://www1.scei.co.jp/~ezm00028/
What's neat about this page is that it also has a yaroze parody of Final
Fantasy VII,
called Fatal Fantasy, and a neat 3D plaform/RPG game called Terra
Incognita.
In Fatal Fantasy, the character appears to be searching a men's room for
toilet paper!
No source code though.
some other interesting Japanese links:

yaroze home page:
http://www1.scei.co.jp/
other downloads:
http://www1.scei.co.jp/forum/program/pssoft.html
member home pages:
http://www1.scei.co.jp/cgi-bin/homepage/list.cgi

share and enjoy.

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html

--MESSAGE FILE 16866 END: ./2 SCEA/yaroze/freetalk/000000056html.html

--MESSAGE FILE 16867 START: ./2 SCEA/yaroze/freetalk/000000057html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jeff <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: New Win95/NT SIOCONS & GNU Front end
Date: Tue, 17 Jun 1997 10:35:46 -0500
Organization: SCEA Net Yaroze News
Lines: 16
Message-ID: <33A6AED2.C3AD7320@groupz.net>
Reply-To: jlawton@groupz.net
NNTP-Posting-Host: ags-r4-p1.groupz.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Mailer: Mozilla 4.0b5 [en] (Win95; I)
X-Priority: 3 (Normal)

I just finish the new version of our front end for GNU compiler. It now
includes a Windows 95/NT version of SIOCONS. I have included quite a
few of the SIOCONS functions, but alas since it's a beta there may still
be a couple of little glitches.

If you encounter anything , or want me too add something to make the
program better please feel free to send me e-mail.

You can find the latest version at:

http://www.scea.sony.com/net/yaroze/pages/jlawton.html

Regards,

Jeff Lawton

--MESSAGE FILE 16867 END: ./2 SCEA/yaroze/freetalk/000000057html.html

--MESSAGE FILE 16868 START: ./2 SCEA/yaroze/freetalk/000000058html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mnajera@ix.netcom.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: SNES Emulator?
Date: Thu, 19 Jun 1997 14:36:03 -0500
Organization: SCEA Net Yaroze News
Lines: 19
Message-ID: <33A98A23.6DF7C3E4@ix.netcom.com>
References: <3353B97E.E7F@aisb.ed.ac.uk> <33A3966B.6262@znet.com>
NNTP-Posting-Host: dgr-il9-10.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:128
scea.yaroze.freetalk:58

Kirk Bender wrote:

> What's neat about this page is that it also has a yaroze parody of
> Final
> Fantasy VII,
> called Fatal Fantasy, and a neat 3D plaform/RPG game called Terra
> Incognita.

> In Fatal Fantasy, the character appears to be searching a men's room
> for
> toilet paper!

I just ran Fatal Fantasy... that is one good-looking game! It looks
very similar to the Final Fantasy 7 demo disc. The bathroom looks very
professional, they modeled Cloud perfectly (execpt for the face), and
they even got that cool warping effect. Do these guys work for Square
or something?

Manny Najera

--MESSAGE FILE 16868 END: ./2 SCEA/yaroze/freetalk/000000058html.html

--MESSAGE FILE 16869 START: ./2 SCEA/yaroze/freetalk/000000059html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups:
scea.yaroze.hardware,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Yaroze I/O
Date: Fri, 20 Jun 1997 14:53:40 -0500
Organization: Metrowerks
Lines: 18
Message-ID: <sumner-ya0233800020069714534000001@news.scea.sony.com>
References: <338FCC5C.5E46@ix.netcom.com> <33909B68.1BD0@medifax.com>
NNTP-Posting-Host: sumner-mac.metrowerks.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.3.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:59
scee.yaroze.freetalk.english:129

In article <33909B68.1BD0@medifax.com>, "Mr. Fabulous"
<potomac1@medifax.com> wrote:
>Just bouncing this around, and wondered if there would be a way
>to download files from the PC to the Yaroze employing this
>method. Thus, allowing us to write programs that are larger
>than 2 meg..

The CodeWarrior tools actually have this built in. There is a library
"MWDebugIO.lib" which you can link in to your program which gives you
open(), read(), write() <grin>, seek(), and close() capability. If you are
running the program using PSComUtil (not SIOCONS), you can load levels,
graphics, or whatever you like at up to 115k.

-Joel

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 16869 END: ./2 SCEA/yaroze/freetalk/000000059html.html

--MESSAGE FILE 16870 START: ./2 SCEA/yaroze/freetalk/000000060html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Furlough" <furlough@bellsouth.net>
Newsgroups:
scea.yaroze.hardware,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Yaroze I/O
Date: 24 Jun 1997 13:19:48 GMT
Organization: SCEA Net Yaroze News
Lines: 10

Message-ID: <01bc80a6$313a6bd0$be8fb5cc@furlough>
References: <338FCC5C.5E46@ix.netcom.com> <33909B68.1BD0@medifax.com> <sumner-ya023380002006971453400001@news.scea.sony.com>
NNTP-Posting-Host: potomac.medifax.com
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:60 scee.yaroze.freetalk.english:133

I found this out after getting the update to CodeWarrior. Nice feature!

> The CodeWarrior tools actually have this built in. There is a library
> "MWDebugIO.lib" which you can link in to your program which gives you
> open(), read(), write() <grin>, seek(), and close() capability. If you are
> running the program using PSComUtil (not SIOCONS), you can load levels,
> graphics, or whatever you like at up to 115k.

--MESSAGE FILE 16870 END: ./2 SCEA/yaroze/freetalk/000000060html.html

--MESSAGE FILE 16871 START: ./2 SCEA/yaroze/freetalk/000000061html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jon Blocksom <blocksom@Kreative.net>
Newsgroups: scea.yaroze.freetalk
Subject: E3?
Date: Wed, 25 Jun 1997 16:34:47 -0300
Organization: SCEA Net Yaroze News
Lines: 5
Message-ID: <33B172D7.5D46@Kreative.net>
Reply-To: blocksom@Kreative.net
NNTP-Posting-Host: 208.0.26.50
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-KIT (Win95; I)

Just out of curiousity, did any other Yaroze owners attend E3? What did people think? Personally, I was amazed that there were so many racing games.

Jon
--MESSAGE FILE 16871 END: ./2 SCEA/yaroze/freetalk/000000061html.html

--MESSAGE FILE 16872 START: ./2 SCEA/yaroze/freetalk/000000062html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.freetalk
Subject: yaroze members?
Date: Thu, 26 Jun 1997 02:45:15 GMT
Organization: SCEA Net Yaroze News
Lines: 8
Message-ID: <33b1d797.15944657@news.scea.sony.com>
NNTP-Posting-Host: nb11ppp43.cac.psu.edu
X-Newsreader: Forte Free Agent 1.11/32.235

Does anyone know a ballpark figure of the number of yaroze members in the US and Europe and Japan? The newsgroups haven't been very lively lately. I'm wondering if there's many members who know what they're doing already and don't really contribute, or if a lot of people don't even use newsgroups, or if a lot of people don't know much at all, or finally, there's not that many people to begin with!

Jamin
--MESSAGE FILE 16872 END: ./2 SCEA/yaroze/freetalk/000000062html.html

--MESSAGE FILE 16873 START: ./2 SCEA/yaroze/freetalk/000000063html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jeff <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3?
Date: Thu, 26 Jun 1997 07:44:17 -0500
Organization: SCEA Net Yaroze News
Lines: 28
Message-ID: <33B26420.6F189B48@groupz.net>
References: <33B172D7.5D46@Kreative.net>
Reply-To: jlawton@groupz.net
NNTP-Posting-Host: ags-r2-p6.groupz.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Mailer: Mozilla 4.0b5 [en] (Win95; I)
X-Priority: 3 (Normal)

Jon Blocksom wrote:

> Just out of curiousity, did any other Yaroze owners attend E3? What
> did people think? Personally, I was amazed that there were so many
> racing games.

I did...   I was kinda surprised as well.. Although I love playing
racing games.. I missed getting a Matrox Mystic (sp?) video card by .25
of a second.. Kinda sucked.. The show ended after that so I didn't
have a chance to redeem myself.. :(

I thought they would have had a little more on the Yaroze than they
did... There were also a lot of Tekken type games there. I did see
Street Fighter EX for the PS, and it seemed just like the arcade machine
they had running it.. Pretty cool..

Did you see any of the SoftImage demos? They were pretty neat.. They
would render stuff and then output the C code to play the demo on the
host machine.. (Just keyframer type stuff, animation) They were working
with a N64, but the guy said that it would do the same for the PS.

Over all I had a good time.. I should have posted that I was going, and
maybe a few of us could have got together. Maybe next year.

Regards,

Jeff

--MESSAGE FILE 16873 END: ./2 SCEA/yaroze/freetalk/000000063html.html

--MESSAGE FILE 16874 START: ./2 SCEA/yaroze/freetalk/000000064html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jeff <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Is this worth it...
Date: Thu, 26 Jun 1997 09:01:26 -0500
Organization: SCEA Net Yaroze News
Lines: 33
Message-ID: <33B27636.C2DA63D8@groupz.net>
Reply-To: jlawton@groupz.net
NNTP-Posting-Host: ags-r2-p6.groupz.net
Mime-Version: 1.0

Content-Type: text/plain; charset=iso-8859-1
X-Mailer: Mozilla 4.0b5 [en] (Win95; I)
X-Priority: 3 (Normal)

Now I know that Code Warrior has this, but I want something for the rest of the people.. Now I have Code Warrior, so I don't need it so much, but here it is..

I was thinking of coding a couple of routines that would let you request files off the host PC, or a CD depending on how you call the request routine.. So that way you could code you program and request levels, images etc. off the host PC or off a CD.

Although I think there may be a problem trying to load off a CD that isn't a Black CD.. Anyone try this? It would all depend on what copy protection is active on the Yaroze.

The routines would let you do the following:

getfile = Get a file from PC, or CD
senddata = Allow you to send data to the PC

This would be a lib you would include in your program. So all you would have to do is call the routines.. It'll do the open and everything... I'll even make it so it'll print a progress bar to the screen..

Is there anything else you think I should add? Naturally I will have to code a Win95/NT front end so the Yaroze has something to talk to. I'll publish the protocols when I'm done so people can code front ends to their own systems.

Let me know what you think...

Regards,

Jeff

--MESSAGE FILE 16874 END: ./2 SCEA/yaroze/freetalk/000000064html.html

--MESSAGE FILE 16875 START: ./2 SCEA/yaroze/freetalk/000000065html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jasonj@mindspring.com (Jason Jones)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3?
Date: Thu, 26 Jun 1997 14:21:18 GMT
Organization: SCEA Net Yaroze News
Lines: 41
Message-ID: <334ba5bb.2328890@news.scea.sony.com>
References: <33B172D7.5D46@Kreative.net> <33B26420.6F189B48@groupz.net>
NNTP-Posting-Host: socks6.raleigh.ibm.com
X-Newsreader: Forte Free Agent 1.1/32.230

Hello,
   I went to E3 (I live in Atlanta) and was very impressed with Sony's booth. I was kind of disappointed with the Yaroze display though. Only two Yarozes showing demos, which was ok. What I didn't like was, they were being watched over by a man who didn't seem to like people touching the machines. He would quietly hover over you like a an overprotective mother. Other than that, E3 was nicely done.

Jason Jones

On Thu, 26 Jun 1997 07:44:17 -0500, Jeff <jlawton@groupz.net> wrote:

>Jon Blocksom wrote:
>
>> Just out of curiousity, did any other Yaroze owners attend E3? What
>> did people think? Personally, I was amazed that there were so many
>> racing games.
>
>I did...   I was kinda surprised as well.. Although I love playing
>racing games.. I missed getting a Matrox Mystic (sp?) video card by .25
>of a second.. Kinda sucked.. The show ended after that so I didn't
>have a chance to redeem myself.. :(
>
>I thought they would have had a little more on the Yaroze than they
>did... There were also a lot of Tekken type games there. I did see
>Street Fighter EX for the PS, and it seemed just like the arcade machine
>they had running it.. Pretty cool..
>
>Did you see any of the SoftImage demos? They were pretty neat.. They
>would render stuff and then output the C code to play the demo on the
>host machine.. (Just keyframer type stuff, animation) They were working
>with a N64, but the guy said that it would do the same for the PS.
>
>Over all I had a good time.. I should have posted that I was going, and
>maybe a few of us could have got together. Maybe next year.
>
>Regards,
>
>Jeff
>

--MESSAGE FILE 16875 END: ./2 SCEA/yaroze/freetalk/000000065html.html

--MESSAGE FILE 16876 START: ./2 SCEA/yaroze/freetalk/000000066html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Kevin Holbrook <Kevin_Holbrook@bmc.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is this worth it...
Date: Thu, 26 Jun 1997 11:14:55 -0500
Organization: SCEA Net Yaroze News
Lines: 22
Message-ID: <33B2957F.219@bmc.com>
References: <33B27636.C2DA63D8@groupz.net>
NNTP-Posting-Host: dresden.bmc.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (X11; I; HP-UX A.09.05 9000/715)

Jeff wrote:
>
> I was thinking of coding a couple of routines that would let you request
> files off the host PC, or a CD depending on how you call the request
> routine.. So that way you could code you program and request levels,
> images etc. off the host PC or off a CD.
>
> ...
>
> Let me know what you think...
>

Sounds great, I was thinking about doing something similiar.

I keep seeing references to this being done already though by some of

the Japanese members. I don't speak Japanese so I had a hard time figuring out what was at the Japanese site. I did come across something there that looks like it is a client/server program to do just what you describe. If I could only read Japanese I might figure out what it is attempting to do.

Kevin
--MESSAGE FILE 16876 END: ./2 SCEA/yaroze/freetalk/000000066html.html

--MESSAGE FILE 16877 START: ./2 SCEA/yaroze/freetalk/000000067html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: 2 megs too little?
Date: Fri, 27 Jun 1997 10:38:17 GMT
Organization: SN Systems
Lines: 75
Message-ID: <5p0510$fv53@chuka.playstation.co.uk>
References: <01bc6e41$e5bc8c40$6473d9ce@mannynaj>
<3391af86.1616093@news.scea.sony.com> <3391518E.4538@ix.netcom.com>
<33922490.12898697@news.scea.sony.com> <33926637.44F4@ix.netcom.com>
Reply-To: gil@snsys.com
NNTP-Posting-Host: gil.snsys.com
X-Newsreader: Forte Free Agent 1.0.82

Spellweaver <spelwevr@ix.netcom.com> wrote:

>Quoth Rajiv Patel wrote:
>   [...]
>   > Fair enough. Still, there's LOTS left over, and we don't have to
>   > worry (can't worry) about MDEC code for FMV, or Redbook code or
>   > any of the like. I don't think we're facing any real restriction.
>   >
>   > Also, remember that there are libraries that you have to link in
>   > for full-blown PSX development too. I don't doubt that they're
>   > around the same size as the Yaroze libs.

>True. I'm not disagreeing -- I haven't run into any memory shortage
>yet (though admittedly most of my Yaroze time has been working on
>Yaroze/PC tools, and not yet on Yaroze games). I do suspect, though,
>that although the commercial libs are probably comparable in size,
>they don't all have to be loaded (whereas we always have Yaroze I/O
>drivers and such resident). Still, even if we do run out of memory,
>we can still load code in sections (as most commercial games do, i.e.,
>when changing levels) -- either from a CD, or pipe it down the serial
>line. I don't think that it will be a major problem, though I think
>that sooner or later it will at least get in the way a bit.

I'm getting stuff from this newsgroup very late...

The professional devkit links in whichever of the libraries you need, as opposed to linking in references to hardcoded addresses, which is what the Net Yaroze appears to do (my, someone must've strained at the mental leash to come up with that idea: "let's disable the normal ld functionality and make it do something really weird"). Since the library functions are organised into object modules which implement usually a handful of functions ('one' is my idea of a nice handful), this means your code is usually as minimal as it can be, especially since by release time you've done all your debugging and can turn on that wonderful suite of options "-O3 -ffast-math -fomit-frame-pointer -G16" ... which makes all known debuggers go weak at the knees.

Add to that the fact that most level-specific code and graphics are

loaded into memory as overlays (library code is linked into the main code block, leaving just the specific animation routines and per-level gameplay code to go into each overlay) and you find that, indeed, writing a huge game becomes much easier. The notion of overlays fits ideally with the way most games are broken down into levels, and even games which appear to have large seamlessly-stitched-together maps are generally overlaying like mad without you noticing (much). The N64 does this too, except that it only has 8-12Mb of source material to overlay into a 4-ish Mb RAM space. Still, every time you see an FMV sequence on a N64, you've just lost out on some gameplay, which isn't something you can really say about the PSX. (And is presumably why N64 'FMV' sequences are often animated with the in-game engine.)

(Incidentally, since it takes about six seconds to fill a PlayStation's memory from CD, you might wonder why some games take more than this time to load between levels. As a gamesplayer, let alone as a support technician and ex-games-programmer, believe me, so do I ;=)

I haven't checked to see whether the Yaroze libraries are optimised or not - which would make them faster & smaller as opposed to easier to debug. Who knows, there could be a few K being saved there too.

As for people questioning whether serious games can be done in 'only' 2Mb, these sound like the same kind of people who thought you couldn't do serious games in 32Kb until Elite and Exile came along. Does someone pay Pessimists Anonymous a monthly fee to issue statements like that?! Most games get designed without much reference to the platforms available, and it's up to platform-specific designers and implementers to pare down the features until they fit with the current state of the art. Don't think that the animation currently being implemented in games like Turok and Soul Edge couldn't have been designed ten years ago; it just would've run in wireframe. And not much quicker than two frames a day.

--MESSAGE FILE 16877 END: ./2 SCEA/yaroze/freetalk/000000067html.html

--MESSAGE FILE 16878 START: ./2 SCEA/yaroze/freetalk/000000068html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jeff <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is this worth it...
Date: Fri, 27 Jun 1997 07:59:37 -0500
Organization: SCEA Net Yaroze News
Lines: 23
Message-ID: <33B3B939.E705D5A@groupz.net>
References: <33B27636.C2DA63D8@groupz.net> <33B2957F.219@bmc.com>
Reply-To: jlawton@groupz.net
NNTP-Posting-Host: ags-r1-p4.groupz.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Mailer: Mozilla 4.0b5 [en] (Win95; I)
X-Priority: 3 (Normal)

Kevin Holbrook wrote:

> I keep seeing references to this being done already though by some of
> the Japanese members. I don't speak Japanese so I had a hard time
> figuring out what was at the Japanese site. I did come across
> something
> there that looks like it is a client/server program to do just what

> you
> describe. If I could only read Japanese I might figure out what it is
> attempting to do.

Alas I have heard the same things.. But what use is it if we can't get
our hands on it.. You would think that Sony would promote the tools so
people could get an idea of what other software there is out there.
Yaroze code isn't the only code to help us on our journey.. I think you
need 3D engines, Sprite Libs, Windows tools, Serial protocols. Now if
people are developing this stuff for all to work with, I have yet to see
it.. If it's on the Japanese site I guess most of us are screwed...

Regards,

Jeff

--MESSAGE FILE 16878 END: ./2 SCEA/yaroze/freetalk/000000068html.html

--MESSAGE FILE 16879 START: ./2 SCEA/yaroze/freetalk/000000069html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Sean Kennedy <skennedy@admin.humberc.on.ca>
Newsgroups:
scea.yaroze.hardware,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Yaroze I/O
Date: Fri, 27 Jun 1997 15:24:34 -0400
Organization: Humber College A.A.T.
Lines: 57
Message-ID: <33B4136E.7F74@admin.humberc.on.ca>
References: <338FCC5C.5E46@ix.netcom.com> <33909B68.1BD0@medifax.com> <sumner-
ya023380002006971453400001@news.scea.sony.com>
Reply-To: kennedy@moe.acad.humberc.on.ca
NNTP-Posting-Host: ratbert.humberc.on.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)
CC: Joel Sumner <sumner@austin.metrowerks.com>
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:69
scee.yaroze.freetalk.english:135

Joel Sumner wrote:
>
> In article <33909B68.1BD0@medifax.com>, "Mr. Fabulous"
> <potomac1@medifax.com> wrote:
> >Just bouncing this around, and wondered if there would be a way
> >to download files from the PC to the Yaroze employing this
> >method. Thus, allowing us to write programs that are larger
> >than 2 meg..
>
> The CodeWarrior tools actually have this built in. There is a library
> "MWDebugIO.lib" which you can link in to your program which gives you
> open(), read(), write() <grin>, seek(), and close() capability. If you are
> running the program using PSComUtil (not SIOCONS), you can load levels,
> graphics, or whatever you like at up to 115k.
> -Joel
> --
> PlayStation Development Tools Dude
> Metrowerks
Hi Joel,

I like the fact that the MWDebugIO.lib uses the HSS.EXE debugger in
Interactive mode
This make certain prototyping ops In Win95 and Mac_OS a lot easier.

Unfortunately, SIOCONS does not support this feature, And thence the 2MB code limit.

The plus-ses and Minus's of both utilities should be merged.
IE: in SIOCONS you can Bload and download a binary to memory. Then using the CONIO interface, execute the program, and monitor its stdio Output to serial. As well, the serial port could be monitored {PSXsock} for incoming packets that could tell the debugger to break, and allow monitoring of memory, OR download of More Bins. SIOCONS also allows the programmer to use more UNIX like command line IO attributes to be handled by ANSI.SYS for line feeds, placements, Etc...

Question? {I'm going around with this one} What methodtype Does SIOCONS binary download when bload is run, at the serial console? Does it use binary packet with crc runtime?
Xmodem? -Y/Zmodem? ASCII DL of S19 or Intel Hex Format? or what. I have realised that PSCommUtil uses an interactive method of loading files, and Executing them. But what about Macintosh users who wish for an ANSI.SYS interface {Zterm} but want to be able to DL exe Binaries to the PSX and make them go. {This Question applies to Linux Support too.}

As for the PSCommUtil: Can the utility be prevented from going into HSS mode and the Serial port Console be left available as an ANSI.SYS Bi-Dir interface. This is a lot to ask I know but for Dev work on things like kernel's and timing sensitive apps I don't want the Debugger in the way all the time.

ANSI.SYS STDIO.H support for the PSCommUtil would be super Cool cause you can set the interface colors, limit the font to a monospaced font. AND be able to send printf() formatting and have it work. {Very important to serial based-Communication.}
Allowing tty access to the console would be super too.

-sean
--MESSAGE FILE 16879 END: ./2 SCEA/yaroze/freetalk/000000069html.html

--MESSAGE FILE 16880 START: ./2 SCEA/yaroze/freetalk/000000070html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Yaroze Developer" <yaroze@yaroze.yaroze>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3?
Date: 27 Jun 1997 23:48:16 GMT
Organization: Office
Lines: 29
Message-ID: <01bc3b16$6bda01e0$c14274cf@sloppy>
References: <33B172D7.5D46@Kreative.net>
Reply-To: "Eric O'Laughlen" <give@it.up.gov>
NNTP-Posting-Host: 193.arlington-003.va.dial-access.att.net
X-Newsreader: Microsoft Internet News 4.70.1155

Hey Jon,

I was at E3! I thought that is was really awesome. I did play a few racing games...
like Andretti (PC EA Sports game) and Ferrari 64 (Nintendo 64). They were both pretty
good. I was pretty impressed with Crash Bandicoot 2 and with Sony's booth in general.

Talk about money and Hollywood...I took a lot of pictures and I'm going to be throwing them
on a website somewhere. My friend and I put together a little page for E3 at http://www.cyberreef.com/e3.

It's pretty funny...we wanted to document my trip to E3 without getting into "journalism." I mean
I want to write games no review them :).

Later,

Eric

Jon Blocksom <blocksom@Kreative.net> wrote in article
<33B172D7.5D46@Kreative.net>...
> Just out of curiousity, did any other Yaroze owners attend E3? What
> did people think? Personally, I was amazed that there were so many
> racing games.
>
> Jon
>
--MESSAGE FILE 16880 END: ./2 SCEA/yaroze/freetalk/000000070html.html

--MESSAGE FILE 16881 START: ./2 SCEA/yaroze/freetalk/000000071html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.freetalk
Subject: object-oriented support?
Date: Sun, 29 Jun 1997 17:54:59 GMT
Organization: SCEA Net Yaroze News
Lines: 31
Message-ID: <33b69d9c.138132316@news.scea.sony.com>
NNTP-Posting-Host: nb5ppp170.cac.psu.edu
X-Newsreader: Forte Free Agent 1.11/32.235

To Chris Blackwell:

   I took a look at your page with concerns for Sony's lack of support for C++ programming. I also like using C++ very much, and it seems very natural to incorporate it into video games, since it offers such rich relationships among objects, and video game objects have very distinct conceptual boundaries, very fun to abstract!
   However, since I'm very new to video game programming, I haven't got far enough to worry about larger-scale relationships among objects, I've been trying just to get things displayed properly and the library functions worked out. But once I start to figure out what I'm doing, and it comes time to create the game world and the objects, I can see where I'd really miss the advantages of object-oriented programming.
   The obvious reason I've been avoiding C++ is that its supposedly not supported, and I'd also like to know why! Is there really that much loss of performance, and must games be programmed using a large number of global variables (sort of the opposite of object-oriented paradigm)? I HAVE been using a large number of global variables, but it seems that once the game world starts to become more complex, they will become enormously hard to maintain (i.e., having to remember what each global variable stands for, for every event in the game is not an easy thing to do -- object encapsulation gets rid of this problem...).
   Does anyone know the details behind Sony's reasoning, or is there really no fair technical reason that C++ and object-oriented programming should not be supported?

Jamin Frederick

--MESSAGE FILE 16881 END: ./2 SCEA/yaroze/freetalk/000000071html.html

--MESSAGE FILE 16882 START: ./2 SCEA/yaroze/freetalk/000000072html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: object-oriented support?
Date: Mon, 30 Jun 1997 10:29:39 GMT
Organization: SN Systems
Lines: 45
Message-ID: <5p81kr$fv57@chuka.playstation.co.uk>
References: <33b69d9c.138132316@news.scea.sony.com>
Reply-To: gil@snsys.com
NNTP-Posting-Host: gil.snsys.com
X-Newsreader: Forte Free Agent 1.0.82

jamin1@psu.edu (Jamin Frederick) wrote:
> The obvious reason I've been avoiding C++ is that its
>supposedly not supported, and I'd also like to know why! Is there
>really that much loss of performance, and must games be programmed
>using a large number of global variables (sort of the opposite of
>object-oriented paradigm)? I HAVE been using a large number of global
>variables, but it seems that once the game world starts to become more
>complex, they will become enormously hard to maintain (i.e., having to
>remember what each global variable stands for, for every event in the
>game is not an easy thing to do -- object encapsulation gets rid of
>this problem...).

It's simple enough to deal with the global-variables problem. Most
global variables are related to some or other aspect of the game and
are thus candidates for class statics. The rest go in a class called
'Game' which is defined as 'everything required to run a session of
this game' and of which all other classes (sprites, sound queues,
controller options, etc) are members. (Hey. It's an object model. Your
problem is...? :=)

> Does anyone know the details behind Sony's reasoning, or is
>there really no fair technical reason that C++ and object-oriented
>programming should not be supported?

Sony hasn't bothered implementing a C++ library because there's a
fluxing standard for its contents; this is the only thing stopping you
from writing games in C++, in that they aren't necessarily portable
via the standard library interface in the way that games written to
use libc are. (Most games are written for PC, PlayStation, and Saturn
simultaneously; the common denominator for libraries is C rather than
C++.) However, there is a fair bit of professional development going
on which uses C++. The Sony Net Yaroze stuff doesn't include the C++
compiler but you can build it no problem with the standard GNU source
release (that's what we do for the professional developers).
CodeWarrior includes a proprietary C++ compiler; some recondite C++
features like namespaces appear not to be supported. (But if you're
really in need of namespaces then GNU wouldn't satisfy you either, and
anyway you're not being cautious enough with your linkage
specifications, is my grumbling & contentious personal opinion.)

Gil Jaysmith
SN Systems Software Ltd, makers of Psy-Q... http://www.snsys.com
Disclaimer: What I say when I post here represents me, not my employers.

--MESSAGE FILE 16882 END: ./2 SCEA/yaroze/freetalk/000000072html.html

--MESSAGE FILE 16883 START: ./2 SCEA/yaroze/freetalk/000000073html.html

Path: chuka.playstation.co.uk!news
From: Nicholas La Frenais <"lanic "@ hotmail.com>
Newsgroups:
scea.yaroze.hardware,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Link-up games... over the Internet! And more....
Date: Mon, 30 Jun 1997 17:31:42 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <5p8n1s$fv58@chuka.playstation.co.uk>
References: <338D27B3.225C@ix.netcom.com> <338D2ECA.2306@ix.netcom.com>
Reply-To: lanic, @, hotmail.com
NNTP-Posting-Host: 194.216.35.89
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:73
scee.yaroze.freetalk.english:141

Spellweaver wrote:
>
> Behold, for the Scribes of the Ancients record that I spake thusly:
>   > I have completed my PSXsock utility program for Windows 95/NT4
>   > which allows the Yaroze (tm) to be accessed via TCP/IP sockets.
>   [...]
>   > I am about to go and post the PSXsock archive (PSXSOCK.ZIP) on
>   > the SCEA web site.
>
> Woe unto the unprepared -- little did I know that files uploaded are
> not immediately available on this site. I uploaded the archive, but
> it will not be available for download until it is duly authorized by
> whomever is in charge there. When this is done it will be available
> from the following web site:
>   http://www.scea.sony.com/net/yaroze/pages/jblack.html
> Most likely it will be available later today (the 29th), but if not,
> email me and I'll send you a copy.

Will this be released on the SCEE site ? If not can you post the archive
to lanic@hotmail.com.

Thanks - Nic
--MESSAGE FILE 16883 END: ./2 SCEA/yaroze/freetalk/000000073html.html

--MESSAGE FILE 16884 START: ./2 SCEA/yaroze/freetalk/000000074html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.freetalk
Subject: my webpage
Date: Tue, 01 Jul 1997 19:55:08 GMT
Organization: SCEA Net Yaroze News
Lines: 8
Message-ID: <33b95e54.26339464@news.scea.sony.com>
NNTP-Posting-Host: nbppp99.cac.psu.edu
X-Newsreader: Forte Free Agent 1.11/32.235

   Ok, I've finally posted my webpage, and it has a few files for
download. I've included a tutorial that's great if you're just
starting out, and it says a lot of stuff I've only learned by demos
and the newsgroups. Let me know what you think. It's at:

http://www.scea.sony.com/net/yaroze/pages/jfrederick.html

Jamin
--MESSAGE FILE 16884 END: ./2 SCEA/yaroze/freetalk/000000074html.html

--MESSAGE FILE 16885 START: ./2 SCEA/yaroze/freetalk/000000075html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Benjamen Siroshton" <benjamen_siroshton@firstdatabank.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: [frivolous] NetYaroze merchandising?
Date: 2 Jul 1997 21:28:01 GMT
Organization: First DataBank
Lines: 11
Message-ID: <01bc872f$bd5f3fc0$5271df26@disintegration>
References: <wal-ya02408000R2705972336430001@news.scea.sony.com>
<338dc995.1516433@news.scea.sony.com>
NNTP-Posting-Host: pluto.firstdatabank.com
X-Newsreader: Microsoft Internet News 4.70.1155

Sign me up.. :)

Jamin Frederick <jamin1@psu.edu> wrote in article
<338dc995.1516433@news.scea.sony.com>...
> I think all Net Yaroze members should get complimentary
> t-shirts with their development kit to endorse it! What do you say?
>
> Jamin Frederick

--MESSAGE FILE 16885 END: ./2 SCEA/yaroze/freetalk/000000075html.html

--MESSAGE FILE 16886 START: ./2 SCEA/yaroze/freetalk/000000076html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "naijeru" <naijeru@MCI2000.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3?
Date: 5 Jul 1997 01:09:25 GMT
Organization: SCEA Net Yaroze News
Lines: 15
Message-ID: <01bc88df$d34db120$684337a6@connie>
References: <33B172D7.5D46@Kreative.net>
NNTP-Posting-Host: usr2-dialup40.mix2.Boston.mci.net
X-Newsreader: Microsoft Internet News 4.70.1155

I also attended E3. While the overall quality of games was high, they
seemed pretty mundane to me. Another racer, another fighter, etc. I was
impressed by games like Parappa the Rapper, Ghost in the Shell, and Metal
Gear Solid. Overall, I had a blast. Definitely going next year!

Nigel

Jon Blocksom <blocksom@Kreative.net> wrote in article
<33B172D7.5D46@Kreative.net>...
> Just out of curiousity, did any other Yaroze owners attend E3? What
> did people think? Personally, I was amazed that there were so many
> racing games.
>
> Jon
>
--MESSAGE FILE 16886 END: ./2 SCEA/yaroze/freetalk/000000076html.html

--MESSAGE FILE 16887 START: ./2 SCEA/yaroze/freetalk/000000077html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "naijeru" <naijeru@MCI2000.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: yaroze members?
Date: 5 Jul 1997 01:17:24 GMT
Organization: SCEA Net Yaroze News
Lines: 9
Message-ID: <01bc88e0$f1804b20$684337a6@connie>
References: <33b1d797.15944657@news.scea.sony.com>
NNTP-Posting-Host: usr2-dialup40.mix2.Boston.mci.net
X-Newsreader: Microsoft Internet News 4.70.1155

I've had my Yaroze for about a month and I just discovered the newsgroups. I've never had a reason to use them before. Personally, I am having a hard time fitting the Yaroze into my schedule. I get only a few hours a week on it. I'm working to change that though. Maybe that's what's happening with the other members.

Nigel

--MESSAGE FILE 16887 END: ./2 SCEA/yaroze/freetalk/000000077html.html

--MESSAGE FILE 16888 START: ./2 SCEA/yaroze/freetalk/000000078html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Benjamen Siroshton" <benjamen_siroshton@firstdatabank.com>
Newsgroups: scea.yaroze.freetalk
Subject: Dissassembling??
Date: 9 Jul 1997 17:12:47 GMT
Organization: First DataBank
Lines: 9
Message-ID: <01bc8c8c$6ceb95e0$5271df26@disintegration>
NNTP-Posting-Host: pluto.firstdatabank.com
X-Newsreader: Microsoft Internet News 4.70.1155

Is dissassembling the Yaroze libraries considered "reverse engineering"? .. Isnt reverse engineering a term when you tear something apart because you want to duplicate it? I dont want to duplicate their functionallity, I want to get at the low-level stuff. Is this breaking the liscense agreement? Thanks in advance.

Benjamen Siroshton

--MESSAGE FILE 16888 END: ./2 SCEA/yaroze/freetalk/000000078html.html

--MESSAGE FILE 16889 START: ./2 SCEA/yaroze/freetalk/000000079html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@iquest.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Dissassembling??
Date: Wed, 09 Jul 1997 23:55:34 GMT
Organization: SCEA Net Yaroze News
Lines: 17
Message-ID: <33c424bd.26198562@205.149.189.29>
References: <01bc8c8c$6ceb95e0$5271df26@disintegration>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

I'd say "Yes". Disassembling is taking a program apart.

Mario

On 9 Jul 1997 17:12:47 GMT, "Benjamen Siroshton"
<benjamen_siroshton@firstdatabank.com> wrote:

>
> Is dissassembling the Yaroze libraries considered "reverse engineering"?
>.. Isnt reverse engineering a term when you tear something apart because
>you want to duplicate it? I dont want to duplicate their functionallity, I
>want to get at the low-level stuff. Is this breaking the liscense
>agreement? Thanks in advance.
>
>Benjamen Siroshton
>

--MESSAGE FILE 16889 END: ./2 SCEA/yaroze/freetalk/000000079html.html

--MESSAGE FILE 16890 START: ./2 SCEA/yaroze/freetalk/000000080html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Benjamen Siroshton" <benjamen_siroshton@firstdatabank.com>
Newsgroups: scea.yaroze.freetalk
Subject: 3D Shutter Glasses
Date: 10 Jul 1997 22:36:09 GMT
Organization: First DataBank
Lines: 23
Message-ID: <01bc8d82$c754f570$5271df26@disintegration>
NNTP-Posting-Host: pluto.firstdatabank.com
X-Newsreader: Microsoft Internet News 4.70.1155

   Has there been any attempt (or thought) about hooking up these shutter glasses to Playstation? .. (How about you Sony? This would be an excellent addition to your fine line of products. =) I have not attempted this yet, however I am sure it will work. I have an old pair of Sega Master System shutter glasses. For those of you who know, these glasses have a stereo headphone jack on the end of this. Out of curiosity, I hooked it up to a stereo (with no volume of course), then I turned on some music and slowly started raising the volume until I got the glasses turning on and off the shutters. Ahh ha! I thought, this would be a simple way to create shutter glasses without any hardware add-ons. Control the shutter glasses with the left and right audio. Simply create a call that sends a beep to either channel for the cooresponding shutter. Does anyone know how much voltage is required to turn these shutters on/off? (I imagine it is the standard 5 volts.) The down side to this is; you can't have any sound with your game. =(... Anyone want to make a parrallel adapter for shutter glasses? (oh wait! that would require sony to give us specs on the parallel port.... hint hint! =) At any rate, currently this is all a thought in my head... as soon as I get around to it I will try it out and post a sample program on my web site (once I get that done too. =) .. Happy Yaroz'ing!

Benjamen Siroshton

--MESSAGE FILE 16890 END: ./2 SCEA/yaroze/freetalk/000000080html.html

--MESSAGE FILE 16891 START: ./2 SCEA/yaroze/freetalk/000000081html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: eli curtz <gromit@halcyon.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: 3D Shutter Glasses
Date: Fri, 11 Jul 1997 10:43:47 -0700
Organization: SCEA Net Yaroze News
Lines: 5
Message-ID: <33C670D2.347E@halcyon.com>

References: <01bc8d82$c754f570$5271df26@disintegration>
Reply-To: gromit@halcyon.com
NNTP-Posting-Host: lcy-pm0-ip7.halcyon.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)

I would think that you could hook them up to one of the controller
ports. I don't know if Sony's released the data for them, but I have
seen the specs somewhere on ye ol' net...

eli
--MESSAGE FILE 16891 END: ./2 SCEA/yaroze/freetalk/000000081html.html

--MESSAGE FILE 16892 START: ./2 SCEA/yaroze/freetalk/000000082html.html
Path: chuka.playstation.co.uk!news
From: "del :)" <del@nlights.demon.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: engine6.zip NTSC released!
Date: 15 Jul 1997 14:53:08 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <01bc912d$87fa1280$da7f989e@nlights.demon.co.uk>
NNTP-Posting-Host: nlights.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

hit http://www.nlights.demon.co.uk

then goto my yaroze page (LINKED)

:)
--MESSAGE FILE 16892 END: ./2 SCEA/yaroze/freetalk/000000082html.html

--MESSAGE FILE 16893 START: ./2 SCEA/yaroze/freetalk/000000083html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: engine6.zip NTSC released!
Date: 16 Jul 1997 03:15:29 GMT
Organization: SCEA Net Yaroze News
Lines: 18
Message-ID: <01bc9196$81fd14e0$95bf43ce@wkwerner>
References: <01bc912d$87fa1280$da7f989e@nlights.demon.co.uk>
NNTP-Posting-Host: port49.con2.com
X-Newsreader: Microsoft Internet News 4.70.1155

I went to your website, Del, and you were talking about an action replay
downloading a meg in 8 seconds? Don't want to appear ignorant (whoops, too
late) but I don't know what you are talking about, and I sure would!
Please fill me in!

Thanks,
Wayne

del :) <del@nlights.demon.co.uk> wrote in article
<01bc912d$87fa1280$da7f989e@nlights.demon.co.uk>...
>
>
> hit http://www.nlights.demon.co.uk

>
> then goto my yaroze page (LINKED)
>
> :)

--MESSAGE FILE 16893 END: ./2 SCEA/yaroze/freetalk/000000083html.html

--MESSAGE FILE 16894 START: ./2 SCEA/yaroze/freetalk/000000084html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: engine6.zip NTSC released!
Date: Wed, 16 Jul 1997 10:56:29 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <33CC9ACD.D449260@micronetics.com>
References: <01bc912d$87fa1280$da7f989e@nlights.demon.co.uk>
<01bc9196$81fd14e0$95bf43ce@wkwerner>
NNTP-Posting-Host: jim.micronetics.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.0b4 [en] (Win95; I)
X-Priority: 3 (Normal)

The AR is called the Game Shark in the US. Its a gizmo
    that fits on the back of the para port on the psx.

    It has flash ram on it so you can hack your own ROMS,
    one function to achieve faster downloads from the pc.
    Its also useful for plane ol' hacking around.

    Its a very kewl device.

    JiM

Wayne K. Werner wrote:
>
> I went to your website, Del, and you were talking about an action replay
> downloading a meg in 8 seconds? Don't want to appear ignorant (whoops, too
> late) but I don't know what you are talking about, and I sure would!
> Please fill me in!
>
> Thanks,
> Wayne
>
> del :) <del@nlights.demon.co.uk> wrote in article
> <01bc912d$87fa1280$da7f989e@nlights.demon.co.uk>...
> > >
> > >
> > > hit http://www.nlights.demon.co.uk
> > >
> > > then goto my yaroze page (LINKED)
> > >
> > > :)
--MESSAGE FILE 16894 END: ./2 SCEA/yaroze/freetalk/000000084html.html

--MESSAGE FILE 16895 START: ./2 SCEA/yaroze/freetalk/000000085html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com

From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3?
Date: Thu, 24 Jul 1997 00:14:02 -0700
Organization: SCEA Net Yaroze News
Lines: 52
Message-ID: <33D700BA.6FFF@hubcap.clemson.edu>
References: <33B172D7.5D46@Kreative.net>
NNTP-Posting-Host: pm4-5.innova.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Jon Blocksom wrote:
>
> Just out of curiousity, did any other Yaroze owners attend E3? What
> did people think? Personally, I was amazed that there were so many
> racing games.
>
> Jon
I was there.
People were mean.
You would wait in line to ask a question or something and some
SOB would feel the need to just walk right in front of you like
he owned the show.
I felt like giving the attendees a true 3D fighting experience by
whippin' up on these bastards.
But don't worry, I kept my Kung Fu skills in check for....

that is not the way....

I was surprised at how mean everyone was.
I too was also surprised at how lame many of the new games were.
Not much revolutionary new stuff, although the Silicon Graphics
development stuff was pretty cool.
I didn't have a yaroze then but did play most of the PS games.
There were surprisingly few dudes in costumes also.
I saw a fleeting elmo but never saw him again.
I must have stopped by that kids sesame street booth (or whatever it
was) 7 times just to find that guy.
I kept asking the lady "where is elmo?" but she keeps telling me
"elmo's out" or "elmo's taking a break" so I tell her
"elmo's a lazy little muppet isn't he?" and she gives me this
annoyed Ricky lake head shaking look. Like I said, mean.
Elmo must be a chronic smoker or have some bladder problem for
the number of times he "stepped out".

They had some live characters (people not in muppet type outfits, but
that looked and dressed like your favorite gaming hero).
They had one there, and I am ashamed to say,
considering I am engaged, I had impure thoughts about the Tomb Raider
babe.
Man she was hot.

Also, near the mechwarrior display, why did they have that scantily clad
chick? What does she have to do with the game?

If I wasn't a sexist pig I might be offended by the blatent display of
flesh for the sake of profit.

Oh ya! I met the guy that wrote twisted metal and XWING!!
That was very exciting.

I will post some pictures. I almost got one of this guy picking his
nose. Right in the middle of a ton of people too!
--MESSAGE FILE 16895 END: ./2 SCEA/yaroze/freetalk/000000085html.html

--MESSAGE FILE 16896 START: ./2 SCEA/yaroze/freetalk/000000086html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: object-oriented support?
Date: Thu, 24 Jul 1997 00:22:54 -0700
Organization: SCEA Net Yaroze News
Lines: 64
Message-ID: <33D702CE.22A9@hubcap.clemson.edu>
References: <33b69d9c.138132316@news.scea.sony.com>
<5p81kr$fv57@chuka.playstation.co.uk>
NNTP-Posting-Host: pm4-5.innova.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Gil Jaysmith wrote:
>
> jamin1@psu.edu (Jamin Frederick) wrote:
> >   The obvious reason I've been avoiding C++ is that its
> >supposedly not supported, and I'd also like to know why! Is there
> >really that much loss of performance, and must games be programmed
> >using a large number of global variables (sort of the opposite of
> >object-oriented paradigm)? I HAVE been using a large number of global
> >variables, but it seems that once the game world starts to become more
> >complex, they will become enormously hard to maintain (i.e., having to
> >remember what each global variable stands for, for every event in the
> >game is not an easy thing to do -- object encapsulation gets rid of
> >this problem...).
>
> It's simple enough to deal with the global-variables problem. Most
> global variables are related to some or other aspect of the game and
> are thus candidates for class statics. The rest go in a class called
> 'Game' which is defined as 'everything required to run a session of
> this game' and of which all other classes (sprites, sound queues,
> controller options, etc) are members. (Hey. It's an object model. Your
> problem is...? :=)
>
> >   Does anyone know the details behind Sony's reasoning, or is
> >there really no fair technical reason that C++ and object-oriented
> >programming should not be supported?
>
> Sony hasn't bothered implementing a C++ library because there's a
> fluxing standard for its contents; this is the only thing stopping you
> from writing games in C++, in that they aren't necessarily portable
> via the standard library interface in the way that games written to
> use libc are. (Most games are written for PC, PlayStation, and Saturn
> simultaneously; the common denominator for libraries is C rather than
> C++.) However, there is a fair bit of professional development going
> on which uses C++. The Sony Net Yaroze stuff doesn't include the C++
> compiler but you can build it no problem with the standard GNU source
> release (that's what we do for the professional developers).
> CodeWarrior includes a proprietary C++ compiler; some recondite C++
> features like namespaces appear not to be supported. (But if you're
> really in need of namespaces then GNU wouldn't satisfy you either, and
> anyway you're not being cautious enough with your linkage
> specifications, is my grumbling & contentious personal opinion.)
>

> Gil Jaysmith
> SN Systems Software Ltd, makers of Psy-Q... http://www.snsys.com
> Disclaimer: What I say when I post here represents me, not my employers.
DONT USE C++!!
Too much overhead.
Trust me.
In school we learned C++ for my data structures and algorithms class.
We had a whole test on C++.
One section dealt with memory allocation and dealocation.
You would be surprised how much of this is taken away with C++.
Just write a simple program that calls a few member functions a few
times each.
Then include something in the constructor or destructor to tell you when
a new class is being created.
You will see that many times it creates a local object until the member
function finishes, then dealocates it on exit.
Mucho overhead.
It happens a lot more than one would care to admit.
The only way to get around this is to make SURE its not pass by value.
BIG OVERHEAD!!
Use the 'this' and all that jazz as much as necessary if you plan to use
c++(not recommended).
--MESSAGE FILE 16896 END: ./2 SCEA/yaroze/freetalk/000000086html.html

--MESSAGE FILE 16897 START: ./2 SCEA/yaroze/freetalk/000000087html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: object-oriented support?
Date: Thu, 24 Jul 1997 10:53:28 GMT
Organization: SN Systems
Lines: 61
Message-ID: <5r7c25$5na47@chuka.playstation.co.uk>
References: <33b69d9c.138132316@news.scea.sony.com>
<5p81kr$fv57@chuka.playstation.co.uk> <33D702CE.22A9@hubcap.clemson.edu>
Reply-To: gil@snsys.com
NNTP-Posting-Host: gil.snsys.com
X-Newsreader: Forte Free Agent 1.0.82

"Michael C. Lee, Jr." <mclee@hubcap.clemson.edu> wrote:
>DONT USE C++!!
>Too much overhead.
>Trust me.

Trust me, squire, what you learnt in school doesn't cover half the
interesting optimisations you can make in C++.

Sometimes you need compiler support, sometimes you don't. To give one
compiler-specific example, GNU C++ supports an extension declaring the
return object to be a local variable. In other words, the compiler
avoids creating a temporary for transferring back the result.

More generally, the sensible use of references also avoids temporary
object creation. (Which is of course why references exist :)

Anyway, for efficiency's sake constructors should do the minimum
amount of work, since they can't return a result code. (The only
result code you'll get is from the 'new' operator, if that's how you
created your object.) If you need a temporary object, use an empty
constructor, and fill in the bits you need only when you need them.
The 'real' data construction can be handled by an Init method or
suchlike. Making your constructors and destructors inline will add to
their speed; frequent function calls cause the problematic overhead.

For an educational experience which amongst other things demonstrates how to second-guess the compiler (not that a few small tests won't show up how to take advantage of your particular compiler's ideas about code generation) you could take a look at Ellis/Stroustrup's "The Annotated C++ Reference Manual" (Addison Wesley, ISBN 0-201-51459-1).

(This, like Stroustrup's other C++ book, is also a useful book to read if you're at all in need of humility concerning your programming ability, since Stroustrup is one of those people who talks of month-long programming projects as 'exercises for the reader' and 'useful scaffolding which can be implemented without difficulty'. ARGH!!!)

Also, trust me (again!), the overhead of using C++ for your game manipulation is trivial compared to the overhead of using inefficient graphics routines and bulk data processing code - which you lucky Yaroze programmers are condemned to do because of the absence of documented GTE library support. Most gameswriters would rather have 95% of their code running 5% less efficiently than face inordinate hassles trying to organise 100% of their code without the structural advantages and improved clarity of expression which C++ offers.

There are several games out there written in C++, and I'm certainly getting far more support calls for C++ compared to, say, six months back, and could name half a dozen C++ games due out in the next few months. It isn't just me bangin' away about C++ being handy!

Incidentally, half of "Crash Bandicoot" is written in LISP. What did your school test say about LISP's efficiency? :=)

Gil Jaysmith
SN Systems Software Ltd, makers of Psy-Q... http://www.snsys.com
Disclaimer: What I say when I post here represents me, not my employers.

--MESSAGE FILE 16897 END: ./2 SCEA/yaroze/freetalk/000000087html.html

--MESSAGE FILE 16898 START: ./2 SCEA/yaroze/freetalk/000000088html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: yaroze members?
Date: Thu, 24 Jul 1997 10:57:36 GMT
Organization: SN Systems
Lines: 24
Message-ID: <5r7c9t$5na48@chuka.playstation.co.uk>
References: <33b1d797.15944657@news.scea.sony.com>
Reply-To: gil@snsys.com
NNTP-Posting-Host: gil.snsys.com
X-Newsreader: Forte Free Agent 1.0.82

jamin1@psu.edu (Jamin Frederick) wrote:
>Does anyone know a ballpark figure of the number of yaroze members in
>the US and Europe and Japan? The newsgroups haven't been very lively
>lately. I'm wondering if there's many members who know what they're
>doing already and don't really contribute, or if a lot of people don't
>even use newsgroups, or if a lot of people don't know much at all, or
>finally, there's not that many people to begin with!

A bit of hearsay floating around the office right now is that Sony has sold only a couple of hundred units in the States. Or was that

Metrowerks? You see how gossip gets mangled in transit over the
Atlantic.

In either case I'm surprised as hell that there's been so little
takeup; the impression I got from the European groups was that there'd
be more, since it's usually only a vocal 2% who contribute to
newsgroups. Perhaps all those garage programmers out there have
decided to wait for the Nintendo 64 home devkit ;=)

Gil Jaysmith
SN Systems Software Ltd, makers of Psy-Q... http://www.snsys.com
Disclaimer: What I say when I post here represents me, not my employers.

--MESSAGE FILE 16898 END: ./2 SCEA/yaroze/freetalk/000000088html.html

--MESSAGE FILE 16899 START: ./2 SCEA/yaroze/freetalk/000000089html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: object-oriented support?
Date: Thu, 24 Jul 1997 08:52:46 -0700
Organization: SCEA Net Yaroze News
Lines: 110
Message-ID: <33D77A4E.3BDB@hubcap.clemson.edu>
References: <33b69d9c.138132316@news.scea.sony.com>
<5p81kr$fv57@chuka.playstation.co.uk> <33D702CE.22A9@hubcap.clemson.edu>
<5r7c25$5na47@chuka.playstation.co.uk>
NNTP-Posting-Host: pm4-3.innova.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Gil Jaysmith wrote:
>
> "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu> wrote:
> >DONT USE C++!!
> >Too much overhead.
> >Trust me.
>
> Trust me, squire, what you learnt in school doesn't cover half the
> interesting optimisations you can make in C++.
>
> Sometimes you need compiler support, sometimes you don't. To give one
> compiler-specific example, GNU C++ supports an extension declaring the
> return object to be a local variable. In other words, the compiler
> avoids creating a temporary for transferring back the result.
>
> More generally, the sensible use of references also avoids temporary
> object creation. (Which is of course why references exist :)
>
> Anyway, for efficiency's sake constructors should do the minimum
> amount of work, since they can't return a result code. (The only
> result code you'll get is from the 'new' operator, if that's how you
> created your object.) If you need a temporary object, use an empty
> constructor, and fill in the bits you need only when you need them.
> The 'real' data construction can be handled by an Init method or
> suchlike. Making your constructors and destructors inline will add to
> their speed; frequent function calls cause the problematic overhead.
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> For an educational experience which amongst other things demonstrates
> how to second-guess the compiler (not that a few small tests won't

> show up how to take advantage of your particular compiler's ideas
> about code generation) you could take a look at Ellis/Stroustrup's
> "The Annotated C++ Reference Manual" (Addison Wesley, ISBN
> 0-201-51459-1).
>
> (This, like Stroustrup's other C++ book, is also a useful book to read
> if you're at all in need of humility concerning your programming
> ability, since Stroustrup is one of those people who talks of
> month-long programming projects as 'exercises for the reader' and
> 'useful scaffolding which can be implemented without difficulty'.
> ARGH!!!)
>
> Also, trust me (again!), the overhead of using C++ for your game
> manipulation is trivial compared to the overhead of using inefficient
> graphics routines and bulk data processing code - which you lucky
> Yaroze programmers are condemned to do because of the absence of
> documented GTE library support. Most gameswriters would rather have
> 95% of their code running 5% less efficiently than face inordinate
> hassles trying to organise 100% of their code without the structural
> advantages and improved clarity of expression which C++ offers.
>
> There are several games out there written in C++, and I'm certainly
> getting far more support calls for C++ compared to, say, six months
> back, and could name half a dozen C++ games due out in the next few
> months. It isn't just me bangin' away about C++ being handy!
>
> Incidentally, half of "Crash Bandicoot" is written in LISP. What did
> your school test say about LISP's efficiency? :=)
>
> Gil Jaysmith
> SN Systems Software Ltd, makers of Psy-Q... http://www.snsys.com
> Disclaimer: What I say when I post here represents me, not my employers.
Like I said, say what you will.
Just do a test and see how many times a new object is allocated and
deallocated.
This was hard learned through many long, late nights in the lab.
And the loss was MUCH greater than 5%.
This is why I do not use C++ for games.
I'll tell you where C++ comes in handy...
For a better, more robust design, such as a database where an ER or DFD
can be more easily represented with C++, smalltalk or other such oop
languages.
C++ is bad for games, period.
Hardware has gotten MUCH faster and compensated well for this, but when
it comes to game, any good coder know that you squeeze what you can out
of it.
And inlining constructors and destructors won't matter. The compiler
does what it wants anyway.
I've DONE IT! Go ahead if you want mondo overhead.
Don't trust me, take a look at the number of times a temporary object is
created for a small task. You will be very surprised I'm sure.

Don't get me wrong, I like C++ for what it is good at (Hell, I even like
smalltalk and smoked all my classmates consistently in OOP design and
coding (different class)), taking something from design to product. It
is quicker, easier to read, and more robust than C generally, but it is
slower, period, and a good deal more than 5%.

More like 15-20 conservatively.
Once again, don't take my word for it, check some of your already
existing code for the number times a new temporary object is created.
Open it in a profiler, put a breakpoint on the constructor and open it
in the debugger, whatever, just DON'T trust me. Trust what exists.
Bad for games. Bad. True, compiler technology is getting better, but if

that were a truism, assembly would not still be as prevelant in games
(and I HATE ASSEMBLY).

later,
mike

Incidentally, what did your school teach you about Smalltalk? Or oop
design? Or compiler technology and design? As for LISP, what does that
have to do with anything. They can write Crash Bandicoot in interpreted
REXX for all I care. I'm just trying to help.
Considering this is just a hobby thing.
Go ahead, C++ your brains out and have slower code.

l8r
mike

8O
--MESSAGE FILE 16899 END: ./2 SCEA/yaroze/freetalk/000000089html.html

--MESSAGE FILE 16900 START: ./2 SCEA/yaroze/freetalk/000000090html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick Porcino <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: object-oriented support?
Date: Thu, 24 Jul 1997 09:21:52 -0800
Organization: SCEA Net Yaroze News
Lines: 28
Message-ID: <33D78F2F.42C9@bc.sympatico.ca>
References: <33b69d9c.138132316@news.scea.sony.com>
<5p81kr$fv57@chuka.playstation.co.uk> <33D702CE.22A9@hubcap.clemson.edu>
<5r7c25$5na47@chuka.playstation.co.uk> <33D77A4E.3BDB@hubcap.clemson.edu>
NNTP-Posting-Host: vcta01m01-18.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

I hate wading in on a C vs. C++ fest, but the overhead of C++ is way
overrated. The temporary objects Mike is talking about are there to a
certain degree, but as Gil points out, your constructors shouldn't be
doing anything that takes any time. The temps are created on the stack
as well, so you're not waiting for someone's poor excuse of a memory
manager to find space for them. And you can code so that they are seldom
produced anyway.

Our game engine at Disney is coded in C++ and we are getting better
performance than when it was coded in C, on the same machines. I've
double checked the assembly code for our sprite renderers, and the C++
generates better code because it is better able to deal with pointer
aliasing and other optimization problems that are difficult to resolve
with C.

We've got a particle system running a quarter million antialiased
blurred transparent particle sprites a second, all implemented in C++
with virtual base classes and templates galore. Of course we've written
our own memory manager because the stuff that ships with the compilers
is in general slower than spit.

You'd be surprised how many professional game shops use C++. Try
programming a game like Sim City in C, and in C++... One of the two
would be a nightmare.

Oh well, rant mode off.

- nick
--MESSAGE FILE 16900 END: ./2 SCEA/yaroze/freetalk/000000090html.html

--MESSAGE FILE 16901 START: ./2 SCEA/yaroze/freetalk/000000091html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: object-oriented support?
Date: Thu, 24 Jul 1997 17:15:11 GMT
Organization: SN Systems
Lines: 62
Message-ID: <5r82ds$5na49@chuka.playstation.co.uk>
References: <33b69d9c.138132316@news.scea.sony.com>
<5p81kr$fv57@chuka.playstation.co.uk> <33D702CE.22A9@hubcap.clemson.edu>
<5r7c25$5na47@chuka.playstation.co.uk> <33D77A4E.3BDB@hubcap.clemson.edu>
Reply-To: gil@snsys.com
NNTP-Posting-Host: gil.snsys.com
X-Newsreader: Forte Free Agent 1.0.82

"Michael C. Lee, Jr." <mclee@hubcap.clemson.edu> wrote:
>Don't trust me, take a look at the number of times a temporary object is
>created for a small task. You will be very surprised I'm sure.

Don't worry, squire, I'm not trusting you - it's just, you're wrong...

This isn't intended as an insulting comment, but it happens to be
true. I take the GNU compilers apart as part of my job; SN Systems is
the company which makes the professional PSX and N64 development kits
and has a history stretching back to cross-development on the Atari ST
and Amiga, and I handle compiler support and compilation tool
development. I *do* see PlayStation games in C++, and they are *not
visibly slower* (the only criterion which matters in gameswriting)
than those in C...

>Bad for games. Bad. True, compiler technology is getting better, but if
>that were a truism, assembly would not still be as prevelant in games
>(and I HATE ASSEMBLY).

... and I don't see *any* games written in assembler, except for the
occasional stunningly important fast-throughput routine which can
exploit some MIPS instruction the compiler doesn't want to generate.

>Incidentally, what did your school teach you about Smalltalk? Or oop
>design? Or compiler technology and design? As for LISP, what does that
>have to do with anything. They can write Crash Bandicoot in interpreted
>REXX for all I care. I'm just trying to help.

The questions are irrelevant but here are the answers:
Smalltalk - nothing.
OOP design - quite a bit. Six years as a business programmer may have
helped too.
Compiler technology and design - quite a bit, to the extent that I
wrote parsers and code generators.

(The first two of those are in fact so irrelevant that I'd love to
know why you asked them...)

As for what LISP has to do with it - the point is that LISP is not
noted for being a fast or attractive language or a common choice for
games programmers, but someone managed to make it perform
satisfactorily, and to prove that something is possible you only need
one instance. So LISP is, in my opinion, now proven as a viable choice

for gameswriting - if not necessarily the preferable choice.

If you don't believe C++ has an important and growingly popular place in gameswriting, well, that's your decision, and I wouldn't think to tell you you were wrong to have your own opinion. But I disagree 100% with the body of that opinion, and plenty of companies (see the message from Nick in another subthread) concur and have enough confidence in C++ to use it at an industrial-strength level.

<opinion> I hope you think again about your entrenched position, because the programming world needs fewer people in the new generation who are addicted to C and believe there will never be a substitute. <\opinion>

Gil Jaysmith
SN Systems Software Ltd, makers of Psy-Q... http://www.snsys.com
Disclaimer: What I say when I post here represents me, not my employers.

--MESSAGE FILE 16901 END: ./2 SCEA/yaroze/freetalk/000000091html.html

--MESSAGE FILE 16902 START: ./2 SCEA/yaroze/freetalk/000000092html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: object-oriented support?
Date: 24 Jul 1997 23:31:18 GMT
Organization: SCEA Net Yaroze News
Lines: 28
Message-ID: <01bc9889$8d86e260$a0bf43ce@wkwerner>
References: <33b69d9c.138132316@news.scea.sony.com>
<5p81kr$fv57@chuka.playstation.co.uk> <33D702CE.22A9@hubcap.clemson.edu>
<5r7c25$5na47@chuka.playstation.co.uk> <33D77A4E.3BDB@hubcap.clemson.edu>
NNTP-Posting-Host: port60.con2.com
X-Newsreader: Microsoft Internet News 4.70.1155

Don't want to, but can't help myself...

Mike,

Don't forget the bottom line design concept behind C++. You only pay for what you use. This philosophy has been adhered to stringently. As a base line, if you use no object oriented features, you just get a better C.

As for all of those nasty little temps, if you understand what causes them, you understand how to avoid them. Don't stop with the Stroustrup book. Try Scott Meyers' fantastic duo, Effective C++ and More Effective C++.

Bad design and bad coding are bad whatever the underlying language is! Check out the news thread that began with Some Ideas and Concerns RE CW, which turned into a discussion of these issues, in the CodeWarrior area.

There are some awesomely talented and experienced people active on NY. Despite my 20 years in the business, I intend to keep my ears (eyes?) open!
 Learning doesn't stop when school ends. If you're lucky, it doesn't stop til the day you die!

Welcome to the Club, Mike!
--
Wayne K. Werner
wkwerner@con2.com

"Live and learn, from fools and from sages." Aerosmith

--MESSAGE FILE 16902 END: ./2 SCEA/yaroze/freetalk/000000092html.html

--MESSAGE FILE 16903 START: ./2 SCEA/yaroze/freetalk/000000093html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: object-oriented support?
Date: Thu, 24 Jul 1997 21:07:56 -0700
Organization: SCEA Net Yaroze News
Lines: 28
Message-ID: <33D8269C.3466@hubcap.clemson.edu>
References: <33b69d9c.138132316@news.scea.sony.com>
<5p81kr$fv57@chuka.playstation.co.uk> <33D702CE.22A9@hubcap.clemson.edu>
<5r7c25$5na47@chuka.playstation.co.uk> <33D77A4E.3BDB@hubcap.clemson.edu>
<01bc9889$8d86e260$a0bf43ce@wkwerner>
NNTP-Posting-Host: 206.139.128.68
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Wow, got some serious followers here.
C++ compiler technology must have come a long way since 2.5 years ago
cuz, I knew how to code in it and it was dragging.
gcc and Visual C++ (borland and MS).
If you want to do oop, use smalltalk. Im talking to a company now that
is looking for a programmer and theyre interested in my smalltalk
experience. It is a true oop language. I've noticed that a good deal
of people who code in C++ end up reverting back to C and don't use many
of the powerful features of C++ (exception handling, templates, etc).
I'm not a steadfast C programmer. As a matter of fact, I think most C
programmers are nerdy closet types who have trouble designing good user
friendly code because they don't understand that the end product is for
the more computer illiterate public. Just look at the documentation for
the Yaroze, pretty lacking. I know 13 languages. C is not my favorite,
but it is my best, cuz I use it, cuz thats pretty much what everyone
uses. If I had it my way, everything would be Ada. Now there's a well
designed language. I am a fan of functional languages, like C and Ada.
Now, if we could direct all this talk into better documentation for the
yaroze, i would be set.
This thing can't get more confusing than a woman.
good input on the C++ though, disagree, but good (not cuz I'm a C fan,
like I said, Ada)
l8r
mike

PS: Every programmer I talked to at E3 said they had to do some assembly
programming in their games. I'm not throwing this at you. I wish it were
not so. It just is.
--MESSAGE FILE 16903 END: ./2 SCEA/yaroze/freetalk/000000093html.html

--MESSAGE FILE 16904 START: ./2 SCEA/yaroze/freetalk/000000094html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: yaroze members?
Date: Thu, 24 Jul 1997 21:33:40 -0500
Organization: (no organization)
Lines: 20
Message-ID: <33D81084.5F8C@charlie.cns.iit.edu>
References: <33b1d797.15944657@news.scea.sony.com>

<5r7c9t$5na48@chuka.playstation.co.uk>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Gil Jaysmith wrote:
>
> jamin1@psu.edu (Jamin Frederick) wrote:
> >Does anyone know a ballpark figure of the number of yaroze members in
> >the US and Europe and Japan? The newsgroups haven't been very lively
> >lately. [etc]
>
> A bit of hearsay floating around the office right now is that Sony has
> sold only a couple of hundred units in the States. [etc]
> In either case I'm surprised as hell that there's been so little
> takeup; the impression I got from the European groups was that there'd
> be more, since it's usually only a vocal 2% who contribute to
> newsgroups. Perhaps all those garage programmers out there have
> decided to wait for the Nintendo 64 home devkit ;=)

It really could be that the system was released just shortly before
summer. It really makes a *big* difference around here (Chicago, IL)
I guess we'll find out in the fall if thats true.

EdF
--MESSAGE FILE 16904 END: ./2 SCEA/yaroze/freetalk/000000094html.html

--MESSAGE FILE 16905 START: ./2 SCEA/yaroze/freetalk/000000095html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: object-oriented support?
Date: Fri, 25 Jul 1997 11:59:24 GMT
Organization: SN Systems
Lines: 75
Message-ID: <5ra49g$pm11@chuka.playstation.co.uk>
References: <33b69d9c.138132316@news.scea.sony.com>
<5p81kr$fv57@chuka.playstation.co.uk> <33D702CE.22A9@hubcap.clemson.edu>
<5r7c25$5na47@chuka.playstation.co.uk> <33D77A4E.3BDB@hubcap.clemson.edu>
<01bc9889$8d86e260$a0bf43ce@wkwerner> <33D8269C.3466@hubcap.clemson.edu>
Reply-To: gil@snsys.com
NNTP-Posting-Host: gil.snsys.com
X-Newsreader: Forte Free Agent 1.0.82

>Wow, got some serious followers here.

Were I not the possessor of a joyous and loving heart, I'd probably
resent that remark ;=)

>C++ compiler technology must have come a long way since 2.5 years ago
>cuz, I knew how to code in it and it was dragging.
>gcc and Visual C++ (borland and MS).

Yes, it has. Microsoft, amongst other companies, decided not to waste
time and they've evidently made a commitment to support C++ over C.
Meanwhile, the GNU C++ compiler is still badly in need of some
rewriting (it lacks debug support for static class members, amongst
other things). I agree that things have changed quite quickly; when I
meddled with Borland C++ a few years ago it didn't implement the
delete operator properly, amongst other things. It's taken until now

for it to become a viable gameswriting choice. If you were basing your commentary on outdated knowledge, then you're forgiven...

>If you want to do oop, use smalltalk. Im talking to a company now that
>is looking for a programmer and theyre interested in my smalltalk
>experience. It is a true oop language. I've noticed that a good deal
>of people who code in C++ end up reverting back to C and don't use many
>of the powerful features of C++ (exception handling, templates, etc).

Their loss. But programmers who structure their work with any sense and who aim to write good clear code can generally do so in any language.

>I'm not a steadfast C programmer. As a matter of fact, I think most C
>programmers are nerdy closet types who have trouble designing good user
>friendly code because they don't understand that the end product is for
>the more computer illiterate public. Just look at the documentation for
>the Yaroze, pretty lacking. I know 13 languages. C is not my favorite,
>but it is my best, cuz I use it, cuz thats pretty much what everyone
>uses. If I had it my way, everything would be Ada. Now there's a well
>designed language. I am a fan of functional languages, like C and Ada.

(13, is that all? ;=)

Terminology tip: C and Ada are procedural, not functional, languages (unless you mean 'they work') - the technical meaning of 'functional' encompasses wondrous things like ML.

The documentation for the Yaroze is poor because it's been sadly translated and because DTS stuff is invariably poor; documentation only becomes an important issue to most companies when it's part of a shrinkwrapped product, otherwise, it's left to the support desk. The reason that the libraries are for C is probably that they didn't want to write their own compiler, just to ship a free one like GNU, and C was the obvious choice from the languages supported by GNU.

<opinion>
Interesting that you like Ada and feel that it's well-designed. My understanding of Ada is that it contains all the popular features from five or six contemporaneously popular languages, and that you can comfortably write Ada which looks like C, Ada which looks like Pascal, etc, and the work of programmers with different interests can look even more radically different than usual. In other words, perhaps you like Ada because you program it like you program C :=)

For my part I'm a fan of the right language for the job. And there are a lot of right languages for each job.
</opinion>

>This thing can't get more confusing than a woman.

?
Fortunately I feel like ignoring that, too :)

Gil Jaysmith
SN Systems Software Ltd, makers of Psy-Q... http://www.snsys.com
Disclaimer: What I say when I post here represents me, not my employers.

--MESSAGE FILE 16905 END: ./2 SCEA/yaroze/freetalk/000000095html.html

--MESSAGE FILE 16906 START: ./2 SCEA/yaroze/freetalk/000000096html.html
Path: chuka.playstation.co.uk!news

From: Mark.Dickman@elmail.co.uk (Mark)
Newsgroups: scea.yaroze.freetalk
Subject: Re: yaroze members?
Date: Fri, 25 Jul 1997 16:09:50 GMT
Organization: ElectricMail Ltd.
Lines: 15
Message-ID: <33dacf5c.338817015@news.playstation.co.uk>
References: <33b1d797.15944657@news.scea.sony.com>
<5r7c9t$5na48@chuka.playstation.co.uk>
NNTP-Posting-Host: oneida.elmail.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.0/32.390

On Thu, 24 Jul 1997 10:57:36 GMT, gil@snsys.com (Gil Jaysmith) wrote:

>A bit of hearsay floating around the office right now is that Sony has
>sold only a couple of hundred units in the States. Or was that

For scee, the easiest way to find out would be to ftp in, and count
the number of directories, taking off a few for freebies, test accts,
and sony accts.

You should end up with a number, reflecting the number of users in the

scee group anyway.

Mark
--MESSAGE FILE 16906 END: ./2 SCEA/yaroze/freetalk/000000096html.html

--MESSAGE FILE 16907 START: ./2 SCEA/yaroze/freetalk/000000097html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael C. Lee, Jr." <mclee@hubcap.clemson.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: object-oriented support?
Date: Tue, 29 Jul 1997 03:29:08 -0700
Organization: SCEA Net Yaroze News
Lines: 88
Message-ID: <33DDC5F4.5DDC@hubcap.clemson.edu>
References: <33b69d9c.138132316@news.scea.sony.com>
<5p81kr$fv57@chuka.playstation.co.uk> <33D702CE.22A9@hubcap.clemson.edu>
<5r7c25$5na47@chuka.playstation.co.uk> <33D77A4E.3BDB@hubcap.clemson.edu>
<01bc9889$8d86e260$a0bf43ce@wkwerner> <33D8269C.3466@hubcap.clemson.edu>
<5ra49g$pm11@chuka.playstation.co.uk>
NNTP-Posting-Host: pm4-25.innova.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Gil Jaysmith wrote:
>
> >Wow, got some serious followers here.
>
> Were I not the possessor of a joyous and loving heart, I'd probably
> resent that remark ;=)
>
> >C++ compiler technology must have come a long way since 2.5 years ago
> >cuz, I knew how to code in it and it was dragging.
> >gcc and Visual C++ (borland and MS).
>

> Yes, it has. Microsoft, amongst other companies, decided not to waste
> time and they've evidently made a commitment to support C++ over C.
> Meanwhile, the GNU C++ compiler is still badly in need of some
> rewriting (it lacks debug support for static class members, amongst
> other things). I agree that things have changed quite quickly; when I
> meddled with Borland C++ a few years ago it didn't implement the
> delete operator properly, amongst other things. It's taken until now
> for it to become a viable gameswriting choice. If you were basing your
> commentary on outdated knowledge, then you're forgiven...
>
> >If you want to do oop, use smalltalk. Im talking to a company now that
> >is looking for a programmer and theyre interested in my smalltalk
> >experience. It is a true oop language. I've noticed that a good deal
> >of people who code in C++ end up reverting back to C and don't use many
> >of the powerful features of C++ (exception handling, templates, etc).
>
> Their loss. But programmers who structure their work with any sense
> and who aim to write good clear code can generally do so in any
> language.
>
> >I'm not a steadfast C programmer. As a matter of fact, I think most C
> >programmers are nerdy closet types who have trouble designing good user
> >friendly code because they don't understand that the end product is for
> >the more computer illiterate public. Just look at the documentation for
> >the Yaroze, pretty lacking. I know 13 languages. C is not my favorite,
> >but it is my best, cuz I use it, cuz thats pretty much what everyone
> >uses. If I had it my way, everything would be Ada. Now there's a well
> >designed language. I am a fan of functional languages, like C and Ada.
>
> (13, is that all? ;=)
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> Terminology tip: C and Ada are procedural, not functional, languages
> (unless you mean 'they work') - the technical meaning of 'functional'
> encompasses wondrous things like ML.
>
> The documentation for the Yaroze is poor because it's been sadly
> translated and because DTS stuff is invariably poor; documentation
> only becomes an important issue to most companies when it's part of a
> shrinkwrapped product, otherwise, it's left to the support desk. The
> reason that the libraries are for C is probably that they didn't want
> to write their own compiler, just to ship a free one like GNU, and C
> was the obvious choice from the languages supported by GNU.
>
> <opinion>
> Interesting that you like Ada and feel that it's well-designed. My
> understanding of Ada is that it contains all the popular features from
> five or six contemporaneously popular languages, and that you can
> comfortably write Ada which looks like C, Ada which looks like Pascal,
> etc, and the work of programmers with different interests can look
> even more radically different than usual. In other words, perhaps you
> like Ada because you program it like you program C :=)
>
> For my part I'm a fan of the right language for the job. And there are
> a lot of right languages for each job.
> </opinion>
>
> >This thing can't get more confusing than a woman.
>
> ?
> Fortunately I feel like ignoring that, too :)
>
> Gil Jaysmith
> SN Systems Software Ltd, makers of Psy-Q... http://www.snsys.com
> Disclaimer: What I say when I post here represents me, not my employers.

Oh ya, procedural, ML is functional. Anyway...
No, I don't write Ada like C. I love Ada. C is awful, but it works.
Ada isn't a bunch of languages thrown together but a language that was
developed for a need (DOD). It so happens that is is like many other
languages cuz what they needed was features that many languages support.
The problem is, they wanted easily ported and readable code so they
wouldn't have to shell out the big dough for new dudes to come and
update/rewrite stuff, hence Ada...BUT they keep changing the language,
defeating its main purpose. So this is its big drawback.

Anyway, can we get back to yaroze talk?
This stuff is still confusing.
mike
--MESSAGE FILE 16907 END: ./2 SCEA/yaroze/freetalk/000000097html.html

--MESSAGE FILE 16908 START: ./2 SCEA/yaroze/freetalk/000000098html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Benjamen Siroshton" <benjamen_siroshton@firstdatabank.com>
Newsgroups: scea.yaroze.freetalk
Subject: ShowCase section of website
Date: 31 Jul 1997 18:57:07 GMT
Organization: First DataBank
Lines: 10
Message-ID: <01bc9de4$31cacd50$5271df26@disintegration>
NNTP-Posting-Host: pluto.firstdatabank.com
X-Newsreader: Microsoft Internet News 4.70.1155

   Out of curiosity does the showcase section consist of the best 'submitted'
Yaroze stuff around the globe? or just the US? .. I noticed the 3d Mansion
game having Japanese text.. Is this from a fellow american who prefers
Japanese text or a member in Japan?

Thanks in advanced.

Benjamen Siroshton

--MESSAGE FILE 16908 END: ./2 SCEA/yaroze/freetalk/000000098html.html

--MESSAGE FILE 16909 START: ./2 SCEA/yaroze/freetalk/000000099html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@hrtc.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: ShowCase section of website
Date: Thu, 31 Jul 1997 22:16:30 GMT
Organization: SCEA Net Yaroze News
Lines: 24
Message-ID: <33e10da6.33509558@205.149.189.29>
References: <01bc9de4$31cacd50$5271df26@disintegration>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

Benjamen,

The showcase currently contains programs that we felt showed off the
system in some way. Since there weren't any programs from SCEA members
at the time the web site was set up, the programs were taken from the
Japanese and European sites. As time goes on you can expect to see the
work of North American members added to the showcase.

Mario

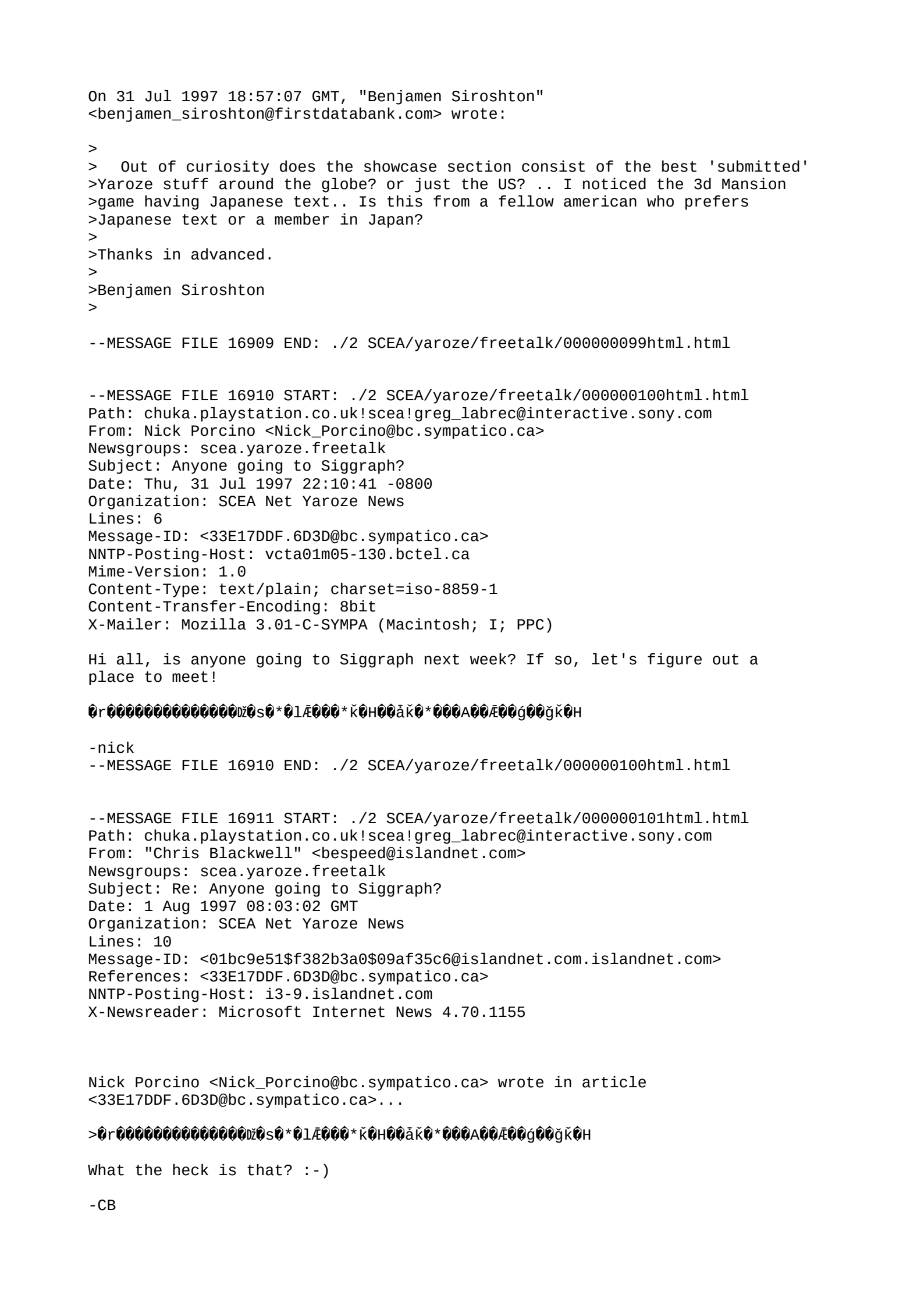
On 31 Jul 1997 18:57:07 GMT, "Benjamen Siroshton"
<benjamen_siroshton@firstdatabank.com> wrote:

>
> Out of curiosity does the showcase section consist of the best 'submitted'
>Yaroze stuff around the globe? or just the US? .. I noticed the 3d Mansion
>game having Japanese text.. Is this from a fellow american who prefers
>Japanese text or a member in Japan?
>
>Thanks in advanced.
>
>Benjamen Siroshton
>

--MESSAGE FILE 16909 END: ./2 SCEA/yaroze/freetalk/000000099html.html

--MESSAGE FILE 16910 START: ./2 SCEA/yaroze/freetalk/000000100html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick Porcino <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Anyone going to Siggraph?
Date: Thu, 31 Jul 1997 22:10:41 -0800
Organization: SCEA Net Yaroze News
Lines: 6
Message-ID: <33E17DDF.6D3D@bc.sympatico.ca>
NNTP-Posting-Host: vcta01m05-130.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

Hi all, is anyone going to Siggraph next week? If so, let's figure out a
place to meet!



-nick
--MESSAGE FILE 16910 END: ./2 SCEA/yaroze/freetalk/000000100html.html

--MESSAGE FILE 16911 START: ./2 SCEA/yaroze/freetalk/000000101html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Blackwell" <bespeed@islandnet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Anyone going to Siggraph?
Date: 1 Aug 1997 08:03:02 GMT
Organization: SCEA Net Yaroze News
Lines: 10
Message-ID: <01bc9e51$f382b3a0$09af35c6@islandnet.com.islandnet.com>
References: <33E17DDF.6D3D@bc.sympatico.ca>
NNTP-Posting-Host: i3-9.islandnet.com
X-Newsreader: Microsoft Internet News 4.70.1155

Nick Porcino <Nick_Porcino@bc.sympatico.ca> wrote in article
<33E17DDF.6D3D@bc.sympatico.ca>...

>

What the heck is that? :-)

-CB

--MESSAGE FILE 16911 END: ./2 SCEA/yaroze/freetalk/000000101html.html

--MESSAGE FILE 16912 START: ./2 SCEA/yaroze/freetalk/000000102html.html
Path: chuka.playstation.co.uk!news
From: Chris Chadwick <xjk18@dial.pipex.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: yaroze members?
Date: Sat, 02 Aug 1997 13:05:08 -0700
Organization: PlayStation Net Yaroze (SCEE)
Lines: 55
Message-ID: <33E392F4.64CD@dial.pipex.com>
References: <33b1d797.15944657@news.scea.sony.com>
<5r7c9t$5na48@chuka.playstation.co.uk>
NNTP-Posting-Host: am080.du.pipex.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Win95; I; 16bit)

Gil Jaysmith wrote:
>
> jamin1@psu.edu (Jamin Frederick) wrote:
> >Does anyone know a ballpark figure of the number of yaroze members in
> >the US and Europe and Japan? The newsgroups haven't been very lively
> >lately. I'm wondering if there's many members who know what they're
> >doing already and don't really contribute, or if a lot of people don't
> >even use newsgroups, or if a lot of people don't know much at all, or
> >finally, there's not that many people to begin with!
>
> A bit of hearsay floating around the office right now is that Sony has
> sold only a couple of hundred units in the States. <snip>

This would not surprise me, but then again what does it matter?
Just as long as there is a *significant* (not neccessarily huge) number.
IMHO It's not going to sell in thousands like the home PS as it's
catering to a niche market. Reletively speaking, there cant be that
many home game programmers, using C, willing (or able) to spend this
much money to move over to programming for another system.

This does not mean I think Yaroze is expensive because I don't -
Sony couldn't buy mine back for five times what I paid for it!
I think the price paid is not for the hardware but for the
essential on-line support and again, the reletively small sales.

I've tried to think why Sony released Yaroze in the first place:
I can't believe they can make any significant profit from the project,
if any profit at all! And any thoughts of an act of philanthropy must
go out the window - Sony is in business to make money, after all.

Anyway, whatever the reasons, I for one am just glad they did it as I
am enjoying the experience (except when I can't sort a problem, 'course :)

>
> In either case I'm surprised as hell that there's been so little
> takeup; the impression I got from the European groups was that there'd
> be more, since it's usually only a vocal 2% who contribute to
> newsgroups. Perhaps all those garage programmers out there have
> decided to wait for the Nintendo 64 home devkit ;=)

Don't hold your breath! Although, they might bring out a
Virtual Boy (ha ha ha) dev kit...   not! :)

>

> Gil Jaysmith
> SN Systems Software Ltd, makers of Psy-Q... http://www.snsys.com
> Disclaimer: What I say when I post here represents me, not my employers.

These are just some of my thoughts I thought I'd post (I've never
posted to SCEA newgroups before, see) and BTW no I'm not in any way
associated to Sony - in case you were wondering :)

SCEE ya!

Chris
--MESSAGE FILE 16912 END: ./2 SCEA/yaroze/freetalk/000000102html.html

--MESSAGE FILE 16913 START: ./2 SCEA/yaroze/freetalk/000000103html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: yaroze members?
Date: 2 Aug 1997 19:19:33 GMT
Organization: SCEA Net Yaroze News
Lines: 17
Message-ID: <01bc9f78$f11e06a0$71bf43ce@wkwerner>
References: <33b1d797.15944657@news.scea.sony.com>
<5r7c9t$5na48@chuka.playstation.co.uk> <33E392F4.64CD@dial.pipex.com>
NNTP-Posting-Host: port13.con2.com
X-Newsreader: Microsoft Internet News 4.70.1155

> I've tried to think why Sony released Yaroze in the first place:
> I can't believe they can make any significant profit from the project,
> if any profit at all! And any thoughts of an act of philanthropy must
> go out the window - Sony is in business to make money, after all.

It makes obvious good financial sense to me. What makes the PS dust the
N64? Well, not the hardware, PS is now one generation behind. What makes
a platform great is the software! The NY is a brilliant piece of work by
Sony R & D to expand on the base of programmers and designers for PS. They
are counting on us to swell the ranks and keep the PS number one.
Ingenious!

Makes me feel like I'm part of a AAA team!
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16913 END: ./2 SCEA/yaroze/freetalk/000000103html.html

--MESSAGE FILE 16914 START: ./2 SCEA/yaroze/freetalk/000000104html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: pbureau@odyssee.net (Patrick Bureau)
Newsgroups: scea.yaroze.freetalk
Subject: Net Yaroze for the PlayStation 2?
Date: Tue, 05 Aug 1997 07:02:36 GMT
Organization: SCEA Net Yaroze News
Lines: 21
Message-ID: <33e6c460.16134731@news.scea.sony.com>
NNTP-Posting-Host: e19.Dynamic-IP.Mlink.NET
X-Newsreader: Forte Free Agent 1.1/32.230

Hello everybody!,
       Do you feel like that there will be a "Net Yaroze 2"
when the PSX2 comes out in 1999-2000? For my part, I would like it to
come out early and offer us the NY2 before or when the consumer PSX2

comes out. That way, it would be possible to develop games that are very competitive to what the market offers at that point in time. Furthermore, it would give us more time to become developpers if we wished and possibly create commercial games. Don't worry, I'm very happy with my Net Yaroze, but I would have liked it even more if it could have been available in September 1995 :)
    Anyway, I think I'm just dreaming of having a Net Yaroze with 16 or 32 megs of unified ram, a R5000 at 200Mhz, DVD, lod mip-mapping, Anti-aliasing, alpha blending, per-pixel fog and transparency, tri-linear filtering and perspective correction. Could also render 2 million polygons/sec with all features on. Did I miss anything? :)
    Share your thoughts if you want!

Patrick Bureau

P.S: I almost forgot, a trade-in offer for Net Yaroze members would be cool!
--MESSAGE FILE 16914 END: ./2 SCEA/yaroze/freetalk/000000104html.html

--MESSAGE FILE 16915 START: ./2 SCEA/yaroze/freetalk/000000105html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mnajera@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Net Yaroze for the PlayStation 2?
Date: Tue, 05 Aug 1997 18:24:10 -0500
Organization: SCEA Net Yaroze News
Lines: 35
Message-ID: <33E7B619.C72B8E7A@ix.netcom.com>
References: <33e6c460.16134731@news.scea.sony.com>
NNTP-Posting-Host: ara-il10-41.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

> Do you feel like that there will be a "Net Yaroze 2"
> when the PSX2 comes out in 1999-2000? For my part, I would like it to
> come out early and offer us the NY2 before or when the consumer PSX2
> comes out. That way, it would be possible to develop games that are
> very competitive to what the market offers at that point in time.
> Furthermore, it would give us more time to become developpers if we
> wished and possibly create commercial games. Don't worry, I'm very
> happy with my Net Yaroze, but I would have liked it even more if it
> could have been available in September 1995 :)

That would probably be the coolest thing a large company like Sony ever did.

> Anyway, I think I'm just dreaming of having a Net Yaroze with
> 16 or 32 megs of unified ram, a R5000 at 200Mhz, DVD, lod mip-mapping,
>
> Anti-aliasing, alpha blending, per-pixel fog and transparency,
> tri-linear filtering and perspective correction. Could also render 2
> million polygons/sec with all features on. Did I miss anything? :)
> Share your thoughts if you want!

Could you imagine the type of CG intros we'd see with DVD? The background music for games would no longer stop at 5 minutes...

What about a modem? You know Sony would provide a communication library that would make programming online games as easy as interfacing with the pads.

> P.S: I almost forgot, a trade-in offer for Net Yaroze members would be
>
> cool!

Umm... I don't think that Sony would really "want" all their machines
back. I'll keep my Yaroze for a long, long time.

--MESSAGE FILE 16915 END: ./2 SCEA/yaroze/freetalk/000000105html.html

--MESSAGE FILE 16916 START: ./2 SCEA/yaroze/freetalk/000000106html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Don Thomas" <don_thomas@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Net Yaroze for the PlayStation 2?
Date: 6 Aug 1997 00:40:03 GMT
Organization: SCEA
Lines: 45
Message-ID: <01bca202$c058a340$e44231a2@DonThomas.interactive.sony.com>
References: <33e6c460.16134731@news.scea.sony.com>
NNTP-Posting-Host: 206.41.6.40
X-Newsreader: Microsoft Internet News 4.70.1161

Patrick,

You have very good points.

As you know, there is no PlayStation2 to speak of at this point. Obviously,
any highly successful high-tech company has to look ahead and, rest
assured, Sony has R&D people very busy. At the same time technology changes
very quickly and what people think may happen in the years ahead may be
very far from the truth. Consequently, it is very difficult to discuss
things that don't yet exist in the real world.

Regardless of any PSX2 that may come one day, you know that 17 million
PlayStations that are out there now are impressive numbers and that many
people aren't going to swing over to any new system overnight. PlayStation
as we know it today has a lot of life in it for years to come.

Thanks for supporting the world's favorite system!

--Don Thomas
  SCEA

Patrick Bureau <pbureau@odyssee.net> wrote in article
<33e6c460.16134731@news.scea.sony.com>...
> Hello everybody!,
>   Do you feel like that there will be a "Net Yaroze 2"
> when the PSX2 comes out in 1999-2000? For my part, I would like it to
> come out early and offer us the NY2 before or when the consumer PSX2
> comes out. That way, it would be possible to develop games that are
> very competitive to what the market offers at that point in time.
> Furthermore, it would give us more time to become developpers if we
> wished and possibly create commercial games. Don't worry, I'm very
> happy with my Net Yaroze, but I would have liked it even more if it
> could have been available in September 1995 :)
> Anyway, I think I'm just dreaming of having a Net Yaroze with
> 16 or 32 megs of unified ram, a R5000 at 200Mhz, DVD, lod mip-mapping,
> Anti-aliasing, alpha blending, per-pixel fog and transparency,
> tri-linear filtering and perspective correction. Could also render 2
> million polygons/sec with all features on. Did I miss anything? :)
> Share your thoughts if you want!
>

> Patrick Bureau
>
> P.S: I almost forgot, a trade-in offer for Net Yaroze members would be
> cool!
>
--MESSAGE FILE 16916 END: ./2 SCEA/yaroze/freetalk/000000106html.html

--MESSAGE FILE 16917 START: ./2 SCEA/yaroze/freetalk/000000107html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: pbureau@odyssee.net (Patrick Bureau)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Net Yaroze for the PlayStation 2?
Date: Wed, 06 Aug 1997 03:50:17 GMT
Organization: SCEA Net Yaroze News
Lines: 35
Message-ID: <33e7eb59.2966106@news.scea.sony.com>
References: <33e6c460.16134731@news.scea.sony.com>
<33E7B619.C72B8E7A@ix.netcom.com>
NNTP-Posting-Host: a111.Dynamic-IP.Mlink.NET
X-Newsreader: Forte Free Agent 1.1/32.230

On Tue, 05 Aug 1997 18:24:10 -0500, Manny Najera
<mnajera@ix.netcom.com> wrote:

>Could you imagine the type of CG intros we'd see with DVD? The
>background music for games would no longer stop at 5 minutes...

I think Square and Namco would have too much fun :)
Moreover, with a powerful machine you could do a lot more detailed
cut-scenes rendered on the fly a la Resident Evil or like in Soul
Blade's endings.
>
>What about a modem? You know Sony would provide a communication library
>that would make programming online games as easy as interfacing with the
>pads.

Oups, I forgot that. With games like Tanarus and EverQuest, Sony
Interactive Studios America could probably manage to setup servers to
play these games and other PSX games. The only problem is: interaction
with other people. You can't "talk to other people" without a
keyboard. And if you include a keyboard + a modem you get a computer.
I don't know how Sony will adress the Internet issue with the current
and the next PSX. But sure, it would be cool to make our own online
games and be able to play with our Net Yaroze via the Internet :)
>
>> P.S: I almost forgot, a trade-in offer for Net Yaroze members would be
>>
>> cool!
>
>Umm... I don't think that Sony would really "want" all their machines
>back. I'll keep my Yaroze for a long, long time.

Me too, but I mean that members of the Net Yaroze could get a discount
on the next Net Yaroze, if there is one :)

Patrick Bureau
--MESSAGE FILE 16917 END: ./2 SCEA/yaroze/freetalk/000000107html.html

--MESSAGE FILE 16918 START: ./2 SCEA/yaroze/freetalk/000000108html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: pbureau@odyssee.net (Patrick Bureau)
Newsgroups: scea.yaroze.freetalk

Subject: Re: Net Yaroze for the PlayStation 2?
Date: Wed, 06 Aug 1997 05:28:33 GMT
Organization: SCEA Net Yaroze News
Lines: 62
Message-ID: <33e7f499.5335169@news.scea.sony.com>
References: <33e6c460.16134731@news.scea.sony.com>
<01bca202$c058a340$e44231a2@DonThomas.interactive.sony.com>
NNTP-Posting-Host: a111.Dynamic-IP.Mlink.NET
X-Newsreader: Forte Free Agent 1.1/32.230

On 6 Aug 1997 00:40:03 GMT, "Don Thomas"
<don_thomas@interactive.sony.com> wrote:

>As you know, there is no PlayStation2 to speak of at this point. Obviously,
>any highly successful high-tech company has to look ahead and, rest
>assured, Sony has R&D people very busy. At the same time technology changes
>very quickly and what people think may happen in the years ahead may be
>very far from the truth. Consequently, it is very difficult to discuss
>things that don't yet exist in the real world.

I was just pointing out what could be done with off-the-shelf
components with a 1999-2000 release date and a $300 price tag in mind.
I don't wish to take decisions for Sony or to look like I know
everything :) Moreover, I'm not attempting to make Sony "spill the
beans" about the PSX2. It was only an attempt to give my thoughts
about the NY and the PSX future and to bring up a new thread in the
newsgroup.

Then again, I've got a new reflexion today.
I think the main question Sony's debating at the moment is to include
a DVD player or a fast cd-rom player in the next PSX. Sure at this
moment DVD-ROM players cost around 400-500 bucks. But who knows at
what speed prices are gonna drop?

After all, two years ago you could get a 2x cd-rom drive or a 2 megs
ram SIMM for a little less than $100. Now, for the same price you can
purchase a 24x cd-rom drive or a 32 meg SIMM!

The other thing is that if Sony chooses to adopt the DVD in their next
incarnation of the PSX, it would really push the DVD industry.
Imagine, two years after the release of a DVD-PSX you could have 15
million homes with DVD players!
>
>Regardless of any PSX2 that may come one day, you know that 17 million
>PlayStations that are out there now are impressive numbers and that many
>people aren't going to swing over to any new system overnight. PlayStation
>as we know it today has a lot of life in it for years to come.

Just to clear one point. In the latest Next-Generation magazine, at
the question: "But you're still involved with PlayStation 2?", Mr. Ken
Kutaragi answered: "I am head of the development team, so yes, you
could say that I'm still involved."

That's why I talked about a 1999-2000 release date. If you take
account that Sega will probably release their Black Belt system a year
sooner than the PSX2. Sega is in a real bad situation due to the
domination of PlayStation sales and they must rush a new product to
the market. But Sony can't wait much after that to release their own
system because I don't think Sony wants the same fate as the
Nintendo64 :)

>
>Thanks for supporting the world's favorite system!

No problem, I gave my support since September 9,1995! Why stop now? :)

And as a side note, I know that you can't comment much about the PSX2 or a possible Net Yaroze 2 for security reasons or maybe you don't even know much more than we do about these projects, but I'm still grateful for your participation in this thread. Thanks!

Patrick Bureau
--MESSAGE FILE 16918 END: ./2 SCEA/yaroze/freetalk/000000108html.html

--MESSAGE FILE 16919 START: ./2 SCEA/yaroze/freetalk/000000109html.html
Path: chuka.playstation.co.uk!news
From: Brian West <briest@mail.globalnet.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Demo discs
Date: Fri, 08 Aug 1997 19:06:17 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <33EB6018.8BC9CFAA@mail.globalnet.co.uk>
NNTP-Posting-Host: client87ec.globalnet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Just a thought but next time you compile some demo discs could we have a bit more warning then I might be able to get one ready! Or perhaps I'm just a bit slow:)

How are they going? There haven't been that many demos posted to the website so far.

--MESSAGE FILE 16919 END: ./2 SCEA/yaroze/freetalk/000000109html.html

--MESSAGE FILE 16920 START: ./2 SCEA/yaroze/freetalk/000000110html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Carnage Heart
Date: 13 Aug 1997 01:28:31 GMT
Organization: WermX Software
Lines: 7
Message-ID: <01bca788$1af6bd20$afbf43ce@wkwerner>
NNTP-Posting-Host: port75.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Can anyone give me the scoop on this Carnage Heart thing. I have no idea at all what it's about, but it sure looks interesting. (The page on the NY site appears to assume pre-knowledge.)
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16920 END: ./2 SCEA/yaroze/freetalk/000000110html.html

--MESSAGE FILE 16921 START: ./2 SCEA/yaroze/freetalk/000000111html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mnajera@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart

Date: Wed, 13 Aug 1997 08:48:49 -0500
Organization: SCEA News Server
Lines: 14
Message-ID: <33F1BB41.500E969B@ix.netcom.com>
References: <01bca788$1af6bd20$afbf43ce@wkwerner>
NNTP-Posting-Host: ara-il10-49.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

> Can anyone give me the scoop on this Carnage Heart thing. I have no
> idea
> at all what it's about, but it sure looks interesting. (The page on
> the NY
> site appears to assume pre-knowledge.)

Carnage Heart is an awesome game. You buy robot parts, put them
together, and program the robot to defend itself against others. You
program it in sort of a flowchat fashion, which seems pretty basic, but
the commands allow you to make tons of complex decisions. It's the
ultimate game for programmers.

Manny Najera

--MESSAGE FILE 16921 END: ./2 SCEA/yaroze/freetalk/000000111html.html

--MESSAGE FILE 16922 START: ./2 SCEA/yaroze/freetalk/000000112html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: david_white <david_white@cubic.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: 3D Shutter Glasses
Date: Wed, 13 Aug 1997 13:17:29 -0700
Organization: SCEA News Server
Lines: 20
Message-ID: <33F21651.13C2@cubic.com>
References: <01bc8d82$c754f570$5271df26@disintegration>
NNTP-Posting-Host: amp.corp.cubic.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Macintosh; I; PPC)

Benjamen Siroshton wrote:
>
>   Has there been any attempt (or thought) about hooking up these shutter
> glasses to Playstation? ..
>
> Benjamen Siroshton

I plan to use AmiVR shutter glasses with my Net Yaroze program.
The AmiVR system will work with the Play Station because it only
requires
a standard RCA style video connector (it has a video passthrough). I've
used
these glasses with my Amiga before and the results are well worth it. By
the
way, Sega glasses are compatible with the AmiVR system. Their web page
is

http://www.megagem.com/amivr.html

David
--MESSAGE FILE 16922 END: ./2 SCEA/yaroze/freetalk/000000112html.html

--MESSAGE FILE 16923 START: ./2 SCEA/yaroze/freetalk/000000113html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart
Date: 14 Aug 1997 02:49:34 GMT
Organization: WermX Software
Lines: 15
Message-ID: <01bca85c$8cd10f20$bdbf43ce@wkwerner>
References: <01bca788$1af6bd20$afbf43ce@wkwerner>
<33F1BB41.500E969B@ix.netcom.com>
NNTP-Posting-Host: port89.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Manny Najera <mnajera@ix.netcom.com> wrote:

> Carnage Heart is an awesome game. You buy robot parts, put them
> together, and program the robot to defend itself against others. You
> program it in sort of a flowchat fashion, which seems pretty basic, but
> the commands allow you to make tons of complex decisions. It's the
> ultimate game for programmers.
>
> Manny Najera

Available in the US? It's just that I've never seen it!
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16923 END: ./2 SCEA/yaroze/freetalk/000000113html.html

--MESSAGE FILE 16924 START: ./2 SCEA/yaroze/freetalk/000000114html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: 3D Shutter Glasses
Date: 14 Aug 1997 02:52:32 GMT
Organization: WermX Software
Lines: 8
Message-ID: <01bca85d00932740bdbf43ce@wkwerner>
References: <01bc8d82$c754f570$5271df26@disintegration>
<33F21651.13C2@cubic.com>
NNTP-Posting-Host: port89.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

I have a pair of X-Specs 3D for my old Amiga. They took power and the
signal for flipping from the amiga game/mouse port. Anyone with any ideas
on how this might be integrated into the playstation?

--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16924 END: ./2 SCEA/yaroze/freetalk/000000114html.html

--MESSAGE FILE 16925 START: ./2 SCEA/yaroze/freetalk/000000115html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mnajera@ix.netcom.com>

Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart
Date: Thu, 14 Aug 1997 08:50:42 -0500
Organization: SCEA News Server
Lines: 22
Message-ID: <33F30D31.7C470F67@ix.netcom.com>
References: <01bca788$1af6bd20$afbf43ce@wkwerner>
<33F1BB41.500E969B@ix.netcom.com> <01bca85c$8cd10f20$bdbf43ce@wkwerner>
NNTP-Posting-Host: ara-il2-17.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Wayne K. Werner wrote:

> Manny Najera <mnajera@ix.netcom.com> wrote:
>
> > Carnage Heart is an awesome game. You buy robot parts, put them
> > together, and program the robot to defend itself against others.
> You
> > program it in sort of a flowchat fashion, which seems pretty basic,
> but
> > the commands allow you to make tons of complex decisions. It's the
> > ultimate game for programmers.
> >
> > Manny Najera
>
> Available in the US? It's just that I've never seen it!

You can find it for sure at Toys r us, although I got mine at Best Buy.
I forgot to mention that there is also a second CD included, which
contains lots of video, explaining how to play the game.

Manny Najera

--MESSAGE FILE 16925 END: ./2 SCEA/yaroze/freetalk/000000115html.html

--MESSAGE FILE 16926 START: ./2 SCEA/yaroze/freetalk/000000116html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart
Date: 14 Aug 1997 21:21:45 GMT
Organization: WermX Software
Lines: 15
Message-ID: <01bca8f7$f594f620$88bf43ce@wkwerner>
References: <01bca788$1af6bd20$afbf43ce@wkwerner>
<33F1BB41.500E969B@ix.netcom.com> <01bca85c$8cd10f20$bdbf43ce@wkwerner>
<33F30D31.7C470F67@ix.netcom.com>
NNTP-Posting-Host: port36.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Manny Najera <mnajera@ix.netcom.com> wrote:

> > Available in the US? It's just that I've never seen it!
>
> You can find it for sure at Toys r us, although I got mine at Best Buy.

Guess who's headed for Toys R Us tonight! (Nope, I'm not giving out any

hints!)

--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16926 END: ./2 SCEA/yaroze/freetalk/000000116html.html

--MESSAGE FILE 16927 START: ./2 SCEA/yaroze/freetalk/000000117html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Recomendations for RPG wanted
Date: Mon, 18 Aug 1997 23:56:04 -0500
Organization: (no organization)
Lines: 21
Message-ID: <33F92764.714E@charlie.cns.iit.edu>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

As part of my game programming learning, I consider it part of my
"education" to play a wide variety of games, as "research". :-)
At least, thats the way I explain it to my wife! :-)

I'm sadly lacking in playing "RPGs", and I'd like to address this
deficiency.

Can any of my fellow Yaroze members recommend a good Playstation RPG
for a beginning RPG player? It should not be too long, since I won't
want to spend enless hours playing when I could be programming!
It shouldn't be too hard either, since it'll be my first RPG.
It should be fairly representative of what people call "RPG"s-
you know, plot, characters, user interface, should all be pretty
much standard-fair "RPG". Did I mention that it should not be
toooo long?

Real PlayStation releases as well as Yaroze RPG's are welcome as
suggestions, by the way.

Thanks for any and all suggestions,
Ed Federmeyer
--MESSAGE FILE 16927 END: ./2 SCEA/yaroze/freetalk/000000117html.html

--MESSAGE FILE 16928 START: ./2 SCEA/yaroze/freetalk/000000118html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick Porcino <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Recomendations for RPG wanted
Date: Mon, 18 Aug 1997 23:16:18 -0800
Organization: SCEA News Server
Lines: 7
Message-ID: <33F94841.1BD8@bc.sympatico.ca>
References: <33F92764.714E@charlie.cns.iit.edu>
NNTP-Posting-Host: vcta01m05-78.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

If you have a couple of hours a night for about two weeks, you can get through Suikoden which isn't bad as a low tech PSX RPG or a very high tech SNES RPG. The story is quite engrossing. I will warn you that downloading a walkthrough spoils any RPG to the point where they aren't interesting at all. I wrecked Suikoden for myself :(

- nick
--MESSAGE FILE 16928 END: ./2 SCEA/yaroze/freetalk/000000118html.html

--MESSAGE FILE 16929 START: ./2 SCEA/yaroze/freetalk/000000119html.html
Path: chuka.playstation.co.uk!scea!lcy-pm1-ip21.halcyon.com!user
From: gromit@halcyon.com (eli curtz)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Recomendations for RPG wanted
Date: Mon, 18 Aug 1997 23:44:40 -0800
Organization: SCEA News Server
Lines: 26
Message-ID: <gromit-1808972344410001@lcy-pm1-ip21.halcyon.com>
References: <33F92764.714E@charlie.cns.iit.edu>
NNTP-Posting-Host: lcy-pm1-ip21.halcyon.com
X-Newsreader: MT-NewsWatcher 2.3.1

In article <33F92764.714E@charlie.cns.iit.edu>,
fedeedw@charlie.cns.iit.edu wrote:
> Can any of my fellow Yaroze members recommend a good Playstation RPG
> for a beginning RPG player? It should not be too long, since I won't
> want to spend enless hours playing when I could be programming!
> It shouldn't be too hard either, since it'll be my first RPG.
> It should be fairly representative of what people call "RPG"s-
> you know, plot, characters, user interface, should all be pretty
> much standard-fair "RPG". Did I mention that it should not be
> toooo long?
>
> Real PlayStation releases as well as Yaroze RPG's are welcome as
> suggestions, by the way.
>
> Thanks for any and all suggestions,
> Ed Federmeyer

"City of Lost Children" is very nice (it is NOT what people would current describe as an RPG but I would claim its more the way they're headed) 3D environments and puzzles similar (but less violent and silly) to Resident Evil. Best of all you can play through in about three hours (Make sure you rent it, not buy it - WAY too little got done before the suits made them releases it)

eli curtz
gromit@halcyon.com
--MESSAGE FILE 16929 END: ./2 SCEA/yaroze/freetalk/000000119html.html

--MESSAGE FILE 16930 START: ./2 SCEA/yaroze/freetalk/000000120html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Gregor Menasian <gregor@lh.com>
Newsgroups: scea.yaroze.freetalk
Subject: Who should I send my new address to?
Date: Thu, 21 Aug 1997 13:14:36 -0700
Organization: SCEA News Server
Lines: 11
Message-ID: <33FCA1AC.250@lh.com>
NNTP-Posting-Host: gregorm.cnet.com
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (X11; I; SunOS 5.5.1 sun4m)

I moved recently, and I tried emailing my new address to
yarozeinfo_scea@interactive.sony.com

but I got no response - how do I confirm that my snailmail
address has been updated, or who else should I send it to?

I don't want my Yaroze-related snail-mails going to whoever moved into
my old apartment!

Thanks,
-Gregor Menasian
--MESSAGE FILE 16930 END: ./2 SCEA/yaroze/freetalk/000000120html.html

--MESSAGE FILE 16931 START: ./2 SCEA/yaroze/freetalk/000000121html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@hrtc.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Who should I send my new address to?
Date: Fri, 22 Aug 1997 00:28:00 GMT
Organization: SCEA News Server
Lines: 24
Message-ID: <33fcdbe7.28238889@205.149.189.29>
References: <33FCA1AC.250@lh.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

Gregor,

That would be the correct place to send address changes. I seem to
recall having forwarded that message, and that it was taken care of.
I'm a bit concerned that you didn't get a reply from me though, so if
you can re-send the information I'll verify that it was taken care of.

Mario

On Thu, 21 Aug 1997 13:14:36 -0700, Gregor Menasian <gregor@lh.com>
wrote:

>I moved recently, and I tried emailing my new address to
>yarozeinfo_scea@interactive.sony.com
>
>but I got no response - how do I confirm that my snailmail
>address has been updated, or who else should I send it to?
>
>I don't want my Yaroze-related snail-mails going to whoever moved into
>my old apartment!
>
>Thanks,
>-Gregor Menasian

--MESSAGE FILE 16931 END: ./2 SCEA/yaroze/freetalk/000000121html.html

--MESSAGE FILE 16932 START: ./2 SCEA/yaroze/freetalk/000000122html.html
Path: chuka.playstation.co.uk!dialup-01-34.netcomuk.co.uk!user
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scea.yaroze.freetalk
Subject: Shadow stuff update
Date: Fri, 22 Aug 1997 20:45:21 +0100

Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <ira-2208972045210001@dialup-01-34.netcomuk.co.uk>
NNTP-Posting-Host: dialup-01-34.netcomuk.co.uk
X-newsreader: MT-NewsWatcher 2.2.2

After a few complaints about junk in the PC files on my ftp area, I checked it out and found that CW puts all it's formatting in the header and tail of the file, so if you don't use CW to open the file then you get loads of shit. Also some of the text files were still in Mac format, and so a bit difficult to read with a basic text editor.

I've now fixed all these problems and *all* the pc stuff has been sorted out and zipped up - on a pc - and I've just uploaded it all again.If you've had some problems like this then just download again and it will all be nice and lovely.

Sorry about that.

Ira
--MESSAGE FILE 16932 END: ./2 SCEA/yaroze/freetalk/000000122html.html

--MESSAGE FILE 16933 START: ./2 SCEA/yaroze/freetalk/000000123html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: pbureau@odyssee.net (Patrick Bureau)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Recomendations for RPG wanted
Date: Sat, 23 Aug 1997 06:36:23 GMT
Organization: SCEA News Server
Lines: 11
Message-ID: <33fe82e3.18312354@news.scea.sony.com>
References: <33F92764.714E@charlie.cns.iit.edu>
NNTP-Posting-Host: a7.Dynamic-IP.Mlink.NET
X-Newsreader: Forte Free Agent 1.1/32.230

On Mon, 18 Aug 1997 23:56:04 -0500, Ed Federmeyer
<fedeedw@charlie.cns.iit.edu> wrote:
>Can any of my fellow Yaroze members recommend a good Playstation RPG
>for a beginning RPG player? It should not be too long, since I won't

Wild Arms is a great RPG, with many mini-quests and a good story. I've also played Suikoden, Persona and Beyond the Beyond. But Wild Arms is my favorite to date, with Suikoden not far away. Then again, all may change in two weeks when Final Fantasy 7 will be released :)

Patrick Bureau
--MESSAGE FILE 16933 END: ./2 SCEA/yaroze/freetalk/000000123html.html

--MESSAGE FILE 16934 START: ./2 SCEA/yaroze/freetalk/000000124html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Audio breakup in the auditorium
Date: 30 Aug 1997 15:43:25 GMT
Organization: WermX Software
Lines: 51
Message-ID: <01bcb55b$48b98360$6cbf43ce@wkwerner>
NNTP-Posting-Host: port08.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Are you using W95 and are experiencing audio breakup? Well, the problem may not be with your ISP or modem speed but with W95 internet defaults

instead!

MS ships W95 with default values for two very important internet parameters set up for those using LANs to get access. I don't know about you, but I use a modem! These values are the MTU (Max Transfer Unit) size and receive window size.

MS defaults to 1500 bytes for MTU and 8KB for the rwin. These values severly hamper internet access thru a modem. The "natural" size of an internet MTU is 576 bytes. 40 bytes of this packet is header info, leaving 536 for data. The rwin should be a multiple of 536.

I have attached two .reg files that can be used to add the keys to the registry that will fix this problem. They set MTU to 576 and rwin to 4 * 536. Just double click on these files to merge them into the registry. As always, when messing with the registry, save user.dat and system.dat (the two reg files) before doing this. Everyone I know who has done this procedure, has done so without mishap, but better safe than sorry!

You will be astounded at how much faster your downloads are, with no changes in ISP or modem speed. I have been using these settings for a month or so now, and I have been experiencing great audio quality in the auditorium. I do get some breakup, but mostly I get clear, coherent audio.

Trust MS to cripple the home user in favor of the corporate user, and then not even give any info or direct access to a method for changing these values.

One caveat... DO NOT use these .reg files in Win NT!!!

Speak to you at the next auditorium presentation!
--
Wayne K. Werner
wkwerner@con2.com

```
begin 600 mtu_edit.reg
M4D5'141)5#0-"@T*#0H-"EM(2T597TQ/0T%,7TU!0TA)3D5<4WES=&5M7$-U
M<G)E;G1#;VYT<F]L4V5T7%-E<G9I8V5S7$-L87-S7$YE=%1R86YS7# P,#)=
B#0H-"@T*#0HB36%X3515(CTB-3<V(@T*#0H-"@T*#0H-"E1R
`
end

begin 600 rwn_edit.reg
M4D5'141)5#0-"@T*#0H-"EM(2T597TQ/0T%,7TU!0TA)3D5<4WES=&5M7$-U
M<G)E;G1#;VYT<F]L4V5T7%-E<G9I8V5S7%9X1%Q-4U1#4%T-"@T*#0H-"B)$
9969A=6QT4F-V5VEN9&]W(CTB,C$T-"(-"E9X
`
end
```

--MESSAGE FILE 16934 END: ./2 SCEA/yaroze/freetalk/000000124html.html

--MESSAGE FILE 16935 START: ./2 SCEA/yaroze/freetalk/000000125html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Charles Henrich <henrich@msu.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Audio breakup in the auditorium
Date: Sat, 30 Aug 1997 12:57:01 -0400
Organization: SCEA News Server
Lines: 40
Message-ID: <340850DD.92B0A366@msu.edu>
References: <01bcb55b$48b98360$6cbf43ce@wkwerner>
NNTP-Posting-Host: crh.cl.msu.edu
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02b7 [en] (X11; I; FreeBSD 2.2.2-RELEASE i386)

Wayne K. Werner wrote:

> MS defaults to 1500 bytes for MTU and 8KB for the rwin. These values
> severly hamper internet access thru a modem. The "natural" size of an
> internet MTU is 576 bytes. 40 bytes of this packet is header info, leaving
> 536 for data. The rwin should be a multiple of 536.

There is no such thing as a "natural" internet packet, in fact you will
find the vast majority of any bulk data transfers are always 1500, to
limit the header overhead associated with each packet.
>
> You will be astounded at how much faster your downloads are, with no
> changes in ISP or modem speed. I have been using these settings for a
> month or so now, and I have been experiencing great audio quality in the
> auditorium. I do get some breakup, but mostly I get clear, coherent audio.

Im curious as to how you measure this, downloads should be *slower* with
a
smaller MTU. When you decrease the MTU size, you are adding extra bytes
you must both send and receive (ack for each packet, as well as header
data in each received packet, increasing the overall data stream size.)

What shrinking the MTU size WILL do for you is make interactive response
during high bandwidth usage feel better. Your keypresses get more
chances
at being sent off when your system is generating a new packet more
frequently
than at 1500. However download/upload times will suffer.. It may be
that
placeware is doing all sorts of little transmissions during a
presentation,
and as they queue up behind large data load, it gets nasty. Then again
maybe Windows networking sucks for beans, and it doesnt deal with
large packet sizes well.

-Crh

       Charles Henrich   Michigan State University   henrich@msu.edu

                         http://pilot.msu.edu/~henrich
--MESSAGE FILE 16935 END: ./2 SCEA/yaroze/freetalk/000000125html.html

--MESSAGE FILE 16936 START: ./2 SCEA/yaroze/freetalk/000000126html.html
Path: chuka.playstation.co.uk!dialup-11-58.netcomuk.co.uk!user
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scea.yaroze.freetalk
Subject: New game demo
Date: Sun, 31 Aug 1997 01:24:41 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <ira-3108970124410001@dialup-11-58.netcomuk.co.uk>
NNTP-Posting-Host: dialup-11-58.netcomuk.co.uk
X-newsreader: MT-NewsWatcher 2.2.2

I have just uploaded to my ftp area my first finished game demo, a dog tale.

Check it out and let me know what you think.

http://www.playstation.co.uk/~shadow

Ira
--MESSAGE FILE 16936 END: ./2 SCEA/yaroze/freetalk/000000126html.html

--MESSAGE FILE 16937 START: ./2 SCEA/yaroze/freetalk/000000127html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Audio breakup in the auditorium
Date: 31 Aug 1997 07:34:44 GMT
Organization: WermX Software
Lines: 56
Message-ID: <01bcb5e0$2da633e0$9bbf43ce@wkwerner>
References: <01bcb55b$48b98360$6cbf43ce@wkwerner> <340850DD.92B0A366@msu.edu>
NNTP-Posting-Host: port55.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Charles Henrich <henrich@msu.edu> wrote:

> There is no such thing as a "natural" internet packet, in fact you will
> find the vast majority of any bulk data transfers are always 1500, to
> limit the header overhead associated with each packet.

You are incorrect there. The packet size used in the internet, and by internet routers is indeed 576 bytes. When you use larger packets, they must be disassembled into smaller packets on send and reassembled on receive. The size of the receive window, also to prevent fragmentation, must be a multiple of the data size, which is 576 - 40. Yes, you are adding "extra" bytes up front. But the extra bytes are added anyhow when a 1500 byte packet is fragmented, with the further inconvience of not dividing up neatly, causing the system to wait for a second 1500 byte packet to fill up the space after any leftover data from the first packet.

> Im curious as to how you measure this, downloads should be *slower* with

Don't take my word for it, try it! FTP down a file from a nearby site, time it, make the fix, and download the same file. Everyone I know who has made the change has experienced a great increase in speed, all claiming at least 2 times, some claiming as much as 3 or 4. I myself have experienced an increase of at least 2 times.

> What shrinking the MTU size WILL do for you is make interactive response
> during high bandwidth usage feel better. Your keypresses get more
> chances at being sent off when your system is generating a new packet
more
> frequently than at 1500.

Keypresses and such are processed locally. The size of a packet has no influence over when packet sending is initiated. For example, I compose a message locally for the newsgroup. When I press the post to news group button, my message is assembled into packets and sent, whether it's 20 packets full of data or one packet with a single byte of data in it. What does matter is whether or not I am exploiting the "natural" size of internet packets or not.

This is not a perceived increase because of increased interactivity, but a real improvement of transfer speed. Again, don't take my word for it. Experiment for yourself (and let me know the results, if you don't mind).

Also, don't forget... just setting the MTU is insufficeint to realize the improvements. The receive window must also be set at n * (576 - 40).

experiments with different values for n, but 4 appears to be optimal for most people. (40 is the number of bytes in the packets header). The problem with using larger values with rwin is that the entire buffer is requested for resending if any one packet comprising it is damaged in transmission. If you have an extremely clean connection consistently, you may find better results with values of 6 or 8. Again, experiment.
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16937 END: ./2 SCEA/yaroze/freetalk/000000127html.html

--MESSAGE FILE 16938 START: ./2 SCEA/yaroze/freetalk/000000128html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Charles Henrich <henrich@msu.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Audio breakup in the auditorium
Date: Sun, 31 Aug 1997 13:43:25 -0400
Organization: SCEA News Server
Lines: 57
Message-ID: <3409AD3D.7960145D@msu.edu>
References: <01bcb55b$48b98360$6cbf43ce@wkwerner> <340850DD.92B0A366@msu.edu> <01bcb5e0$2da633e0$9bbf43ce@wkwerner>
NNTP-Posting-Host: crh.cl.msu.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02b7 [en] (X11; I; FreeBSD 2.2.2-RELEASE i386)

Wayne K. Werner wrote:

> You are incorrect there. The packet size used in the internet, and by
> internet routers is indeed 576 bytes. When you use larger packets, they
> must be disassembled into smaller packets on send and reassembled on
> receive. The size of the receive window, also to prevent fragmentation,
> must be a multiple of the data size, which is 576 - 40. Yes, you are
> adding "extra" bytes up front. But the extra bytes are added anyhow when a
> 1500 byte packet is fragmented, with the further inconvience of not
> dividing up neatly, causing the system to wait for a second 1500 byte
> packet to fill up the space after any leftover data from the first packet.

Wayne go pick up any book on the subject (Computer Networks by A.S. Tannenbaum is a good start). You arent correct. MTU is purely a factor of the underlying transport, (e.g. PPP, Ethernet, FDDI, CDDI). In any case it hardly matters, because your packets are being encapsilated by some other protocol before being sent along on the internet. It is *that* protocol which is doing the fragmenting and reassembly, and any additional overhead you add in the data stream that protocol has to deal with gains you nothing. Hell, a large percentage of the high bandwidth links are running ATM, where we're talking a 48 byte packet size, of which 5 bytes are header!

>
> > Im curious as to how you measure this, downloads should be *slower* with
>
> Don't take my word for it, try it! FTP down a file from a nearby site,
> time it, make the fix, and download the same file. Everyone I know who has
> made the change has experienced a great increase in speed, all claiming at
> least 2 times, some claiming as much as 3 or 4. I myself have experienced
> an increase of at least 2 times.

Sounds like there is definatly software bugs in the TCP/IP core of windows 95, but thats not all that unexpected.

> Also, don't forget... just setting the MTU is insufficeint to realize the
> improvements. The receive window must also be set at n * (576 - 40).
> experiments with different values for n, but 4 appears to be optimal for
> most people. (40 is the number of bytes in the packets header). The

IP Header is 20 bytes plus a variable length options field. The minimum IP header is defined to be 5 32-bit words (or 20 bytes). Then you have your TCP data. Of course all this is only true for PPP links, which themselves have some packet overhead, which then in most places is turned into an ethernet packet which has even more overhead. From there out to 100mbps, or FDDI, or maybe even directly to a internet link, which could be running all sorts of funky protocols. The point here is, there is no internet standard transport. TCP/IP is the highest level protocol defined as the standard, but the underlying transport can change 100 times before ever reaching its destination, and during that entire mess, your adding TCP/IP overhead.

-Crh

--

Charles Henrich Michigan State University henrich@msu.edu

http://pilot.msu.edu/~henrich
--MESSAGE FILE 16938 END: ./2 SCEA/yaroze/freetalk/000000128html.html

--MESSAGE FILE 16939 START: ./2 SCEA/yaroze/freetalk/000000129html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Charles Henrich <henrich@msu.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Japanese Dual Analog Controller
Date: Sun, 31 Aug 1997 16:57:06 -0400
Organization: SCEA News Server
Lines: 9
Message-ID: <3409DAA2.10C755BE@msu.edu>
NNTP-Posting-Host: crh.cl.msu.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02b7 [en] (X11; I; FreeBSD 2.2.2-RELEASE i386)

Howdy Folks, does anyone out there know of a good source for these hard-to-find items? Any information greatly appreciated !

-Crh
--

Charles Henrich Michigan State University henrich@msu.edu

http://pilot.msu.edu/~henrich
--MESSAGE FILE 16939 END: ./2 SCEA/yaroze/freetalk/000000129html.html

--MESSAGE FILE 16940 START: ./2 SCEA/yaroze/freetalk/000000130html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Audio breakup in the auditorium
Date: 1 Sep 1997 02:08:55 GMT
Organization: WermX Software
Lines: 6
Message-ID: <01bcb67b$d2fc1620$83bf43ce@wkwerner>
References: <01bcb55b$48b98360$6cbf43ce@wkwerner> <340850DD.92B0A366@msu.edu>
<01bcb5e0$2da633e0$9bbf43ce@wkwerner> <3409AD3D.7960145D@msu.edu>

NNTP-Posting-Host: port31.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Again, all I can say is try it yourself. These settings work.

--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16940 END: ./2 SCEA/yaroze/freetalk/000000130html.html

--MESSAGE FILE 16941 START: ./2 SCEA/yaroze/freetalk/000000131html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Audio breakup in the auditorium
Date: 1 Sep 1997 07:08:52 GMT
Organization: WermX Software
Lines: 9
Message-ID: <01bcb6a5$b9f791c0$6bbf43ce@wkwerner>
References: <01bcb55b$48b98360$6cbf43ce@wkwerner> <340850DD.92B0A366@msu.edu>
<01bcb5e0$2da633e0$9bbf43ce@wkwerner> <3409AD3D.7960145D@msu.edu>
NNTP-Posting-Host: port07.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Sorry Charles, just can't leave this alone. Perhaps you would like to do a
little research on the topic. Start here:

http://www.sns-access.com/~netpro/maxmtu.htm

--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16941 END: ./2 SCEA/yaroze/freetalk/000000131html.html

--MESSAGE FILE 16942 START: ./2 SCEA/yaroze/freetalk/000000132html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Charles Henrich <henrich@msu.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Audio breakup in the auditorium
Date: Mon, 01 Sep 1997 14:12:40 -0400
Organization: SCEA News Server
Lines: 19
Message-ID: <340B0598.B1257214@msu.edu>
References: <01bcb55b$48b98360$6cbf43ce@wkwerner> <340850DD.92B0A366@msu.edu>
<01bcb5e0$2da633e0$9bbf43ce@wkwerner> <3409AD3D.7960145D@msu.edu>
<01bcb6a5$b9f791c0$6bbf43ce@wkwerner>
NNTP-Posting-Host: crh.cl.msu.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02b7 [en] (X11; I; FreeBSD 2.2.2-RELEASE i386)

Wayne K. Werner wrote:
>
> Sorry Charles, just can't leave this alone. Perhaps you would like to do a
> little research on the topic. Start here:
>
> http://www.sns-access.com/~netpro/maxmtu.htm

I would suggest looking into the actual RFC's and specifications for

networking, and not some users perspective. Like I said, go get a good book on networking such as Tannenbaum's. If you wish to continue this out of the newsgroup, I'd be more than happy to.

-Crh

--

Charles Henrich Michigan State University henrich@msu.edu

http://pilot.msu.edu/~henrich
--MESSAGE FILE 16942 END: ./2 SCEA/yaroze/freetalk/000000132html.html

--MESSAGE FILE 16943 START: ./2 SCEA/yaroze/freetalk/000000133html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Blackwell" <bespeed@smartt.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Audio breakup in the auditorium
Date: 3 Sep 1997 05:37:51 GMT
Organization: SCEA News Server
Lines: 10
Message-ID: <01bcb82c$2defe6e0$169f22cf@SmarttNet.smartt.com>
References: <01bcb55b$48b98360$6cbf43ce@wkwerner>
NNTP-Posting-Host: vict-mx0100909.smartt.com
X-Newsreader: Microsoft Internet News 4.70.1155

Just on a lark I tried this to see who would win the debate :-) Based on my experience, I wouldn't reccomend making these mods. They actually caused my downloads to slow down appreciably and also caused my news reader and Internet Explorer to become highly unstable. It may work one some peoples systems, such as Wayne's, but it was disasterous on mine. Back up those dat files if you do this!

-Chris Blackwell

--MESSAGE FILE 16943 END: ./2 SCEA/yaroze/freetalk/000000133html.html

--MESSAGE FILE 16944 START: ./2 SCEA/yaroze/freetalk/000000134html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Audio breakup in the auditorium
Date: 3 Sep 1997 22:21:51 GMT
Organization: WermX Software
Lines: 914
Message-ID: <01bcb8b7$8c32d9c0$71bf43ce@wkwerner>
References: <01bcb55b$48b98360$6cbf43ce@wkwerner>
<01bcb82c$2defe6e0$169f22cf@SmarttNet.smartt.com>
NNTP-Posting-Host: port13.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Yikes!

I never meant to open such a big can of worms (thought it was just a tasty one serving can of Spagetti O's!)

I am attaching a help file that describes in detail the inner workings of the MTU and the receive window. I hope it helps anyone who is interested.

I personally know 8 other people IRL, face to face who have used this fix with excellent results. Has anyone else out there tried it? I'd love to

here how it is working (or not) for people.
--
Wayne K. Werner
wkwerner@con2.com

```
begin 600 tune_faq.zip
M4$L#!!0``@`(`&Z6W2"G8E)VNYP``.O+`@`,````5%5.15]&05$N2$Q0[;T+
M>%S7>1AXP!D\"%+OIR4_KB'*!&P,2! @15FF;8@/"18?, %(LB7''6 N@#'G
M@<R=(0G760$D)9&*+=OT(V8>CI*X:8(X3EKO@HG;Q,HFZ9<Z3)/FVVZW0-+F
M6S?=;M)-TFV+M9@VL__K/.[,G<&+I$02( ]PG^>>\Y___.=_GP]],J;^+J94
M&7[^\O<WJ+^"XS^'HC*Q>U2#*GS[7W4K^'N_ZLML#;QGTKG!_.@Q;ZB42^?&
MO0-]'U4Q%5?XLP&>4HWJ[S;@XPW*\VZGR_\1SN^%O^U0/"@?5GB?7YG>H&K\
M?)?^J^]^E__@/SAX_?77U?3T-%PITW]H-/_!?V7J`_6CXL=6&WW^5^8G^GRI
M]]4)^5G..;YFSN4G='XB]+/<\Y,5YY,OA\^GF\/GJB5T?M)<Y[^32KWL-@E@
MWNRV%WZU\'FYS*_SB]A=?ITK8'#AZU@!`PS.J986.2^KDU*MAM<DG[^LSZ?Y
MO%DM8SS4F_P35[O547\\'13]PM%\J9C.^>UMV6PP!1>R7:E,IJW3:PMRJ8%,
M<FHP7\JE\#R]9S#=U@'OWJX>+^1/!/[CI6(QGPO:.U23^KCZVU@VF<ZIAA;U
MW&UTI'Y0?OK([S_R<L.9(T\TO/9O?J7A%_Z-4I\]HM2GCOS([I?IRADX^^F&
MK'H(_OWLD;LZ7V[(M*1@LCX;^^\QGDD(K&TP$=\#)?Y8QX:XBG^ZUP`U!%6<
MT+?!T7#L-KK]F;U'#@_M?W9(E1YI4)_9._3LD4-]`^KC6^#D`-Q1/^?!T5//
M/#YT=/]^==]6.MG7-]2G_F +'>/337AY\&.#0_L/*205GQDZ,M"_5R5:\'#H
M(+][8!L\-)+=KK[Q(3KH5M\<HH,=:LLY.NA1WWKW!CSH53_S.3K8J5[_W@8U
M=S$V=V9A[N)\;.YK^&=N;GX._\(__ ME_GQ<G3H/OV;.Q^9FYK$TSGV1GH)G
M\4GZ$Y_[B8ORWAQ>P3?EA.Z>7L!/\?OQN1?AE3E=\9?GY%/T.K^ST#3WHWA
M+9B#-\[2'2CQN9^9GZ-#K/BB-'A.[LYCHZCB.6QQ?.X,=JEY[M0\?/W+"W,+
MU"YNU9S4AXVZ(+7@C7D"`Y[@I[G#IR\:.'S^O&X*U;8`#RPTSGV#FC,G[64`
M2*\$(!?QT1]C$,_+Q[D]<]1B_'7V/#]]D<%T88&K(5A+VZB5\,&?MA4M,) 9
M'A?G>$":H,US<[K-ID,,):R^B3K^<^85?E]Z)K50K=#L+\F7]#/S+EK$YUZB
MV]#@U\PP2#T6T'/S_0L(35V5](9.8C"\U ]\X+3%C"\)J 71"'9-<[\AX"7,
MPRH6LFK.`;5^98%Q8T%PD.'D8O/+#*F+C7.?$Q1B<,;F/D]]QQ?/*[4%X?4B
M(4@C-Y3QYD7J8PQ[/^>@Q]S<\?L;5!8*$8'-0AX>15HN=&,__.U&9B#7; A)
M63DW/PW7B7@<'AH<@O-W0,&*+D!Y!%F$#TY_`.G]+G7FS)>_/!U39]M:F$V8
MAJY--ZI36)W+BRB'%U'J:2B=4/!;?PWEO5CGENEGJ<X6JK-)<35[\Y-3A?3X
M1-'[1:_[T4=W>B-37E]FQ"\4O8$N[W$_D_&]_B#C8RN!9/Z[#=S*S4 N/XBU
M?F3ZNXU.4YNA>2T*_GS_7=]-O3"]49V#8VGPT$0Z\(JE8KZ03F8\.$YZH_GL
M9#J3+*;S.6^LD,]ZV2EO,A_ >C$>>'"M..%[R4RQZT0Z%R#'E<REW/.N8J&4
MG?2+7LX_$7CCA7QI,NCRO/ZBE_*3F< [D2Y.0+W^#Y?\7#$SY26#8W[*@[,`
MOP@-&(&U"9I$H)O*EPJ&M0O\(C=B+%_PLLF3Z6PIZP63OI_JY$;0FT$^<QQ?
MY77-FRSD1S)^%CHYD2S"F7\</HOU<M]2>7HV3RV$H5,3^5R^D#B1+/@JX:7'
M^,DTU)XN>J7 'RME.KW)C)\,?. 9"[*<`O^8+F(58UX_P _&9[3H^;E\:7S"
MXV<*`D_?AY;DX9GC?H$@.0J0]?)CIB&=7O_63 8NYZ"O)1\?SB:/^?CY=NQD
M:3*5+'(EZ6*'ESR>A+&"'A)04OD3N4P^F8*J&.0PH+E\T6L#>/O8I\XV^(1N
M?\$'X$%#87Q'-<;!:\],I!&_MAZ'CQ?2,#;PJ1$8\M'1$O3"[X2!A2&$YO=#
MW05OKU\`S"P%WB !/( .Y$:[O-%D#H8V*&7AS=R4ETDG1]*9='&*VDG#"M#$
MCJ>+`?46A@7>'8$1[-\*8SD)0S6:AN_!MQ$RZ1R\F(76P"M8H5\HY N CP4O
M*(V/`_+ K7061ONXG\6JNF BW <38U,#3[>'FF""P+'W'V8>WN!,CE8U0Y-W
M>I,Z??JOFU1#;_HK3ZN7>&[#+-H,L\6]O;"WOSET>_J6ZH>>__$]C77J.'C?
MGSY1Y_:'OO-#'75N'_NK;_[G.K??]?'W[*F^7;;$[?V&??*&``$'"OEB'G V
M\#X&J#X<^/;V,SAE!G&">6IP(E_*I!0^\X1?_)!]Z-#0\+9#@X/;CC[3?]@[
M'GA[858=`>PNE'*!4Q7/X8 FZG NY<.<@FKW3>62F73NF'UP\&#_0*<W,#!
M3QXH) &!]D[X,/WWTXC;)_%#`WF@B?*UJ@<^AE@VM'=@6_^ -RBT`V\\`VCP
M3:&72/5_B2CQ3++!00L-S3^8?/?>.L">^LT7FNO<_N?/Q)KJW#[RKE_;%7&[
M"5!RQJPH-$Y,#5U0.X.X=\ ;*B1'?8$M3%1_LD@T8= ?I\E@'QX.L")\Y9"/
MA,O<.'CDB?[#77L/[?,&1POIR2+-TT.E3#$]B=1@<$!7PLL#C-V.W8F/E')^
M`E:H77CC`)1[9*:]WBRK;?I>7F%_Y!44KOD8;_[U(5Q[(K#OKS8J]2,;>6"^
MTZ?4#V/C?G7Z;^]T!N=6/6=O4].W*_@-IW?@7_D-U^X,G^IC`NSMYDBO@1'M
MH%F"=_J!-!5RL)Y-) .@17X.2%L&^P^$=0*!F<T7?%Q=>&4L^AE_$A817R]
M"$>$60FJ@860/E8:R:1'O4%8"D<GH*8A\\YAOW@B7SCFM:N!P:'#J@,(>">0
M/E@"<DBD2SFDR' IZ:72X^DB+-F!KB0GK]+Z6O!3(, E8:6;3!8G9/&C5]*?
MAF>/Y]. +D%Z/(<K,I+J,5BT\B=X3815`5:<`M+]#"YO.;_0Y3V9/P%+9Z'3
M.T'+`W85FXCKZ_%T"A8D:B(09[S#'QV!%B&\I&72BB1]J.A"%CZ$#W2&K\+:
M94&;K )LEPP<-H+X%C6:+HR6TL5$)4BZ%*R$P#P$B=(D592=S!>2!0`HOP!?
M*-!2G82G$+[8#26U! K GR^D&!ZP4.5PR81Z;8,"9C]0_BU"D7[JRF',TAE>
MZJ'KV%3H7S:=@Z4MU>51'T)]3FH&`OD%; BT#5%',0,#:ZJG)I.CQZ _"OF&
```

```
M9!&;#2,-3")"1^,:-C>)..I;_ /@YP%C3T!-.)@T3O1-PT4DB]SZ$8 #K,VY
MH(A(A,.:SOI=WO[DZ 1_DIL`G9[2N,.<8P;("G!UJ?38F%_ 9A5(U3#.W]*0
M1G <3Q;2>> ;PNA!S Z,4P@5$AZR;<B.I9%)H^Y"]_"9`!<(8!7\-'%]NJ==
M\+*@(O 9%A?A5>2.0I""&@6@C($"< _X)0<R\+V4\\E/Y4=H:A/6AX&<\!1>
M\!&R0"6 [TVE1W&X-4XH)@/A49=!K<)>U25<.K!K0(X#) =)+UN"@1@O^$G\
MH#\VEAY-^[G1*;PI?!4T)PO+QFB2V>H10-$3Z51Q`I$5T& <08\SG!=&Z<.D
MGT=R#X3EF$<LJCOO-$:G2@7#FPMXX;,P->"%@#[7A;PGD):\-Y7V,RGLW@1P
ME_@!8,<U)TCCC0`EA#J1AME!W'D)YLD4LIPT$"F+-'EB%E,H*>3H.YV"%SS4
M8[@&0L^SR4_!P&AZ.)(!OB,)'"+ L=^9R@BF(L)U+ E@313S&;^ N%X!-R8V
MG1X38![A3F3JDX54Q@\"S<).)@O%]&@IDRQX^4D?V7TC@R#'C(QK+N/,E3'_
M1*>'LRL%%1%1+I2@/L(IC:1(52QJ.]..UI$\= "I&K: WX4A`-" - >RR:1>
MT!A_?'C87"+,SB2G`$=3)-'E)[$2'&.A&%@_8B4V-B!J-YF&AM"W@OQ8$64)
M^&B.V!(919H65"O6Z8#1F9:$<H1=\-?YGF?D(3TI.FDA0X'N6"Y_`NN8D&5#
MTXV19 "+:,5PC;TN? /R#Z7<*%^%UZ9HP+'9LF*EA()DB7!2(W3/.D'B*V2I
MCS@$$S!"=&('%KH,D&%\)IARQP-9E,Q5>,Y'DLE@R99 U@.\1FF,`&[J8VFF
MDRD<K1$L<Z$TFTX!4N!JSA)DGN'$W^,Y!)2AZ(PCBJ)][H>)K!6D]TEDJ9%J
M&''Z!*'2\62FY#,SD/)YB>)EGB1L[ FL_% C37M#Z_!Q.P1^U#A"@RWUKGJ!
M.0*4UO9 N4LQ[_C_]1D%R7L<!<E=HK;X9/A'L6'H^1@/_9_L5^H<OOQGT[_>
MY+"-P/15<X25C&/XN)JQK/CM/BOLI"$RO&2P1(XS'O@FI",HVV8$81%3QF%
M</3"@/T4X@JRG(94P:0^@*P7\/JY`!97P[.J=G5@:$!UP*3->^-^,31+TEF@
M??1MEKT8TXF6A-;;I-<V"4^V$<OQY!1@9M$_652B[U'/Y N95.(9F#?>,_Z(
MZA1U2,!WZ?G$$+P0V;HGATSSD+1Y^Q.'8%7MU.A@NC>81O[!PYN1]0P>HGH4
M=K?3PUJI2W@Y/+,!; I8N>/ Y09J9*J*IFL*1A#@68C@8<CEL!M1LYM6M1%8
M<X%7(8B1$HLT#T#VQV4=*^J&`S<H_(*0<]+?`/T&>@;RP[@OQ'VRV$%*#7@.
M=6*\A@599!:%N6,A#N"$M1"D"#K9=! @#NW-@U@`C70@!0(>`9SH/IY55*6P
M]R<*@(FH-LEY"D3DHELG0(L>@Q:#K))+P=(EJS&)"!7L4S*5*M!:F*MB[/&<
M< X>&T'^!$D+,$3(?VM&R^F8>=7I3#\/NE*]("=?;F#J</N32J&,YCT^_=]B
M>I+_WN]-WZVF[U'3]])O/J99>3A?!)$.`9'&[S'U]W-!J>#K44"P(\U$@2L%
M2VZ*^9!<*3M""^7(5)&&QG+<AMBULZ9+5&4=`+V"CQJOC .+$5)U8D>);;1H
MD/69P];-@ >5007^>I>R\JG+(%@Q#QN%8B%(-EIP8'*-$PQ6D@RJ&?6*.IID
MB <H!"#:$HUHSZ2/^<R9:#D.EO1))!SX$J&HJ"61L 1%F E99@B@$?K9#IJ)
M!!Z21*D:FM<%%*L+WCX$G^X."+K#^V!X.Z6UJ;P?Y+86:6:E<<6J#:8$(JQ
M(:Q=-*PN(LT_`IP9VL"+PF]]1*E/(,Z<G?[%>.3"L&)B3WS\@,'DB>1Q'UE^
MTVH-2:WAU.?5DXT62AJV*5(ZG\!A)?XD071J*X$\/5HDWIBE&:8%@-2($'Z!
MIJNYQIPC7&VGE25BU6$*,<6<>BJ/@,>&DWQ("U5F<B()WX+7,F:.D_BAAG-I
MU,=Z1WT8_0(@ZL$\+N?P,35\]*#J\ B9VDZ<.-%%4DJ0+OI=0#':O*P//0?&
M/:WY3'^*6>,2=H$X8B)'JAUP'\1Q^'8'$"+^N@)DI)J[=_1T[>CNZM[1U>/R
M)2?\$:#0:*>VW)R7'T&Q7),N:/R^/,KJWF%D6 =AF8!F6Q+4IO8='O14)I\_
MEBA-MGFRCA MPT'+(-<R42Q.OG_;MJKN,=&7NVX;1_RQ?,$N!;#RT9P*TTLB
M<G\.!.YB`Q.XGS^HD'U7WGNG\]5$SB5LR*UCNV5)0BKG2LD`3T.C::F9]$?3
M(#12[XB(H6[!+^"8!BP66;DO!3-QM)@O3"4(] (9K*@MQ9#,`22#-B9LKB1D
MB!_J).';LD#C6C *_$T^2RJQ?E3;P\<S4PFO':HHY1(=0)N+1'6Q4])TEC.%
M;<46Y(!2`2TO!%L],3Z)T$X+/@HA26UDR"5'K4$+()*.QA46S/55XL$"7 A/
M)--%3;H1GM@J#0<`<<$OE@HYG#(6T)JDI=$2AC"6^4B6B7X8X(T-3)%0%8J^
M1][AZ;LV5%"EVRLHCC$1JCY''N7A:R.]'0R#$IVW0MIO1?D0IJ$^C\A,6[&4
M`ZXOQ'S"\$@5$=)"NSHT.-CID;H?Y^JAH6&8[O@I(GY)X86 Y /($<-1;AM+
M(DXRNR=HQOP;P!.8.<,T$7!68O]\"LH#BF?*^P^+TOEKMROUEW&E_GAS@]H@
M2F>\^:57E7)L&FS2\+1)XS0\^H$-/![_'(;A"1R3YZ>GXF'-\_1]BOZP_OG[
M:*PYQ[_UFK"$V00Q+&2]1 05>!LX.#I)A281A9!2`P-P(#I(Q.8T4L-LNDC<
MB2.LR2*3S:?\+,B"WH[=7;N]IT8F`[Y$P\!(><SW)Y&9I;4ZZ77O[.WE!W$B
MXJCYA0X[C5&'U^5Y[7T99"3&)SK%0HK(742NO6*>>R.E*5@4TR1C`G.0S/CZ
M$0#1SEWTJ4["PRR--S=*RS"C$\F<IKQ371V>]PRU$A=,1%6<96GDL=J3&2#"
M*9H0.,XX>CB*](2?ZA#1"S\3\)BC;"U*/?P8T&GOJ<>!OPNV!?ZH,PJB`T/X
M$50L[!_S=G0]XKZD'Q7XN4]V=^V*>+*[MROB6;\XVH7>B.I3@(KOW<!8W7/:
MD(CA> UFU_UM5P9/]7GC^3P;5/. =$F-.$0S2$> +>.&`7,+O-1Q(KQ&:$#A
M2#-D@?>HARU&+1MCDBC$Z2%"(O5T5^\.5FC W4*!.]9)O$EWUXZ=I$F6SS-W
MB[5AI:1$S!(+"R,L=FRJ&7!NGS5M>Z'!9]%6QG4<&L]?#2;SM-0"8^&H2;$Q
MQWTKH['@9QC5'8EB/M$K+<RR\8MX)GB'WR;Q&'LX`B D\)C&Y'-=RFNGE1CE
M=FT>8KVQ@ 9P]R/)T?Q(@'014%;4QO*^2K Z-!TD4>@:=[AXZAVR^Z,BM5:B
M;!ZN=!M=2T_7=N=N)PSKI%%\:]5]D/ZTW]4!6-6Z2:G/M/*TV0,D\E7$M+^8
M?N/N\&(T,_-]-'>>8S;X^VC;/#<3P3C#<TP.9[Z/INISYBI:IL_Q;ZF#CG4=
MQA[7SUX7`"5D3KP`5=T5(Y9$/P_@WB;SZ9Q6B6M5"SL1D-P)F(QB=!+_CI,^
M/D,K,QNBY.I$DN0V6KW(OL=@)I):83TPJR(!T%VT^L=<:\,)%*N(>TBQ"X>H
MIXM6YRV,UPG2\(#46 JF\$'2CR0#7C#A+P)"#SZQ#]!X8#60`8*15,;V"YC'
```

```
MI'@K\3]#XH.C76>02^KP3E!%P00IH(-L'C TI'3 E5TE`M)&BZK =I+!2GC,
MO103"YJZDH&OEP)JGI_"UNE&8"O)VMRI/&IBB/X"YY<CY0>0DA3R<2G4\UK;
ME0`*R4?@^[3:!'YFS%$::%O3J!\2C/3X(H&P>C@B5%A9Q01BWA4D59CUR9R/
M$JYY1YA&1#IN);?)&79V,J+1%&F0Z51NG-V:-*</)9>P-J70PFK1#,&H13G^
M5*>GC@X=`:Y!(6U*0/V!6?$9/NTNBTI+LNK;^Y0*]*@S*SR1SC*_FA !M-@I
M=B7VL?%4R?4?T/HB(MZ"VU@_BY>)8"HW"FQ*+OUIL?JT'RD5$_FQ!.L_C;:)
MD1[8Y1IFP2!D%S1 &74:#@.31HE"4*^#V*B"OY7]F\@:1E,%M==Y\01+\JRR
M/*\U8J=#TS6/KDTXX7W^&($O"TLCJL#'DN3M`% #>(JN)&4-AI9W`9SV3TZB
M`3DWBCU#;@U0!X7,47)@$26_$IK.XT*R-P\!PM\!LATD65S$C#.J.1BA+>B1
M0:0.?6#X&XJA1B0LU!D$%@NTLH[R:DM:N4)ILBB$1US7H/(0?TC&49P_V&G
M>6B9G[*<)K9?RQ%<KP@-(N6/V@[;UH-DECJ.RF9R!K1+'Z-P#5["2/R:;<Q3
M03$]C\0$*H3/97R4-DB$A2I]1$^\B<?"[X(,E<RB5P52OUP^'3"7" 2*7/X,
ML>86,(_#-/1$,CNIEX.D?A0'G.^SF1,Z!!PLB:H"%\WG`3/+@REJ:W91U/ C
MO@+=HK3Y!K\@BCP?&7YV'E"H,,=9D9FRC+@>Z3#]\)+ !+&Q+TFSET@]M_H$
M,RNT-%H_%E) HR8!!4F4\4AQD,F$+.25^EZR\3LT..NU0V.!E/9N)_4I(S8S
M/D&'AK69-?#53/X$DETFN?AI66MA'A$Q(4*CNKQ^Z2[UA?RAJ!\!*YW#+CFX
MH&F1R'*<U4IQA@:-WUBZJ*W*]@V[\H^4QD@\H":8WFM-D9%^T'PZ2OS*)-I<
MTLE,`J<XS QQ-#"4-U7(DRK>M,4A#DR3*JB!68/KH)&@)UL*._52G3,S,(1*
MI/=(9I+""A1#?L$'^CZ*S!.2B9Q83HG3IO4>7K3J3K1T\P...H_TB=&NO-CP
M=EQW3L":$0`#C)A(G%-R%%:6J2PJE'45!90AV9@[";WB>8&LFY^A&69[! ^1
M>1REX00@!J^,2=1BR3CKU6*4C2>D=S ^VBAOH;(@Y*.M5NNC#9*H>KMBWOK/
M7A4=Q4_=H10ZQ6%X6DQT%'CS<=6@ZKE4_M?;E3IY.S?OS_X0&'=LXC^;_L]>
MM'_<#/U8YS?[HYET.4-'1\V<WZZ(<X=7SGT?W6'/&=:\7LO(8^Z0>(&51!>>
M)??FD>-HBP1R&-#$D46#):I G%5XQ9!U#!4&0$+&TH7 K")L<]->YEY?0!8X
MG$&=P'"CNW)^K.C_F< %X:,]D(4\`\,XZMLO!*,%_P2@AS@;(3V@&984IX$3
M/O/QQ<*4R'&H*NLDK<2XYCU9^:X-Z;PV@&""++:+C/:S@&C#Z,H,=2714ZI3
M*_=)MVJ_A1R)B WI#![GA>*-`+--G#GT;-*;Q%^ >OIC)#'GX=D,Z@*[2&.2
M%W&(+@G'DIRBF0948(38;%^[SQ>)#J2<VA/$^+/C51&==(A TTM=J.SR<]6Z
M]V1P3*BCCA)@7RE6^AEACG31^!Z:GIDFFJ@"4X/!#10*@F.RS!'#X5ZI28:W
M:JT7><@#Q0>H3/AZ(727`/P42GM Y#NYPXZ)E)6[578;H^8-/^P9YD]H*_K0
M4#,"MG:@+)-DYR1C5.0EDET_V*7/64J[O&'Q)$3*QH^RHHQ9YS"LR-1,-MYT
ML4@N4B*%PL4D?O!HWZ'P`*6U'1;!A#IOO<BUDT4)G_&+2OSO- =IA UG\#LZ
MF43CY].YXVE6T\CGM02M[7\L!K!FWQG^$&+QZ&GU.5HHB:FF0 #T9),QG,J.
MD'T4.0?&B,$!/?;D:X"R7& =SI#RLUV(OPT/(:LX`D^B=H"T0)T,N!!LH<[A
MOJ-#R$X6.G6[403F%C$S#0VS7\8A3XSDDP5B#%']B7H:D#0YDH,#4^@Z5F=\
MCQ(8KH)X8/AA1T%OO@(RCN9F^2*YP5&E:*'0A(6F-0HA.0ZA\+IW[=RYO8^Z
M`B0M/8DR%<$<'Z6KJ"X!D/%RCKTX>A)D^O3X.'I&H.+%:R=4)JBA<5SF^.X=
M.[>C)JI[5^_.[:*-F9I$0QX\O%M05Q3.!_H/'$F@;I%F#K-&8H?F!G;0T!62
MZ8 <6'B:HZCB'?4_2J:N]OZC'^T(D8*]`\->>\_N79U>+_X:0!"68"10M]K!
M;KR /WYVLCAET $PKF\,M83 ^:>#"4W?#7Z2;H8)"RYQQITQ#1P25 -M",2"
M;A$0'<=0I#FFN8R,GAW41%%2AAU/1HDBC$Z-HEZ[E".FG"H#^3D!%Y&91[*&
M?"'67D!U+1!FBJTB3,17.[JT&HVAH>WJHEDOL `DN(N([LXTX^A>S&<H[HE<
M,]NU+.G,`ZL?EC60>?J"1GU8?F$=$8.G"#"LV66/,C,7W3HZ^7O63YSU0(;B
MDXJ,.'Q+-+LXV(.?H==1TT+4SV=!Q!# BFD,L\QZSM'7H,]4<<)KDT4;&M5F
MA5_C":?'$1$I+:Y01!G$,QU6`$U#-4N.5!?'0$ @D\ J"LQ:0DN,X*"6[:FG
MG1C 593J!3NA*R(CDYY!I#)G2=$.LO0-C0O99%$Z`7Q1IH3MH?<3,&30A8^Y
MBX-^9T1<G6%P>%0#Q[&W@J*3#(!K8HCPDP!%P6F!VP7BQI*P.+9%:DTZVW0?
M)O*3OA-(8.:IG\T7-3N6$Q=?PO9T@0UBKGX,,+&M;^]3;<Y<E9ZRZ=.TBE I
MG2.U>[HHJC-"P*H^@8@-JTFG+-\A7@#MU+9;+&9BQ>R?#%@OUEDB`.1HKU0[
MJ19QCA2 =DU.H%H-^YY ;$@X(K-X6#-K1M.BMN*)>NI"76L)D(1K'.5E4^NG
M*[RR@9 1KEC="*E3T.8!C4-JA2Y3^70@TIG6?Q@E$>GN!HD33VNE36!K`R0(
M\BZV<@]$"8<BOIX9C-GM,"4GV *>\\:3A9&,>&H)(R O,F&H5"1I:F5Y3IO6
MD,/0"EUB==/.?+):&:]=4T/7M;!-L^=M'1*42L(V</" [VV.IJ[-8[Y"B 70
MD6UP-T',6ZJ$U!WG&T<<I L4;M!.ONW%T0F7'V!VKYH0,^8A,J'7>1)6-%30
MDG6*)'FV"(E/5;5Y`K\WBO!GJ4!K1HES0 1R)*5.XVD6_;AKVN8W<*U%W@(=
MJ0.[2(VC,WN*@F5'R=,P3ZL>/XC:[GQ>HHQHR'GY!.X2/;_23'!"ZLHPB,)+
M#'E8(6Z3E&J$,W(&P(6*&)N0!$=^XF0:8IJ#7+AN+ X]^6^%'_'#7R>F5H*G
MQ!L[\$78)!R#@4%-"\9)8P74":2XN#RE1^$+2L*B!:1:\%3">41Z9BCJ)@I[
M)%)B'.@A[\C3^X\>'3X\J( 2#Q:3A:(#L4CM(Y$JGBP@.M*$9K'#<6\71')"
M#PC,@ A=WN&\/&0)WPD?:2M'\\JKXM0^XN=\BDPJ$I!@8-##,*RBT;J22A4-
MROYX'>7_U:EK!J"\2[$6X3S41.J:^7>R.\GF5S90BB!4U^#-#QUJ4$O$MF[9
MJ-1,"[=J;F.#^CEL\=TSL3MJ1#36=4B/=$X/!3A6OV]#'OEOI,]*_3Z0;J<_
M)S%>Y'/$PF+2.Y0>+>31?PJ5>T O@V]%!,"H"._#0#'6/F-%1XKG9N]P6E4Q
M;*>#^'JQ.C'6LV,W#J%F1,0O*ZM]*T*!-:K/^?@`?YR8TGXM+JEVU3?0KUB*
```

```
M\%0*>IUE>26!O4<'[_0(A@S"@Y@I!YY$E2?JE_!YF'#8\<$C>Y\"$;E=R7I"
M7LN/3W%83J$TRA#17HDPXP7=:9E _;S8YW7CK3@7.)H`I#M:I6O-:1*XQ=$;
MQ_T,\+/D[8_WV=L/QA&!,9J<3!J*J1V"@0B*V@G8&Y#9?78]A74'.XEA7>)3
MC.+'E/@U$!O#6@KT;>SRT"5-<" RQ@$;ARR9@K/)"7(J1;NT[2: [HEA'(8Q
M$[DS!@.122<+G <A-\7^?CCTY%3L8(!]A;T\=4M@8+OTR58/ZK>/LO1>*L 2
MAG&5:+.N1%V+;8RL:*VFSY'7"9E34,#KD#40`_^FU#@9+* 5^XX,ROJN4KS"
MYI49722D`%)64UF.1BN#BOEMTA/!>\?OJ]+N@GR1#+M>-^'VXW[A&+!D4S"?
MTR>K>D;1#*/D&A.X<@J**#2V$R@)D=[ 6&Y"SIU10PSODZ8>5C)W@HCR2/@/
M,P5X12 '2XW?U-0H8N&UD\.'\8C102//)O1 X]"B_0#]P?E=P!E#G3JX4_HU
M`C'"=YL.TLB+09=FH_&AA-$"QI!C;X'%3(D!PHG=U,B+3 U%W23M$)&;E<_-
ME@_06#'86:]B5#8:!'6FD,;"PU 13&0X@(D[GBSF"]_J]/:74OE"\EM:S8']
M<#NAPY+9F:248P,-HN@V^2)J&(-28;*0#LAQJE-BT23>';NMVS8HG6G7"P=,
M6IQH(<9.MW)KH-N?)7TB8I)_DL(%H)DI8H9H%! W9':(#E&3#$?:,A.2'J#(
M2C?.2FN3`^/JZTP32CTCLY^Z%9@/$YEP&B\$%34(+L=%Z& 0F$=#^[D,VO!!
M5*%2[/0H=%$4T8!5^PX>U-#4BP0N)Y[27EXF@!RI?$5+<4"=%:&H10-N4WMQ
M=!((9)=_DI26NE'H:0T224?4`MJI*]#=T1H:\1P`<HMRX8F)/ 4CF% T/:X:
MY1CC]-);Z:X:\A.465GE]/X_H "[1?S6MUL;M-/[3S?4<WJ'=J#]:2(I$AL@
MKE_$N*+08&G=* PPSP!X;;102@,4OL460("N.#=I[0MQRS:8'0]A'J(:FVN#
M(1..51LTL?8Q)]X4X\I(2HF<Q>RU,"J!CYB_Z>>A('-X_I8&2EOE?7CZ4&/M
M$!43?E+AY\6J.U)O`A,T`8-*`UN]^A@G.1%$VDES@&H%D*B.`[Z@7.L7D&VH
MH"+&!=X2#L_/'4\7\CF4>\U:ZSVZ\UO4'M)_G\A%C8KG3@*K%]$3I@9P\RP4
M=>]*L"/7C@3I[",`S7'HHQ0-P&F3_!SY%*=HM>!YI1-TR A'U</0TDHP$AE)
M9,[X)],2>$2<1(X]FL1G7F*UR".;.E<Y6EAAE]=^P-+#3FV7WDIF3T[4,CA8
M*:\#&$&X0R<2J1'AC 82<J+))E-NXH*DAI##QU%,@]%Z> K6GJ1J]S$&F'K>
MX<1"FUEAS;@X/Q#32N,)BF6F&3A6RF02(QD<:H ;",%%=F3>#:C]=PV*YO7W
M;FO047O_(U;7D=F9Y\]H7QUI<:?X;O$2!+W93=U3^=$B)L5(&U33BP(;RH(?
M+OG^IYU\`DFT]20PY4<RXUC.R K 2:?8?\!QL7>TY.)OR=B LFP"S<.I2MF\
MH\M[$O5TG40U0F$J0%RIX<"YT8(F7)VOW8D0/9A9@7XDM/.S55F*>S^RES 7
M1DA1ST-Z/-!C;@:Y,%[*LJ!0D#4FSZS:L;18A*((E0E$2Q9AVDZ8H'DA;F),
M<NVV3K@RQR0J0!9E8D"TVX5>U T?5A&>`CAR!/#F[5"0)#[\>(/J0;SIG7XT
M'A4CHPEB'V(8/HW2MD49(C 234W1D*1^)YL`\KOMQ8D29K YII7:88ICYE*'
M=KJLT/II]I=@*D$_:$_-I0'G,%Z/]!>H!&&XN:V213<HC4CNAA1Y-XE;J1:<
M@!Y(%KI0J@FG(M(_X3,X%]M0(DN/Y]I"GV+5MV3ZX+H[0VP=*TBS?A"@XZRJ
MU@.(-@EUVTD.WL,,!26[KJ<#HSOE+ 8<T<'&'.N617R%2_MI6&0"#/0-/>GI
M+VNM=+)4S -O,]HUDBRR2V^[V*E3?H+6-J"A15R]<$",S9/]B0,3PL:!Q$\`
M6MT%!9$ELZ]!87)9;]?TUEJQ%:%(NUKKDAAK>8XP%4B(DB1R27$\]) `M0-.
M=3CNF#J;"7LX)S.DB2NPOT9(O]'ET3A@R+(F[^)<9G2[QEAL6#W;;-=EVAT2
MT7B89G(;+*JS@1F)*RXM2<J;I.LZ#H2!\EF@7)K7N S+;JG@.ZMNF,TU9BKY
M,O0KY.-#FL;*F4-Z6LVS&B=5HR6O:#0]8&9H6&IN%_[:3F%8%]-9&A"M_<$W
M6"%$>/0M6-5FH""]>>! @TH@&K5/QV(5@1/1S!J;F@XE<^TPV0H=II$Z2XA.
M"4'3018;9-!&B[08:B2,$L-U*+?CE=%I56N.(=SQPR?IR:7D;7G4)8%,D>IJ
M\Y[R_4E-'-TQ2.=T;C&98)V2M08U:)3"9BJ"YEEGC]#D).LN\*ZL8/(S@9:P
M]+O;MV_O(/X<<]$$B)UI)P0!7]<)/BEH!(2.,8 -)X-4[X:1^G\P?3Q,^,>>
M,)-^H4K&^#[FY3OG3GJ)2 E(4UX932V2)H\E#*K-I!=0)CWFZ3B\6HNK9*?@
M-URJURD^:KS$D)DJ#+>@:NF2P&)R[7$P@47I`JTFWJ#OA^V\RK1122,)G1N5
M^B041.7_^V"#.H(`RDQ_MS5*#@DKGV>J0U7+R@O]J",Y;E*B--GILG.UB:3X
M_P$A0Z?P8$(;"L69`'F(I.A5+ ^AT3<AQ)6(8(5^R]9(7%UH%3W!J;LPPE#G
M8,J7BN-YJZ'3:J.PVYDCX2*!G? S6A.7C!1.T&A_$L8#Q2VVD?3K!#E;BYW&
M[2(=!"6?E,R#?93@4NGEF2O6_1>IU; JHG?4T& [+E,/?!%]G> <_=>JA\*2
M2YJK%*V;=HR#1ML7B+>,2WNE/>V4[.-X_I@VA5D#.W9E+SKGER:5&*+%6*I;
MRVKLA/:?YGI9'UN0A .T[(0C^S478Z#.3:EFIPI)Q"6&,4W+\;P1"HAP)"5X
M()@H%1/(?8>;1W A_0`&OYN>A[FG#^C/87#\!SUUP,21[$5)P($!#-5!GS7P
MN@M4)ZR+\ 0P.2D?!2QAV?/64X\7*H<=Q$.*S?2S2$XU3G $*%9#L*A@`2G+
M;RC/D(&QY%?C8-\JPL?UD\;,V(/8C\ZHV]73Z0)Z#GB'N$5 [W"Q\Q0ZH"*9
M/T:LH(-0U@.6\G7E=.X8Z5(PB:I6%.L=+Y]D(<>F9O4$)JM,<BH<F8P',+V;
MIP1UI1K"*^I"SJ2>IOQ$E ZI2#[U50@7SK5<(B],+P3*H,*N3$QINBA+8H+7
M#P%.IS&WI(MLG*$&/GWH$#D#,_.F9T JW'_7$(I+&5HAKXRO^D=E,Q2D_U\X
M),;/Z7>SG_H?GXNI1C%^XLUG+S6HI?+U-L25>BVFJ(D_!<Q2$C_PA>F^YGKY
M7)>5@<7P54LUP:1R#6F@3.)2DPV37&@2E/DIP:8)1P0LF-@&DP]4:\(T62 -
M8YZ\+K68'&(3#)((=\9\3X1YIT)#VNGF3Q,AMBKG&E K)>ZP-G,'^N8H)Y/
MH2,I=#K-%[;MVW\H+\>J79$F0768]"2<VX=T*S[B#:LI0B[*X6QED2J5]J.#
MB1T].SHH0DVY\K(BKEII$S(_OPT59X"*&4DEB?6R:D3KS#GO#&69S(!L(-&'
M&*IY5'+=;!OZ@N 9XIN$.$I:FKZC0V21'7+],G16E/:\\7[J0Y=:8C.#TN1D
M7G)%L<.KC(QI:3O"H\,ZU9)'H<8:E(^![+"'+4OY27*U9;NA5CR1+5"R.3+<
```

```
M1C"S.]:9-KD!N!%0R=%!`*FX?3Z&]?G,3XOW[WC!331J9(@LD2ER07Z,4M&)
MB[$Q,>1SU:[+U+3'/ Z,+8UHGS%R+#*"I#B@"F-EC(0,'@*QJ*EP$@*OK;X"
M!0?IY.D&2AGM?7SZ??43>$4G\_*4]I C/=H4)2G@=/P(-W1VYN .(';=.UGW
MP+F+#B!7F>C/)?C@2 EM]NB(##. &<5.ZY1$`5-CT"^=![_"04E6/S272'"<
MSJ0*;/4$+D9LN3&3?S23A+883T3TSF<O*HIP)B\^<0R6><Y05%6.SP&F1COZ
M40SQ12D(G7@118[GTRGCBKK5YM87E282"QT4T*[]GDBOE=0NMI3_U\^D@>JD
M*IRHPFD93'PG#.,_A6$]`07G7N^+#;3-A??L]%_7R6@3(3*$,K1FT?'#VEK0
MWXJRC(C Q8ZG0JF-SU%GR%9(E!Y3X 3:AYV2:/L%YI1R4<H\'3%9K&#P!\7]
M>T"']P'X!P<`9\268:.AA8=F?U@W7YNGR*D1"&!%R >"7(GY3R=LPON,,FP>
M=+P50H]&9?=#&[;)UX7\.W,[LH)1=#''7Q,K@3G2?@0*3LD_?]E(QG^[M#K,
MDYADZ5:X5R81G'9E<+3GM&95QC1857R[,R"B%)/%`BD@KBJPADQ,!>1$$HK)
M(710VFJ!@ ]8<T04@@P5\AF;P&XWKEJDP!ME`-%L8&YM1-@W3MQK[^4G\1:K
M0+6)D])VL\I^),W9I MDR3^1E%A]JI(G.E<@>D ?Q,T4:_O%59VRC[!ABU=U
M'=]BU5>%)"5-@8?;^*8,`R?B<I?'$(2TD@X^CGD4"%=RCH\]]\EUNJ]<AL+S
M(B*W5]2$XNL2XB$^[!@495,#HP,JV@O'V+0_05E3A4GB90]U;XBQ;V]2ZB>
M$T5"T_!J@YI!A/VCZ4<V+9GM-=(AKN+LCAIL9\CR>@160MK<)I02V:98AM%,
MC^>$=Q![)J>;-DON&*>;D(S"46X^XLQFV"GBID@/3^9ZR1-_'$T,!1_6K0*L
M>!0(XZE!?ND@KMC]`Y@\]6"_S@G*BR&.+1*3D*]<B&RQ.K]40":HPA%$#2 _
MA.ERZ,!-UXE6_PX*<\3Z_:1(Q\B?H\H>V]&A74LY\WFE9[6R/E$T=:,LQR;!
MIIW&D:PJS0]1XFAUN!L#9Y.SZ[@WDCLEMD7T1N3;8[WJ18_&FP[HD ED9T-I
M14D=P/91)"R3>M =[P'C\55!\GDKH;0U.=-7,+]GM&^_I])HX\Q1(MM4I^<Z
MQ:/KP]ZG*K-H!B6:M6.EC$ZH268$&F23US<<38$<%>V@0 E0M)$2N9>"ML92
MY"]EQ.O>N5V'_%-_.0<!!4B$\HT$Q1+RYZ2KU]9::,F!4@%[@'@JR3HHJ](D
MNB>0'[C=0(HDOZVLEP=9/DG6>&!7$YI?E2COZK"%8Q+33G%9E*V!`A>H@QB0
MKQ-WZIP-G@3(F?3L#DJTA[8"L#AI,;%#)IR.`N7U+)SA@O/X*C\[F<GSBJ$.
M8CO[F,0.&!L*;<Y"]<"$.]@WD#B$.52)^2:/-Z2T>B\1FVOUT.&!Q Y\*M'C
M369@75!XI1>S:R8G*<F5#F4)`C\+`.D0)<5DAK>7@2>=944Y*RA-NY$2\-/H
M8S&:(;');+I :E^S[B5HM17G1B%NM,3+U%;1W[ \1JVUD9B9MP,3^I>81Q,8
MF7=\GC48WO;I?^VJ^</B1,C_0G/!/ 8R1#V4[BO+$C-.8\6,!4TOIP5ZX*DC
MNWJA<R@*(:/,MR7'>OLN6OH3F#2;[W0@N[FC%^=,LI3RVJ5#F)F(G9)!;/0I
MNV)W;R<]!F(VO<X)B=I')DD,L*Q>:,F7Z /5+:X8N&9^_+>,2?U_Q.J9U/?9
M%%:XV<I6)^>@3K3KM=L`3QK7'FCBDY^FK&2]=-CID5 1D!]F92"=9FVT*1QI
ME$UMV&FC1PD=<VY^CY[>'8\2S#C4W:,AQZZA_ \#UQL:M:(_.D$V>:W9-+I;
MW27>$P?7-4H'X]&^;9C,,B].<7W;]J&I$ =]F^S!TZ'WOB#=/Q!K:#\J(?.X
M+8>O=^@)7""%^[#+2XUT:&]+^)*)F&:VD F23X>&"\2&2YH>@TN$.X@M9&W?
ML;MS-V+*9% ?,:!A/3V=N\RC$HE11/LQTRHVFG\0D.<6* CAK_VVF5@/QL,3
MZ]X:$POU494#@M7+3*/)U+T;1A/P!OJ1I@#70IH<A'%,2!J&*U->SPYHJS-#
M--UXM')6P;BP.FL4G7 [.52.*;<#G.J9XO4!(4Q30(MN,5)L6D@F\L@,@0BO
M\V>+M@0QRI ,ZY?/;#U1/FX20;S32X?D7-XX2!)-<DY(3C9$X4),G24MA$X^
M06%W-B^13:&E"C[T*(VN:!C=TSZD_6AI2:,8<%)2HI:3/E(Q'KP+A;&P&C\%
MS(M'%<,*#[QNBB1J"?[D%DA2+9XX&*F<H6]2Q)_Z*RB_!07GYDN_8VSEIQMJ
MV,K)&=@180QC:O2V`*WM#^O=*5+'DP##<;\R%P:'56)?D"U QD<6;R..5:Y+
MR*I@AB*;-!>IWF.D`Y-]=HHF3%'[MU#Z7]2WC8W17"D`D=T'!>?)#W[7^+.>
MVU#'GY7W@B)<VQK(HBM)(&LV-EF@W.M6P*W.,RVDFP4H=[4U*3V35?EA69W
M:QEKO4KL@.8DFG5J(CMDSRZ=S-0->3,1A\4"+".&YNI,(_A,0A)MTLRQ63:=
M'*]P7:?<I/8E]!T_I6/WU:&X4DU0$+?V?Z]!9^^]I:4RB>52&JA#I"@DOX\D
M\Y=%9UB(73/J4[O/2ZF81_HZ*D&R9+JWOK(X- F*3K6;O:!U%*,%D._D"&,#
M6YY!><-<5&W!Y)K)9/L*8B L43,!H;+E'"=EMKFLPJ&R3N8K=NUR!DGRG%(@
ME"C;*N-H=8I!ZS%-6L8)/Y,5PRNNKLA?MIG8:4H(+,PS"09MGEF=C0>Z"'X4
M,%#Y30S(8.I#GCL!4;2.:E'<[LS3'THU9])HCDG8HA[BJB\IO2UN**5X=) U
M1D'I&/D22\TZ@0^MYR2R4BZ-H<%M>X<&O7:]NU"'IS# ))A@+T34X6VC`%A)
MBL>O/9O/;7L6F]RN.]KA.:\Y^_3I+'ANL].!5GBRV6;OP/!6K1@^!A)J*!6I
MUD)'!!*;P!7)&:A]+ZI=V20?O0D8,SZ?:2?1R CN.'8,4_*@HLSQ:)%\#IC%
M038##.]R-#3AP%>[YXK=5HO#@8E(LE8DI%&J'1L(4-?I%12-()'O?P*D^W-0
MD'2K2X9\/QBK2[[[)H';]RW-H%TO3-(ZC3-I&U"WHVL[9:*K<N)/4>Y*$I#U
MOL*'AH;=#'?D]^9XMHO;FV051V,R"^^B$6Y/=P$M1D_R]WF]Z$-5I!A<T7IH
MRX7@"FIHC*A"MLH=.W=U>CMW[L!?NV@)ZMZ^?5>'@VUI33\TV*FOU;98RW&3
M/@BKVH_3)>?#4*1\VHN-^@IP01V"C#$"P^Z_R5.33;$6EMVT]#X+!7D+7 /0
M/OT^'+KW3'\\9!;7M'X%AO$G<3]AQ VH\[5+8AC?MU-11/"O-S>J)C&,X\T7
M8:&OL3WM+[0H]=?-BMHVU BO4K#'S+^[K:X]O.[OR#7MCF4]M<2=\,I8HT<<
M&RS)9LC,2A23DR'E,\3D3DWZ7KNBQ$ *U564&DAUF"V@")TIX-#G7*KIHK4F
M&/(BCO<ZWQ#@WR%,+X=Z%\JG(_O1'1K<=V20JM49>QQ:!3S/Z#&,[3<I3CD/
M4-*:$:D+>@'4)C)KA'?RG<H.>:SV&R-O*>&&NKMW=NZ0M9@9(3-5R%7H)+#2
M3'J(UU2.A*FT$Y#BN80<!8FG3+P1B G3(2<7ETG]+SX[/N?O!P`A<"BR60L5
```

```
MLB\007T4$ZJ(!,7<%0B_)A4%O8&IH1_5`J)J[WX4>T:OF/Q/UF6,\C=CF&Q'
MET[TH1RNTDEW#E695.JHSSH\D-@I6TD0FR#9V(V2-)3VG2ICZH0;E7& &_#!
MK\F\POFEC3ZCDKRD:!P"'.Y>IRH*I1DS^RW28.;0%1#6-8>_(KC0QKGD#U^5
M50CM>3L?0:D:.^%@0Y=:RFE>O A,NDZ:%J)5W541)!PV:&^+,&@[:NSW,Y_#
M>;6ZQ">&U(48N>CM2R?'<S"?TJ/6CUAE@Q2&%*K.2K09H?T?[=S$*8<I@2=U
M! TZ/CDN;1WBL(7N"N0D->$3FT3Q+T7BEB7EE[L7'L&4(\M%>PH71V3WS\K4
M6MN4*Y207P5M@:+-+XBGM-Q1CI+AP2T]V[EJ5>'WP$$.DJ#-- M@C0QG@N>9
ME@&@A@R]S':83M[)M<K_@5MBM@\6&QHPQOCED/:STK."M>PZ69PT)H%I9E*.
M&TN1IW\@B-*S?7OG=HUPE+@!MXNA-.V:NI";N=Z*T[!BX:V0-2RE*>TZ=A49
MA:Y4X;CJ<-""7.<P"$SO0%NDP"1$-I@5B(Y=7GN?5SNY`BEY;1@_YVF*\J#B
M68+NN@F,!'F,1K8H7)X54XT_J,91)0[GSPN+:!W/T3W0.B<'><[^R)N*2.8W
MWVP!6QTH&-AP&FE:X3@UK:O#M*(D">Q0.3BEV5_U7,_N77YNXA.H439F04ZX
MR%'ZZ5S:4Q3O8N2';5H@<.",X/42.)MH7 /@HW&]?@BO[^G&C-GHU?R0E@"L
M(!C*4M/>W;F#S C:)XXU?W\$7/!/0D':NJ5Y@_8/>#2V=+B,:<,.8R(QVWHQ
MCXE>T"AZ<,K #MU"S0O2,YKZ(/4(#$01;W%Y8Z<CPC365NE]HCF\E02?HL9
MLPQ;Z-@\/X&D!!])CY=07V13HKI[S+'Y;(+V1@Z*)L!8YFA*/F3JQSIM1$.G
MO!MX;:@2:<->M^4I4 MFSHCP*K#.%7D?2U/-=@,$$%S)@V2,TDW(YYZS>5B,
ML>]Q#(KH0^]@0):/=G<_NO.11W'_N^_$E'H!"JZ3_[9U@WH,QW/?=+DITE?G
MCK"WY9 S.#HS+S((V-"C)R4_Y)[=J&S/9((P?KEBHSN,%+",[OR\$S0J&W=;
M"A).8D>8SKYKF0SY[*8P:J2"L!5 \"(4/R$!`Q3LDZ?<3_2'Q< <\@ZBH>]4
MX8R0G;23@!=^B!6H8LEDMU[,&5;]&9W>D/RRW# L[#OK9.@6:NB <(;!8*1D
MZ@OZ<.,D$=.[?HW74_%7MND1Q](Z2;N/BN64G>8$.;W*,'5'&YKH^:"]W6Q7
MXNUO)LFKK>@3/= Y(QE%DSG-%J--M*_H<KLFB6J"VQDX>>4?];*$I&2SLID,
M[9Y4W"KD=W4PDMMF3*-'#!UEH?%V/Q*J#L/%D%ECKLLP:9VN(H&<_<-UXX3G
M?:YL9*+SD>Y'=E9\12LT<9]&8K(I1H74\;1_TIB?"R0)J$DUS:&09OL>/^0]
M5YFYEW14E.Y4LPGLEH.4^$\W*/6+4) *_Y-;#"4>;%R&IQ9R.A2GK-W_:@2Q
MTI[BH6FK]_HULKO.]II-LC<3#C=U2:-E3K:,-G7*VJKSU=N4V6F0/FBS#F@=
M!F_1IL7ZMB66'"K(!-!,=)HW24M)]%=L0RMWHB J8O;+3>9\H" 'M*<+*_4[
MF:I&YHTSL7FR?Z+)'5P#EEV*]\BQ^8$K=#V=U=B =H_*VHOXUHG@&'$#Q%=@
M! 2EG.:AY/EI5/-%@ $FU/1S-'OUUA$I,G$RUY.9LGM@] WN[>\G,8J>R1<D
M!R\BSF020R-!XK"NT$G4';FIC#F-%VKI]!HE$3),Z'F6Z.09C#:\/\Y$DCQI
M"VQA_+NX4O\("BY)O_OX!LJ;[TU,CVY<K@H_K*X8*/%7P@M3KX:IX;P<QLOA
MN9P<M-T[7+J(W(:S=(F6U-U<AI")WH=G1WWW:5I1M&TQO+)@<@HB.;W.U\*N
M/)R4D(D?/20[E26\G=L?%H.RN %KY:V)V$IS-''W=OVDUCU RX_Z1'1E.V"M
M#S7[26C?==F%DWAKC:UAX'9SH@SY*#54*AW-<T"+=OD_CLD`8(E!6WERW&:W
ME^U+B/DV@5XY#:H$@XI6<1<PI<E44D@I4D5$'I3_H;YPI)/P_XAL>E!PUS1%
M>DCW$G#,N/('6=S\%JJ'MU.^$^-&:G]-(=R4:AVN<Y@6DU@V(06F]C.H2!U2
M*L+AIQDTS,_U%R6QS5CZ)&T,8CBM[E["00/U3IL)EQ"D"EOM9G@FLN3H1[6:
MW:Q1M D22+-DV6;^@=Q^6(&L+5D`HYZ3%1V33,V<_<0T2^_-QFFF7'"G.4,!
MD">4<]NT=$E+YMXI8-H`J8BQ8\Z]TQ/W(U15$?>M1O$I: 2U086CB:N$.Y$)
MM, UDL\7P^*6,^O)O.[;O+8<1IB<XMRM]+T]^J!-;[XDERO;9.S[I/,PD7V\
MS[7(]A)V[4B?M,RWXH;5(' A,O_AO@W:_O#K=?<`'D3N\4#?LTXR-J@4%2.!
M<>$R`Z=165+\<7LT]<;@/(QDM)M$8&P([M)[G!T(A096QI\#=\2Z?H2?^=8>
M3W($"]WE`8B&/\G:PDT+C#3@TH%5Y(5RH=0;^Q!D]9R23?YP[OK.)D\&7+I[
M"$OS29&Y`\LYNE3PR*&3+*0M<W5)P*2AK5'&2[ $`FWCE56,BW:K$/4B8,%!
M*$C2A@YLT+FA+FRH(ZK)^J?<>-AG\H5CY*[,Y,VC5 96,8H\!LBRB1&Q"&6=
MI*QC?A)$3E8Z&B$3PWCW8@['\3QZZWX*>JFQAY/_0$7R_4=WHC"<"ZS#IH2Q
M974B?;TE,&T^9'-54,Y,^C)BX1AY.J0I/YYL=<E'W91-7/0K)M>1Q)U*`)E6
M8#U]<E^'M@,^#:-VJ O&"2$OS^LH3$W;V:7POT/Y%YBA#*;BP!-F.OY4W>QD
M7I\'7V,_-@KW,RE8*$BH*ALCI6/4&S8;'HTVIF0#,?8='643V[TV6,^/`T<U
M[J?:2#KHQ,@<_ Q^1#**1B8=D0F.;*QV'-#5]F"U%#:K:\5^;@52=!D0$)'O
M1/\&[;?SWV)U_':PWR;H1F(+.C786<;KHNT9N#46#?4[5JW1%Y65B*.D.#)>
M4MB9R!&7"W?SL]AT?TG=7<XA0HW2M*JK@HNC7= LU4S+YBU%G;,0AA-]H:05
M8NRFKS!VD9S/K@[134P6@)U!F,L6/\\<>(;F9YHL547?<24SQ*[-9F%-I'.)
M9 +[TY. [K21Z9W:VK'<#^IH9%HDBSJ=/.VH*'*Q5=E(RFW?G; <V8>I4*:A
MX/1X^"DS11KJKE@<: +L`EE7G/1D%D><75K8)"YFD9+>>1"Q0&]:ADHX,JP=
M'CYHA0NO8N,'UB^AB[*./N7]%4/N[Y1LU VHG$A/DF LNHB14CI3Q-W<6,&=
M( LG1WKZG,\(.8E.<;*2#^F \@0N@2$70-H$-=1(V8^4W7LI/<2030H"#8J&
MEF89,14PYA@E*XF8\'9LZWYDVZ.].#)?A)'Z& ;LP82>.[A![<;1^N#TMRM7
ME3M)I+J3UA:>WX?]M+#=5JXQTR.GG> YP5R(@613G<LD=9 6KR).!A!+"(&9
M1$+SHY:R=J%ZU)H#SYB6=' B=]D46I&/GM(\D-OTBOK"[)'2BEO<UUEO6;!5
M2(#;[E!S.=V+[-R'^B:=5<%MH-,G\H[<`^4N*#AU_@L,B 3SOX?&HX7&XRX9
M@D^&?^#!3P");L?\D?#BP)$-:B>^O'OZH_%HN=F&6H),\\,EQ [F9\A(*"H(
M7'%Y8PC*L2R6ANJ=1LF YB2$EOP[3E9_(EN."%)M@*_T)*)73=1T%4]T).?;
```

```
M#>YI60QP/YR2F;N(5H,]"9RR8B=S=LS1'#AJ<%U[GN2D#D*\R,B428T=SI3*
M_ 3P0+3QCD,A:?>=`.,\=4<0!L(4HNYXO,"YX(C88!H@!U11WE=N#+ #*(GX
MK4C!EB8+4VD2;<XT[35?GR0BHA,XY2>-[;E4R(D''+S;QOD.2Y-V^5>?!C*Q
M!PIBY?\^O8$PU7MR^N]7>[)6_ [G3 LLS(#!SW*W<F/I<=GF+AOXF>-NTM[G
M@.'&31YK<=!)K<@E*&CWDY$\3@!L)\K_N#)S*C(32(4A_9DI2=-!E-P$L!/W
MSR23Q'$R!>@TC &RB$D-.0[Z&LF?1 T-H JS+\E42F\O*TN.LKUP!4[VE*DR
M\(&<29Y_@ ()M,,6BQE_#^V6H?Y/&(%?P>45>O=KIS;HP(U/U@W<J/)$5)/Y
M/))7K3447IG,Z :C6:0'C@.@]<R^[NW;>Q*.T;/="2$V65Y&DYQMS4P/3%2#
MH4>:H.OT/C3S<(,KW,&:?=#M%EH.=LMB48WW'=HLG(:U)I7F+10Y9S-IOD[H
M_36 0)>R/ ^P=TEQ@"570I!R)M*THRZ,(VX&2$[V>G\@">B'+V9)]T+)YED#
MQ*[]P;%M`JQMC_<?&>P,Y[3TT7,8C=EH,?3'2"?K>)I6-4#'8/_0!DJQ0KA[
M[XL;U _A"+\RW1!?:IXM^=NU`82-T=X0=)* F(#A20P6DU.)HSY24]S;30T-
M'E4V+1WMG@B=3^C1ULX`P",7BJ3T,)EBK0V>4;TJ>:."=2,EZ0_9KJ:V/0NX
MYU"D2$C56KBE/RAXZ&8]O;=O[Y/[%4B;XSG.MV :*A9GK&,LDY^<G'*F`.Z9
M&?%E>IBK)&N.;'*/[60RXJHXHJWZH0EO%4L8)3/J'TQ^>NK(V-B>O9Y"._F>
MO?L\-[\L!DI/F/W>`LDYD,MS/B 6^.#L_>)[0T]Y&=I9BD38MZ%:/::(=FP[
M9RR^O]%<.SN#M?CVD:DUY/O@D Q/[^*!LD+.V\<Q4< F/;-O[]#1@UW[CCYM
M0FOWPF*:E.;QACE',%1J])C)G0[O[:/&'Z7<7>(U)'[3-09?<D518DPE-(T(
MJD2FJW89(P<]GC[0-\0Y\I5+!?4;C,DC4[@MA.A\T,&)GJGTO7-B;Y*Z^SH!
M%7P)PS3M3B.R\)L@%E?.HMK1YX3'4]R>33R7U>_3)MJX&4&-3=S9Y4>\!SG!
MFU9A4Y8:FYN$5SB.R#46]J"42ODYB030LM6H:\\4QAJSH?@@E(WS7*>4X;1;
M9<)L.:OW]G1U?!-):X0%IHJ\F">AD=@;M/'J818JJPW0MC+F'+J@3@IY=8E+
M9>6"HT#*.#,(*OY0^C+[*U'H#!I]8?5F@YN$1O,&K[SC*JQ%I0PL5&1S&V,&
M[G&,A4JDT'M3;\*HES^]O@),]#8"$WG97<Q)^D>>QTXB_]%24,SC%@E;M1DD
M$(XNB=FE\_F$CGIV.'(8R4E2J[!P&2&K$U,G>\@[@\ARN\XBADL.>BU?F2QB
MF/SE;BA(:KX'A9REO_V@H@QBWX@UJ69QEL:;OQJ/\6:#$NTQ**;:?PGTZE-0
ML%D_\;D-:AR;]I/3_ZII&?LF1>V%=$>M5 Y1']<IP^P^'XB'. U*A8#"A#E4
M6BQ2HD)RDU[835:TVVG F0YX[R-B=&UP/89 99-%7V]S2QF%.)!:I]5#W%15
M^P]CMA?B?PB;4Q1KP4QL5 *8=G(81;,?[43*#AA3VL*'$?-N?G23[XZP*NNG
MTLC8Y#BN/-#F9F5@9)- ] ]T,!'2F][;,/I DBN%=E@!$LT9L/3F.)H&6%N&
M3HD<"N2PNX\X"=$<>HP;T#A!A.P&(I'WE1DR*#&%(39 B# 318TT%U[[P,!
MA]+N##;M!^UW230E:K-HK]T9JZ3=;K-J&V&L75)7L",0)PXR'XQ(.,*+1$5:
MMKQ.,0*<N_8F63(U=8?D>Z;$*VXZDK"-EI+IY.P,R>6UB53O^ `@$"0D%G<!
MRB]#P4E__%6C(WRNKAH=O3-(&<>45/2R9$*TO+;]4*?=FY67%C<UC>M[BN08
M.$--?K.2C\!.&Y"5K+H^52HD'>_,=,'-"Z$X3_V_!/D,Z=377]^@GL*NI:9_
M+E;;3%,[M8PZ-#0,O/I^Q*+0S.OGC3O1HZMB`RCR$Z?MB2C-G\0!#;GX-PSX
MUX5Q&J*E9M45U:?%(ZS7MZEG$>=X7W2%R1VFO!%@3B1%/OH9$WZ2AIS?#$R.
M;@<'%#2:Z8VDI?),K7K#7:T`UL2Q,R**E4(Q<C(S.:]%._NTFHU3&32(6#@"
MN&K(9D>8_ -H*D5:FH_3F+,A88R3C72:S$/B; >]#G L.O2LTR]KYVED)Y!L
M@OC$"3/LKL8VC$!/1IH"><"1;5"PE;?\KQO4AQ%/#D]_<D/=O3"J)@6M6!@E
MY3@-42X*H'*Y4=^%;B@F+)(FR<YE.+65GMKL_3+*8I)192TSTY-)&<\C0AM;
MX*15!_/H]=N'V7<D.0EE+SDL:8F(^\_E:?O',8Y<-OTKLBEI2GR&\];W0V]?
M2Q:!O*0#ATH1WKLW*O4K+8H08O_O;U#G$-Q_-OW).VKOK!/%0%1DAKICF;FC
MPCOUF'0_E?O.!Q79WDH!JY-(\".74!H!%<KQ)A+*"9P!=D([@9C(6&BM"ZZL
MDN6'S>C'M(>P"3G6=< [-I,OK-$NMAB_.;/,PU("0S>H<Y9/;26;$K*^.A.Q
MH2R$=V-^P6DM95+36?PH78")V6TW:GUU`"6Y(?VV^;99J-634YCQ80A)0/5C
M'4*3!&Z<.UG4=3B?S<IF&CI"&[#K`!N=2?_3Z4ERZ.<<.^/IL02P:^.TSSK1
M:?)3;"_E-(GP4QWNJ-JMO9)5^?KL!CLC):3@9EMP?)!))ZMY[;FM+I39@_,Q
M63<%,ZB<0H92'W*<%+EFD1<G)5NA9-TD`.(N$BDTG"NVUX_J6 '%TC)IIC6U
M$U03FI@VD9EBUS);KA?S*!*3WR*N;H.#DNM@Q ?"GQ.W)IWIRV**]:2J(&V"
ML[11M^FBCIN0Q4^U(XP[D,UC* \"`51Z:1/2YK)CE!A,UGZS"42H@U;J1:!U
MV$$1-A[]93AI]9096R*[:;*+4 )ZJU$.>76CQ87 +,G*TX$;ORNU:'.TM9R,
MI:O[X&")IL-F">ZP8\+K=L#!MIAGAM)B^IB*D,BV90-0!^*YF(V#V(=I1MD%
MAR]+AATV0&:3GT(LDUP..=;&*+-''TFDP,OJ324P+KFR:^+4K\,PS=X\*+/P
MLP3*;-[N<F+"!))VWG$J?H*&=GB4&!UN(^T<4W!V[PIM",ZN,+* 8J.QZ[2_
M,BQ<DG/8X]U?E8E<(1<_BM,.X:F(=<+$)+,T&0V9F> ]H@B#;7".&\.M.BIS
MLH7#3WDCZU*11"C923:<17I2V"GV=>;E`/62?7N?:J_,#R?W.Q0GWW$,,VYO
MT/H7R758T9$C.C@J5 `TD@S2HQYN\Y&G>-4Q%%QT\C,G]4.71Z2575HKX0B-
M#BRG-:FSI0L2<!1<:+O2"GI&^$U66MW^H$[+9=(XP.?9S]P([0U"/MM3[)J)
M&"*=U>ACG^1)A9KWHI$O[%?E@RY0NRB)3_4S-(SL:F5&AS[-W]+)1 PV,6@$
M@BGRU$4B-.47M2^W[&NCMH X\V^!3446-?T'&W2>YM^(+8--K0H!X_W(R1Z.
MRP.9-8V7#U$VU$I(CCP]E<D6'18WT4 3F @75G>$TMZ*U$ AV$5?/F*RNS/+
M:!88V;5=%GB0]@/4O))G,6Z4@_ODL(,"^<469$)Q)9A2'=6T)K4Z#31GL<'-
MQ<8INDUVO0V(LP[MT$C>'FRJXAW7-6&D?(0LAZ/0K#U2* ,U[]SA8WXG4>RE
```

```
M_ R&^>E]@0IIG_WG@"C"+$J,@F!_3"*=AH\>5#JLUMD42">8RGD'A@:82KMM
MT0'UU>9KP(?&F%*_"7B"?/6G54PGW/F1QGI!9)%^BD>'CL LH:0![HRA><]<
MD)))QX&YB C:#@AD0(\[B&$FP-MD>&+<J'1 )#C(9SE>!;?)L# VH?1:82+Y
M='0:3^S_T_#UCR1'\R.8"*IMKPUK;^.$,=JIS8GHM0ENV"T;YJYN:!(SB8V[
MZX+24K,.]"8&*9Q%5=(C)+,<$,*!9#87EG;@3,JF+^S-0=H4J=QE']GW62B]
M:#>+^82DA*1EE3@-FY%1;\$8A-S3R#F>??=MLN !FVG?L/:A#"6T23KN?R=9
MGA$A-2=H6:UMAI5A-P\8<[.[.C+.$SZ2*T1'E/]-*NUJH9=VYT-EW:1+/1&Z
M%J88RJ9]?O0V='87&]I\2=+#DBJ]%ZVW0#2Q!=_:$-,6W%]VB>;]:OIM:OH!
M^GW_,G[SDZX%]^F/6!G 9E) Z1IQ6+D7]>9QE & ][.D)3J4^8!S*NL]*J=<
MKRFL3XP6+'_3!@;*<>ORE%[ #OK923^3^'CZ>.(9/X.R$&JK);L#L"[PV),`
MK&R2==!*)WM0U4DA4AR")UIBO7O ,Q)@R20`'NJTZQ^GU*#I2TE,0V$E%9QA
MK0GD:;^':G8Q(YOS@-Q'^W87(KY@,F=('&9E3L&*S6-TUK(-@#/_`G &,1;M
M(!+/]U-1WK7&$*.&G'R8E"Z,TU.$YH>3QVZ,0HH8!)9E0 N!$!U<)M%KD4,U
MNO7#DWZA2ECM\O:1(SSE9/M(:.!PG7+&@R$2WD'5*@&21=E%)Q?*ZH&SWN[:
M*OFO,3O=4Y[-3D>I>VG]!\%AS\Z>79)SM&O'4]QR2@J)61"ZMCM7;.BF^-YC
M. YYA22YW6PU"2AIX:0)+ZC^OJ,2IW[ EW;LZNJE1Y@4K,!4MD\\_Y!B_%?
M`#*5_<L'%>44VGVJ2;6(J0QO_EI_3 VQG )BVS;H_C;DKOY?6(H_#P4QZ#^T
MQ-0H8M&7I]_5O+*<0M]__L?W-)Z;J>$%$/%=ROQS&-GC"=XM@8407/$RZ51T
MQF_MN+#WR"'OR-/[CQX=/DQ67$H7!31UO[?WR?VPJ,.=(T<#ZUR#F^M&R&/B
M^27;ZRW]>7Z.,N2,$#/7)<N0A(?2XH0J"LY3A+WL9,5U?_530\.=FA[1CN'H
MR^;T:[!+><_AWGOXY/-0Y_/,G5-0OTZB%*BN3[!VD'>807K"D ZUJQV;A,W
M*CHDH%B'BBM"YW!F&)R\FH.@X6GOKA(@=::=QZCF]AWB;5&I53#4`^J6Q;?#
M^ JX:@1^1]9<V6 "F 2H0F>"=CZ.GPQ)=.TPCFR3Y"V.%&]E$E8P8)H_VI$-
MJ>?'HI72V)0T[T@-$S5CK($2;0`]#.E;M=636!76[*/*0^LU-?]2TZ@B;KY.
MA#[+7UJ2K:$Z-\8<QG'>$AYZSI0XD 6)JT*\GQ*=/PEH?PAKQL] 0:+PO[3&
MM"EM;_T$=8.&$66OCVQ>MK<GT3NHU5(M@#FY829\5J(1LYK,G$!'I@**(YSN
MW9)P8:U04V.MAA8+.L5A2;QL)])9*X X62))\8HX(HJQ\#X)79RQCO-O8(XY
MFIZ#!]-'!WCWV73P&*(5J=TPFQ-PO!E^1PB/0]%U-H\GAX;H-JY(`(N34V+<
MZ.*(;I++@C#']"E$'=IZEN0)8K:)1E!,+ K [B3F]+E9<O\>V*S4;VU21+SO
M>"*F/H_#^9^F3]\7Z=XY4V=+M%H[6]Q1/_5;I6^XF^0#IY-%0TIA&(3R^TN(
M'9*'G#^>+Z:3O*$1IM$9"RE'F*6#"O?0^[H^92+1*Y"/E#0"7?C&E*<]?*@]
M7;B=X)37/XCI_PF^.&UT.D$3LYHNV)@RX[O0?K#O,*L;>%B#3N,/7-5MG8I0
MIS,CS,'XN9QL&V?WS^AT;%0LSH)DJM/"ZLS>TN['_<(Q/^-/><.'^Y^M2!9)
MM):V[*!M)=C(A4QYW]&!/C3XVI9MW[Y+/>9ILJ9-;K1?':S,2N]AIL*[_6IC
M<1&YVT"6$22+;MH=K'_G(U3]8;^(BQ;Y66(.2#0'4?/:$;EI-.$2NBT\Q@(F
M^[_P;AH&E+2+)6MOX6#'SET4IU%OCR49?"=MF"&*%/PCQBJ.EJ$&A0SS/&#)
M7+00*'OIF6U&=VB4UOZ*6F:MEI8[S5:MG)_-9G/'SB9L5:+%Y34YR?N1<JNJ
M]VW"02,\Q@>3X]H2%&I6A8H_U"2CK=!KE6O[L+DKQ&)/K36K&[1Z9,KB@U[S
MNVB5)4Z!L9VL`1ADX!@$B*YIV<A66[V2* 9.+\PEFSETC*BZ+-K,D+,9P#)_
MVJJ"WZ'Y/XX.I%93Q O3)&!B&E=#)*'("[,6`47/H9!<(2$IN/PY:U'@.AEH
MC&3-0TB-S,^.498L9"BPD1@7D$4@\RHM_+%C,9*MSO'#]BTQ7J"]%%DY7.:(
M%T8-W22,?R"[%>*^":*3TEO.N5LTAC.]TN*GG5FB^D_<H]DYU^Z @)!'1D[#
MV/""4:R>:-L=7H^HCF$`V:^DW6Q(US\09N1$I6-]QXSGEZHB04J+>:H=T-*F
M$\)U!,A3!S-[M,<M+43$=2(S3?O/4Y.2@=[=<<!A$#6R0R5=7OLSLO*;9_;L
MW$F[I>S$[+?P^M:4V=65J!JVJGM'I]D]*\6JMKSI"Z[MVD8HUB(V%KGY/,/6
MGC!!D#1.83RE&9%)@N2,CJL5>X5J9:B.9D!\00./JF'@\4+V'=:WHRF;TVEK
MILWAA46".I%D'YJ*/8*T`M9QE4&$]<>*B3ROL@Z_A-O[(<<GJEQFBLB&C=OX
M!&9+2ZBZ#I B=;MBI',MMD66*6R=1F&/*":<R> @Y\5$?E7?MI6XQ,GZ95M_
M"[.SNW9<$@7&SEV4!'1G;R^GR-<>3*E20>M_]39*?B&=3XE:WAU#FVD*-=XZ
M5Q@E([,C1XH*TE,(K]U>B?^5#G%DKC5[##O<`!Q:F(L*6&^B+NX\9MYWR$:G
M+ D3`"CG3'K2IZ@(R@FIHFRIF))*W"XTSQ3RLD4V6HM1KEO+"%F$,6QCM*B3
M7V?\W#AFI!UCPT$=TY'3CZ1CU*BP?QBK@IL\A=TKM6&%=E0\0?JH0(^9/Y(@
MXXK<U[1!;T4^F-<Z",2-5)[3F&,&2L38/;WO)=4#TY "KSXYL>ZPKPCM+(23
M:K=.EB$\ME&KZXAQV2=Z.XB)&Z#@PMCWI!$5&Y?>BF*2W&/0E 4\I%\0PW:E
M@=.B"2!$!::8I4Y3WFA_L3 68IY+-'54NPZ+!L].2(.PW=L9*4;-'43\$_BG
MYS&"$J./V>RV7V=9U)H6$.L98+B)Z2XHR$2@OJT/X34PG=U0>V_!2OVLZ*1(
M`"1"6;VRFR2WU4P2`Z63UA@%_566G1!MD$N.Q0EX1/:10!^.0%*C6XNG,"U2
MI^FN!%SE9+8899,[51W>BE3=R,983HKMV8'VV+ ,#:'>2O2@:#Z\%QU+`$7+
M_:('_?D'%84+O&NF66T4/2C>W/#;,14]@M^**74,`YW@J5\^%%-[<?2&IO]U
MC:"!<(B C8R.JMK)<\Y[?.-*A8BJ<_^);5GL*%N!TB#BB4.H;!'M9!:J-LV+
MPY-)5E3E*<9\63)P,UD#YW)DM.BS`Y9F`U#OGCP&(GA:3,+4A"0&?Z9024,B
MF@DRL8ZU3&U[=E%$%&9YDUPB["M&,B^09+TY4!JJX[U3NSHP^6*QTJ?+]%9H
MA9L,D^+$6;S8RA98T4N%_/7T7F"PZMEE(.R"HMT/6;>//>/45SA.S W+.INT
M++#LMFR>M?LVCY>FY"U*$X&5B(]9^'UGA#5_S+D:1O.94C;GI'GCS<YYK -E
```

```
M-U)%<0N>*Q2T`IT3IF*H$&_T(+L,L@LG73->Q>(2(KPA3^^M@>=\B5=CFI#8
M&\[8S4F0,0<D>H#F9%52DCI]@N/APZZ8CWE^%WQN1S=1!9 GR#]B-RMO4*Y@
M$3XPR4'96=]IB+5\.2E12>U%>2<:<5[#;/USF*T];/[:S&D/3IV"R?J@>JFM
M97J#4@V:NL+/09CA]T'!&;YG)J8S'FQKBJ+1UH0AJ$8B=D#;<LI":;Q1&.M0
M4JUT?S1.FI@VP#\)PO=H.LO1=3A?1PN2Y\(W+DM5_C>A74G=[P$/%#"J=^E\
MD<D1X ^<70DYU9^WXY'NW5V]] 2('@GQX.1*[,PC)H'NR<>WXT_OKIT.$B&[
M1^EK:WI/M6L'(29+4'$'5[0+*FHG1AISC'# RH[W[MBY2V#309^A&<M2'K*L
M>&DTHP,*B77)B=I$#-3U6P\?[31N7>(`1<Y#\/&>1Q[128+;_UQ0`A<``)%<
MMD*C<9(RKN6BSA58HP/4XSJ]1V=8MB)^/["2@6OBJ/"0LP(!$ ID^X32=.I4
MHR;B,DHS99S$*2"=U"I1VJ("1QB8#7-P;79>Y+TW0B^11)S.V: )LV:]WYV/
M",323/WYN,&9CU^$N?@\% 1\TXMF/OYZ4_T,)'T:JW<^VMO5T[D:M'YTQ^Z]
MVQD4@M$.[H6VW*#NNCM 5'VI?:E/]>W=CKMQXM*O!636<[A^8!9;<-?&= IY
M?6Z?#B>5+C_2]8@V?YCV[0JUT"IU*EI&K=F[%YA>.MJOCWJVFZ,=YJ@7`01M
MH9-=>!EE&KUQ- AO1]C+!1O;Z0JC/,L2)+ZU,_V;(,'(QVF>2?&6*.+F5.'-
M5.&JJ'<L>F1[K_;T,^,DL[H2VCTPL%W$<%7,*8$I:LR(;75<P'!JB5L70AG#
MD#M13\Q;$]'^A:R>L"P5KN-H-,YPLO\V]@P'[&FC%$(G))MVCA8,5<KQ?=YY
M6JI0*3^7%Y<SFMO >Q5I60PS-DSQ0\N*!.[P3&T7S6R'OFGC6UB&U.@@;:;%
M'0DX[6>FR7J7.Y%Q$G_PQ?H3.>9,Y+\`+OLB%)S$[9^/Z3PC^;LJ)S+]&':Y
M_I*U8V=7-T;,KG3%ZNZK6+%8QBO*BH* E?2-DG@]G:5(.3)JCN7%-1J6X1V\
MSE1^7\NG3(PMVXV5.QHRWE%'$JY%(^OV'=MQ>>(%57N2")\K,X!6A]X=NW=[
M[6S"1Z^11W;N$)D6FZ^;7 &[76*:DF;UUNA,IU5^6FCJMG5YPV@H`%F/H--I
M^@G?Q<EDG8)=14N-:46S"EBHB;#/I1B_[:)+7:86[("!A/[2<2]"2E,3]JN2
MN4>$1<^_3HYMRI$OM!<U[P#1C])40Q(2-2]Q4HZZ:<O9,[%B!J(`[:/L+8D.
M"+ICI5PJ2<KJ3">[1?'VE)PB7#8G$4?V=$YO#,%J.=H#D5U,T).MPN.8.*(I
MC_,YTM;SN#)8)9LDS48$P@APWC0M:9/EA#8U9)1S5*JT#ZF(<R2T<E/13B=;
M+4\@!V/=,9$28QWD+.,^$KV]84<H:QUN9$)*-8DSH:P$749(1OVNZ'9=;\Z0
M#I@D9"_(YC%YA_4L=4T:G;R#_)CU%]>.N:BN]=IEA="K`_#E*4Z;019C''SM
MO GW,DF,<3%Z2#>^!M/\Z)2 8B+3H0(4%:JUUBSF< (7>8[>3[ *#O$?DTF)
MZUW2"7C;V;/+1'HSM835I02]9G58!WHS=>KA8YJ/=MK.L!0*P);N!EAC)15
M$DDRF(T6UMXW8D[;6C16O$BSJ([8P]4'32 TFR5[!IM!:-3TMD=.$!"9HRP!
MP*;NZ-7OLR(A*(V@>:2(H?=LTC(4TV(.UB_)7?2X(R9:4<IR1E@KQH+@7G+(
M>4&=A4#;M9"'3X_!),MAE]%X;01W%(#MLAQ1,]USS%\D-!!:"[:[ODRTS8P$
MXEI3\%+JT14%U8:5I)-^H4(QRAOI8$WBE8V-8K=?<FC$S/\EZY$=8>619,\T
M!<1-H&1<<;(H.6"B&MZ-P9]B"P3%DRWA-V0$(VM4[0MH8N"ZVUD)3+8SCU,7
MV,%?&T!$3+;QAGI<F$>%$W+!04$Z8H$*I!LD(Y!U'W,`/F95](2-F3RZ?K53
M,NW00&A'$>UD&+$'3H\>6;.UR21&HA3T!KE(-@HH.08.IFW#'J*N2+N@3$H6
M0]Y%C=0)])+H!BC]*1I'Q->68QG$H:B'[ <FM(27(\QT:!SQ!P=8]?+W@?,[
M! 6YPU_Y+6,6^(EX7;- ?X@7`F0G@-M]"A&A.FE=T*JR4)IN7H#3O%NQS6S+
M.CCCKH[LB3%MD/<]?07&$???-LF_W0T`K/X:N5;L#\K_I"K7J0&-<0S$`)!.
MJDQA%'\[I>/CR/$L2-HD4@##G;MX@^N)4NY8Q<X,W5T[>WL//0YW"1.'NCUY
MB(@F!;60`DZ2%&)F/YBZQW3K,&[:[NAL3%!)3+8MRMY$?M1/YK#[::HX773S
ML_,^N(B.G(\?"(*H6@&<9O[HH&P\WIIC^8D_G:1TLAC\A-.#Q,.TR0Q.KSFN
M"U6Q&Y;2\-33&T9X(^EQ'6')]!AGE;$>(,H--BCU+B@X;*C5%P?X#VVHZP!_
MA%(L2GZ.+/!DK.#E&8PN@KS+RE9R%LSZ1;L%A+N/X8ALJD[.\*.^CNV@/-TF
M3SRGLNOR#FKSFOL4A]:'LI=C2&H.]U#AP2_X[)T0^+@I8-%W\_;JMN$&BY[1
MMP88?.)1D4\H*+"F84^(V*#@+'O]ML:3\:;,B;_+%EYM5JUA2\.:_^UY,#0?:
MSG$(F_-C,!PC:#2$V__F=XPRYW<WU#"AR)A4U$+Z) -]$J.1L90QXC3%3OB]
M[!?"YL9@%"=>^P3O!2O9A%F.ZG3=9] A,$6T`:$WB:9 2=&(.3>[.G34D&X#
M5H#;PJ5A^@'S[C8+OV"^CW,XP8W@>"QW8P3:HHT5GYSU3%N#:6ZCJP/'WR$C
M5B0+\!0G*DGGM%\-=X3T0WY43>3VP?O@4ATAD1Y'[8[?K2_2QQV1_B2\M!<*
M#N6Y[YGA?+DU4J0W0OT^O8%\2#8,6]6UQG\";0DTI..XYY V@M&4_[1?R!O%
M/^_<[4C%" ,7VF)#`@()U(;-,)B6%?$$E4:=LK29W>W9/A39,!K6)/,9*6Y2
M=8NJOS2>I2^)Y]6.KFXS(66[J9QG=F%RH\(X8YW9=X+R),@6=(P8R:#HZJUE
M5Q,2/\@610`09J*+I@[-(YV,F3(V`%H!M"JCU:L"!;:QAD$[C;-['TL&1(S0
MA]Z$!^&6ZR3V$M6B]0^:2%[H(75FNXB:59P>A\F.P;2V\?-H8D+#<BKLCFF=
MV>#1C$/#;<C#-C?.PI)R'3^+V]7KU.O6;,\J3/I@I_:'0/T@LB,V$9Z$\UAY
MS/5#UY*S(6#,Y_-0:A=<ZUIA9"JS?U>RZ) FQT5!.&FSJ+?W=.WPGGK<Q"FQ
M*@&Y$W8.L@`C2UMWUZ[JI[M[NWH[;)H=_+PLY< U67]8ROT%PA8EQS8-$-]
M87J1&8/Y@R').AT^F3%ML@;V7 G)9CIMBV3VX$VB'=BQQ"HBEA_>W)@27&O#
M)7Z]/5^HE>9*DTPTL'2$8WW"41/'HMV;3C#W!4@SGA?F2B?") \FHZKG]T8`
MHB?2J>*$<>1R]Y(C:)#CO^1I1/T/+>^RYSU^P7LLT>%UN9D5D5;C*GME,BOB
MLHJ>$$C)W_;[LKC_TOL4N4C@HKY)%G>\.?)X7!T\\D3_X:Z]A_9UWZ?47?<J
M:@O>>"<L\5[KJ:V=3H/>[JP#-\T/C\%#GN>]]\K]<'TN]:*$(K">C'EF2&B:
M'M+61-2X24A-X.D*(GX2'FV$Q0@#Z+++0WR)1!AZ..+GO5>^NU2C_/0-#O8_
```

```
M<=CK\P;W#_0=[1O:[_7O/7+8.W#DJ+>_;^^3WL#1(T_W[]M_U'V'IAD*W$C5
MT&?D_5SG!XH"0J0!'WR^.#J),<1 _O%\3\7=#VS14_^#N$CK5CGL-U[F1$YD
MJ<'-.<2KFIAO0SGX10Q5)IE5[W49A+=BI+3+<#_EF0_C]4YYG?F^+:Z("6W?
MG<ACOJL@<+8H"8H%LJ]30N*'##QPK^BTZ' Y42US3\_MVW^@;_C@D/=TW]'!
M3YA^Z.]BRD1,#%N4'4]QNX9V7,/:VK@JVN>6O^D=3Q;2E#*J@\#UG!AP^*,2
M]H'-&LX`#W78YQAIC)O/H:>2M5_R%S^A8:Y3Z*1\'-&$%MHIYY=.ZBE9NUV0
M\LN4@9Q8<:VW&$L>QRSQ?AC0Q(5U2CYO?A7I'M(_)',$PWP.L2E!6NP]V\4J
MF\PD.)4_7.&-1VB'>!&4!8IC8PER7I)4N\_X(][CG#>#59N8(X0T+)RC58PE
MXK;8Q8"X`O-*/?3X?B 8A_L//^$=.> -[CW:/S"$E\T/4)2^?95(<>#HD4->
M5__A_L2!_H/[/<\^_I"BI6P+9J;.#DU-^G+>#QS@("$%7WB8'TAG_2.EHCRC
MH2^GY JA79OT$_Y8^B2V[SDG@[E&0]J;M&LTFS*Q'1A!4D [SR<4//_NY[@6
MKO,3WF<P:JJ];<H/VCI#7^M0'G)ZSP$O!RR#/._MI\KLC)N<0!.,5*9P5 /4
MWLGC< &P6&%Q/@W#7<!)_0GY@CZ7R@D=S1?:/'V[S:U?7XS^`FK?T;E.?T&?
MU_B"OAWZ@K[H?,$9X8>\_8?W(;94( 4B"N+10^$?1C-\;7#_D+>OO^\@/@2O
M]/<]?G#_H,?//,=Z.J2)O!GR)]3#J-_,XI8->[P=V^$T%YSP"Y2@98_7`Q<*
MR--E2*6)CZB'4Z,IL2'"^4YEVEKKHP;1J6FT=%8\@RUKPT\F8/ZU"5F#MM$@
M`!2A>?"IMOQX.O?^-D6 LU<%BG@#+6+%Y'@W@!ANX&HL.T,QQ]S>QF1A3$+*
M[5H-W^%;%5704Y5UZ&=V\#-(?=J4!B[E30_!EY7.%F(`9&> :X##$@?OT)%]
M^P]Y0 6&$+X?[QOJAX58CSH&1:2*F)-,@>Q;+"%'G$;+#&]%:@F$[$#=U:6@
M%>@*W#?D4(OGNWL8NV%1AGLALN$=>0JQUGQI; S.LN@].NY3:ORL%G"MH[W[
M? Y.DB/Y0M'%<(W<-;KU4(@X.G-"X]C1(\-#_8?W>U$/$=W24$"F/S\96B4!
MKXQ B>/7IA[.P8%!=3CNIO%DNH:7>%>1_.0G%&LO]),?A+<\CUZ'7^^#]X@<
MP/$'/3.Q>,J'P.=I#1<`4)N:[$0LY22!/6H*Z#OZ5A?7E4'!ICM<;XY._9/I
MHM 3SQ.,V"<=L#05^"!-;MNE:AC +F@WTF2#(/N&Y"E$#UA^L#QG4C>%A7)"
M+\03]IVAQEAX;J=SPC!T%/!<*F,&@VEC!*P\TY7#>>^H_FP"#A/2-_,80<8E
M6?J..[:5GQ'0$<S@21!OX3%:M!X?'OP8K%JZA1W\`,QL_0`PQ8?W[QVJ>(:]
MQ.@YP!!8`:E..0RA#L.4L>;=Y@T5U6+$*ZE&A8""C71Z(&,?!8F'GD/?0EA_
M>5:@;1"96.F$URZ/[]G>\0F>K(I&R*7X<!@U,_5\UO/SH8=JS,RJEY$")H $
MXIM'JE_49&VO<;I.V+49$[6-LP<H4C:<LP8]S3.\4GPB1-_"--E99FI3.D"]
M85WE`#U;2>1H[OD9@K3,(6&E3(-Q(C%@G98:WF$9+;5+7]V6#N@J5]!2><4V
M42!_$)==SU(D@'37_@#]=-(!V1##Z1<JAD%,W]9=I6[W].I;KW-%HY#3J0K\
MBB;4[BY,`'1@-EFNS?X*V)@1WG&*\0DWE)4%PWL^C>W1#P-/5#6$%1G2EM/'
M'5>OCX'VJW1RMHE[/+FH<KO:GT]W1/:K<L9U>1+B;VN#!?_Y-(]T0(%W(WXF
M\PFE%[7GMS^"]<@R58-4R+R/)A*1JS_0BK[APWN?]/H&!@[V[V668>#HD2>.
M]AT:K,$*X+8R7MOH^Y_7^TO30@5=- ? NSTG^4\D))>8FL&BD7))(GY.B*5V
M&K!J". <VY<M*[N2<@<)^SH.&)6Y0>6NWGK)3G#^C?2H_:Y@&2U#;JVP%L%O
MTK<JSW0_+8K2Y_U2*E](RI^VJ"<P\\9H<M(W!UZB/_)^FY5PZ,-5(DS5F,M@
MR3C66"BTWA/E?Q<CGN- 9T\42!ADR)M*P<R ]0HG`#PE7Q(9&WX><D1H1Y0B
M?MO;_VS?H0'@N^$Q1V8G/=?A_4-[CQS"=[TJ/=ES-L*]`./PD,-H[VD;'CR:
M'T''Q< ;I!VHD8M\NJNG%\4/A^G>T_:>`]T'NX/M>[;CG1#3O:<'G]7@W<-*
M'+SD"M![0*;FQW"1V=/V$(DARU9,1/098'.T#SI>V>LWI=-:7575[5S>[?5*
M.XT&6%3JXYYJ@&G?`$PC%?R+C1*="#^;106/-_^O)^+JJ#^>UDY^W@'4)&)8
M+A3$T\:]7(.W8_KO.;N]OH-,`]/O% O!T?U/] \"=(EH`:P/8:0D;;(F:64E
M.]N3?F82;OW/4%Z&@BWX=?B ;-I]6X.CZW^7W;2[?VO6&\\D4]JQG+=:)V?V
M`WT?15__210F;. [1_^CB1-[AIK-(M#Y@0Q%`U%@3])XPB)G@GOHY'4$*6VA
M5< M0-^OF6E,FO<5*+C%$P+D\+XX.R1U3O\+!RCO5%9?'VD?&=V6]_;Z!;@#
M2] @9Z#I!*%VM$OUX#Z/Z!Q(3 >%/=)&<ZH/*#L%B1SJ\[9W[^[>GNCIW=&M
MA@<Q\/?[4"Y"02!V[X^30<=[SW2^`I "1[V365IO;L"NLP`H3":*CHGY''G5
M)'A_W>K&PAU@EX8'O50^DTEB9E&O/<)S>R29.X865V(?,#VQGQNE/%[:5LW)
MR#BN<<NC78_NQ$$8-;&7,$O0YY(\P9Z!@OB!,#\+710[U<=#<(_<>KCV#U3Q
MBU".0T&H=1^(:W>%_^0`S@/ 0=6>143!((-6V2DR=6"SO=KXWNFQ!=VGZ,O<
M6-ILB,!L"_O5X^/[$Z2S%4:$7%14%KUKH&#?OW[ ]/\EI_]Z]^L/5'3SPU%]
M_Z#7WA9UO0V!W=^@5 L4A B2!@DNOV-#-%@B[%0P63'*@G8&HSVP&,?2E6GE
MAP<5#3Q^=&N*O5;<X'#QO2>'5LWEA6 %5],(15+"3Z9'V]GY>ZQ$.\<+H@D,
MZ1,45EGU'4R0@ 2$N1T@)R;<V'X*,\=1O%-IY%/ -.I*,3N$TPK97I#O=O,C
M-&+W/RE$>%A9(GR+'./-#T#9PMNK$M3QO TA?_<TN3LJ-?UN5;:5XCOX+E5Z
MOU/IK<XQ_ER,*841Y^KM4%^+VKT!\/&XBC>%_O'4#E\]D#X)TW,J4,Y%V8PU
MXU[;"ZQSVB^H\HRZKWQ6J0; '5ST"CFESN#).QIFU L-+P`'B]N9C9D+#1]N
M.)H'1D>]`/^PJ? +VCY(1AK=!^[M(.7C.I#'/084/U8>G()WB\#;#1[@M^$W
M?B.9"^1#?.WQ?"$#<V]HOYR'KJ65N=:7.I@>\1X?4J8VN(;;KUEPTK<?!\+V
M!#"SP*H>+.+SY="U0RFY)G#Q#OLGS$?VE8JC$[NW=WM'L_047GXBGTD=`F*O
MG*\\Y<. %/+'?#V8")>I[$@^HPQ4\.\0:;OA"QY#$G^&LR.%I+1!5P@D:3Q%
M>P925?3RQZ%YP)8_GMI_4C^MY)J^PJV^.T:#BO_M8=P>WK$]]@!^&,_LH;H_
MUB /J-MCFQ"']2$_L,$>-CB'6\RS=]Q/5\MPV&@/F^UAPX.VWKMM#?9P@SV,
```

```
MW1W^1.C#T[9ET[9E>!BSGY!GR_;9LGT6#V]W>GRWJ0&^9J!SO_DP/3"M`66N
MJEB#S&_$\T_AP2U*7T+2\)=Q#(93ZD=>00\ZI?YX<P-YW.'=)OB]^94-M'$E
M;F*)67DQ0R_Z8F"&"O2I1/]*_!JZ8B /B+Z6MQ!U:5&/P@>V;Y"7L6"E^A@+
M?APKQ+]X#RLUST!#0G^A8&/P+[Z#S^IK^+[[#3S'#F'C\+Y^UKP'=>KW& P;
MZ%RWQ2UX3=_#O]A!_.L6?4_7J;_C'N-[NL]XCFW3[:ULJ_XVOH/7\5A_1Y_C
ML0M#79_;7]T_O(??J'P>G\6!T_?U-_$=_(OU:)CC/7S.C!,,L&Y7)2QTVZ**
MKJ/RNAX'+"AIM! *"Z9N@[/WX)7'.N")EO2.7J6<94G)&<P(XK^^#;]I+=O5
MNW.[5-*]:^?.[7UP@C#A[8_AI,6<N'LAPXW-]H:SK3+<N!V1?@=5B[N]8IJQ
M#0K72^$HX#IR]GT#_7"$"[!DKX2S=GS*V;@7+B%OC1NJPR$*1^Y>M5!MKURB
MS!+HR@'7/L#7LEVIPG%X:Q^?ZH3D,)>?1-X.S7!P%\7YT2G@MN$1>>%9N$2N
MI)11G$+JX.KS^JKXM\.EOX>7$":R&SA<2NE+LDLQ7)K 2YD,'&4PL?=A[ E*
M8TXH!%PIXA4)R)%0';AZ$JY2B)W>0PL[T* ^@YOI2D)314*'.M!_X @<GH'#
M4$8]@,=9OE81LP<WOH#O#2$4OH:I=@8.P-%/XM$PCLQK<(1Q9L$$;;($5[Z!
M5RC!))S\`IQ@H@\X_"9>Q^W6BOY);,^O*F4R^,$IBIT`ZPWJU^C YEB&>Z]C
MVHZ^PW#T.W0T< @.?P\/M3<4G%_"[<$.#^R PS_BPQXX_-_XL!<._P\^W G?
M^!/DW5'^A\O_GH\Q_R_#[3_R/F. `O^)]].$HQ_@0]K92NL)L&EQF!6":3@-
MX(S'!5'?G.C0'OCR[701`UXP3PKBHV['_7!GH&_H23A\.SYD`P-P*N 5FQ<%
MIP0^/H `:\=[>L^Z!LK9-3 XA-#JA<."GR!C#C#.9*YI4+OYJAN[ASWY`%XF
MUTDX^3"<'!U,[.A!<.YKT/NLP,F3YL2$R</5@PV\MQ4T9P`.!Q'TS\)!92:4
MF'J>KB+[UM6S>Q=B/CY_D(8^@_>RR4*1Y@7B.]X[1.AS$N_E!;2?,2<6(--X
MC38'`P3'8[-K.%PXVT!>T?"-S_*15S%+OQQQ&:'R-;E.KJF(^7).OL.(_W >
MVID`9X"^%DK+@;,!7Q:G,^&F85XX%_66Q# [J ['MPEF"%XBT15.?@U.AON.
M#D&/_BD>[D,8_0X<144SXVRA6RE_C!)WXEZV2+=PVN#;A_N?Q6F#STRF<!=D
MG#EXX^A!G#AP]'17#^W&T:#^A,]P1OT9'?8BCOQ[.<1G-JC_V!#>XP8>^!O<
MN11)($+HO](}4E_&@1_@^1A1\O^.AS"[\D O"RG\("YF?,62RSA<>_HD3OL6
M.#)9B3R#(9LW$',-,BPL-7Q,7O8]7=VXXH2OX*7[G4NH&7DF7S@F8:3RQ-OY
MB0-]""L//\NJ=YR,>&NP;V_&3^9*D[A$\87]2$1Q>8+3R4FOVPLRZ<E/3L+A
MZ/N?GRR,%[+9W/CS*.)^,N4??QZ=T#\YEOQA<]!5*(YYO:VJ7_7V[.A^9/O>
M?=K;O5L?K*RB0ZIGWXY=._NZ#UA'^6Y[6%%9!;MP\-/JWL5-E^]=;+G<NMAT
MN<5E%S!HZ.M-MRG-1NP]<GAH_^&A0>)MT'5_P&PVC:DQA@.?."7:F660PGH&
MV>T=[S[A%S]$S*6[8435W@>(&#)AV*=NV.#W/HW?R$DA<>ED#UEXZ "M<7MI
MC=O/:QRR35CS`!)8J5[?0Q8L<H]WY-TBMK4@OBPZ!QRQB!613L0>VE4,F<$J
MC:_Z[=,`ZM_%7Y<?7#QU^7)\,7;Y+AB(>Q9;+[? 8#0M;J1KL<7XY5.+\"NV
M.'/YT<6S)+E >2^<[H%G8XNWPSL;+S\`SZZTCG?"Z:9EU=-JZZA542OVHKJF
M^.4[5UT3/'"'J2JVV'@C5/4.K.9:U;7Y\MU7J*X[%F]YL^IZ\?+EQ<7+S5@=
M_>J]'NJ,7>Z!D9QYTVN$5W?7J7('H,A;N\HF>$!7B5545MD,GUE)E;'+C?!V
M=\T:-Q'5K*X1?L6J:^0NGUJD"FREFRZ_S:GT+KB^TDH;EU5C(UR'.AKK5MD(
M5/CTY<555EG)+O2J4(4NNX"JK2\TWT+LPK&_^N9_QB48=Y#"1?^?/Q-KPJ5R
M86]_,_((4[_Y0C.NJJ\,_]>'L88/?>>'.G!=/_*N7]N%R^>[/OZ>/;A,_\'D
MN_?BJGSPOC]]`GF#WO17GD;NXUW?3;V "VMY_><Z_5'K8W<-8"R:0*4JS^WE
M2F5A.7Q-'RA'JQCZ6^]]%:JH^E[9;4NX;5%M*8>?T649M5?79B^$,;(*/B%,
M-9\,?;]"X5JW06Z%;G=LI=4@*SO05/7F4NCQ<"/#P*J^5OENK7IJU;O4O374
MH8UHRZR]8FB<@\IQKGJR_CB'P%6CFLIN+-7HT,<B$&Y9XQSUL9KC7/$1C53V
M;PV,+R]G_%KN@;^H^\],L@&AJ>%U];K:<#O^AO5[P]R[E7I[7)D?--'/*AIA
MA2:!82BS4,IH'NB'<RBS_9@1FETSAJ',0BFCF\9Y.(<R"Z4,1<W!.919*&4H
M:@'.H<Q"*2_P1X:AS)J)M@6^OP6^OP5NP0>WP#F462AE**H?SJ',0BE#45DX
MAS(+I0Q%G8=S*+-0RE#4')Q#F852AJ(6X!S*+)3R`G=J&,HLE+)T<!C*+)0R
M=G8+G$.9A5*&HOKA',HLE#(4E85S*+-0RE#4>3B',@NE#$7-P3F462AE*&H!
MSJ',0BDO,!"'H<Q"*0M AZ',0BDC<+? .919*&4HJA_.H<Q"*4-163B',@NE
M#$6=AW,HLU#*4-0<G$.9A5*&HA;@',HLE/("#]HPE%DH91G 82BS4,HXF%O@
M',HLE#(4U0_G4&:AE*&H+)Q#F852AJ+.PSF462AE*&H.SJ',0BE#40MP#F46
M2GF!D608RBR4LB#,,)19*&5$GBUP#F462AF*ZH=S*+-0RE!4%LZAS$(I0U'G
MX1S*+)0R%#4'YU!FH92AJ 4XAS(+I;S 2#D,919*61!T&,HLE#(BZQ8XAS(+
MI0Q%]<,YE%DH92@J"^=09J&4H:CS< YE%DH9BIJ#<RBS4,I0U *<0YF%4E[@
M23 ,919*62;$,)19*/A/;8%S*+-0REO0M0C.H<Q"*4-163B',@NE#$6=AW,H
MLU#*4-0<G$.9A5*&HA;@',HLE/("3[IA*+/D?5)6+Y1?*/>6/W!^2_D#JK(\
M7/[.PD)YOKRJ\G#YU/S\HW,S"UO*_W3AXMS<PJK^S</K9Q;FYQ9VSIV&\X?+
M\;F+\ZNH9VY^'AJT4&Y<^-6_6UB YBV_Q."KU;#94FY4,]FN\Z?GSF<;Z>Q;
MY^?G5O O-C=SGE_\Q^?GL%,7YY99YN?,BRM[;6[>O(@GRWP5_B_,.4U=6,Y[
M^!^[J5\\=1XZ_ ^H%?-.BZ*.8W,O7H1S>?'E\W ,+8C-_<)%J7EACO]>G&>P
M"1#P.?RDO!B?>XFOQ>;.S%.U,PMQ.)S#NF;@]"5Z#Z]=-(#Y_'FI>([;$YL[
MA[@C+7B%_LJ-E^<)$>'%.\LS"W? WZ^<ERXLZ/9=I(^]3.V8FV^FAL '9Z!-
MC>J.\Z?FS]^+'=3=QN>IG;&YG\3WJ5."P!>=#MX+X(1?Y\[KJ]Q%>.U'N?7T
MNQ%Z&:=.,SSE+1H)ZA75&IO[F07])1H'^D=MQP?<[YT^CY\X3=\[/^] B3O<
```

```
M1%!]>9XP!AZ1M^"->?S,Y_DQ^H7@X4'XDN[=18810I1>C*LOS(7HR<+?Q1;.
MT=C/4_5?Y%%GV&*E"TUSK\S38,U1O[Z$[X3I%]1Z:FXNKF;.;^9GY^39+\SS
M(!,8$"_B`$J!/5R/TYB<79!)<PM404W\\OGYB_8?=0Q!]"+U,3[WQ07NTYS4
M/C?/%?T44Z2+4LP8$\$[+W5C&U\DB #BS5\4L@$G/Z91[*(>PXNF%Q?=Z3DW
MOQ%HC&ZJ2X$%MZ"R5[G9\SP"."L8>V($'T'GV-S7!#;ZT[HB7?N9\XRYT,$O
MS\]);0LR0(3<_V!!3XPYP<\Y7:>M&N%#U31J"'_^O""C0#B&]=MQDL[/"^;+
M'9@.C-I?6Q L79#WN1$.C&/F@U^<UZ#C6781&O,3^KN,*0MZ&.?H+BQ(%_7[
M<1RKBW,A:%_4G^5W`#]_E(><IE5\[JR>:?&YG]$PF=,/S[G=GN>*"7.9A@$Q
M.85SZ,N"-=*J.:D/&W5AWHXT0TE01CH,$_F\`V6!,]6'-*AQ[AMVQ.<U`/0H
MRM0A?#2$P-: A!_G&OPZ>YZ?OLA@NK P9Y!P7MI&K80/_K2M:$%P@H' : 04
MYO3%.8,9ID,,):R>2=#/F5<$02ZZM5"MT.POR9?T,_,N6L1E'D"#7S/#H$FZ
M`?3<?/\"0E-7);V1"72608</G+:8\24!M:&U<T@Y?T/ >U%FQQQPZG,.J/4K
M0K87YO3,6="X(=C\LLR^QKG/"0HQ.(G^2AN1R;](ZPW6W\@-9;QYD?H8DZ7S
MO 6UBTD7D:1CM\[/FQ'B-LX_'%,O96EP8W.OS6OD99C(--)4P$%I@I5>R<YI
MM(4VG\*VG&'D.37?CVS$`GU\`5LM((&QXJ[&F?!J!#E[7E#2KCV\P-!"N<"<
M#?:@"62X.;TX"8D"6'QV@4FW8-=I"^BOG>=Q$K32.(N=_ISTE=[K;U;<VCA3
M\HM$I@S(&JF]!LH_?7Y>X]6<G;KS0KWP95C'%^:S+>KT%CS[@J'DLGHR&"_R
M!#X=Q@L'P)_5N*:YCCF>/0]O5"_V+\QCN[C-G[UH5QH$+GY&UWE6:J"/&AS[
MPOR<,]DN+FS9I,YF97V#J3^O5T,[->E$DPK;4$(@1K(O+.B9Q4O)^<WJQ8<U
MG\C8^*.:M%,C7N86V-ZW+)R>7YAO7C@_IWDY`>W%_EN _>*)V(B+!>+&O/DG
M?S0^G=_2#_\>?A+^R[\M<:*39Z77_;<A<]4(_.0\TJKS6QZ&%^ Q?*W_8?P?
M9Y;HU?-Z1FB.;\MMZHO]"YIT,F'0;-=+YXE'$&Q9N%.=RL)'3^$G9O0SKYP7
MSI0GY\4OW@63ELF+)EWR)*W433C!H;,/WX65T3QKILJ Z2C'%[Y:ALZ7@7ER
M*-_<0O\]P@&>TZ+9?'SA)7IR_O[R&;VPP'1D0@%M7/@B-/]AHAJ$' :C:3CO
M+W]-\[?4;X>UN%]]+;N@&;MYRU##W_O+L.X*(W7:L RGYK-O4]@&F+BT,+ZB
M62O\SDMZ$K^Z(!.$2?,#ZL?Z+475:\D<?X7J9B$!IRIBY<,/`OP(-S\OLHA>
M7.\OP^JS\'E"&LUKS/>_0_VHQCB 5M/"&<2G^\NO(C9L81RB96UFX9WJ5/\"
M=^5'\3IAVL,/WU_>!&.K5\SLN]0Y7=WY30IOOGB>V9^9\YXZM84$`:"L?.^<
MB$[S#[\;IB'#4&X!GB*<^A\B\0-G%5YORI*\1=#8`@U"V()<TY1])XA&.)S]
M#ZN7J'<B+KU$#V>WJK@19DF\F-FR%6@)0&*.+[YX'HE!!R&?/ >'\^??J\YL
M,96=`1SN?Q_BF%PX?7Z^/X$,NSZ=VP*G_7)WYOPN_KME5Y5PSDJ-D[U*Y7LC
M]*#?BWV5]*!?_7MA/:A2WZ7_ZKO?Y3_X#PY>?QW>^Y/7U=_\WC?4^L_ZS_K/
M]?/S-W];5M]X[34U/3VMM!D+=:#T1Y6-B0E)Q@OEB7)L!4>;RZ<47?CXDJ?-
MY285PPO-^*NQ'.>S)O[5I _@5PSN-?.3<16'TB)_XT#LFLUQN#327WBI%1["
M&LYJ8U!3C3=TH6_&]8=CYJRU_!)7$"N_8DU+,=,&V_BX.DP=U)UKYCJ<MVSG
M6OG(N2?P>#5LPFHJ?S7:MM54_M;*S(\QVP_XT,;REZ/LFDWEWURI43-<&KG/
MKU9^&ZYNL@TX']4?MWE-# RY="@*K"_I]YHL\IPJPR\SXBV1;6FU;YJ#?[SR
MCL;+,QJ2K[C=1YR=6QWL3#?.\ ?.F3N;RBWJRU&OM#*^1D*LQ0"KJ0)B+X4P
MK@:";>2J*Z#7;"?L6J"WD2%W3BD#.&SPV@`7FDPO4M6;RS]I3?8UP!>O!A&"
M;Z,SL]U[NNH6AAZ?,)R<RI$2G:\SQ Y96BWX6N$C9RS2K7'B5H OKFY9/>A:
M&306*Y%V,Z V\L,::I\+U2\WXY96U2%_JP5;2RW*]_/+I:-QHOY86LIG\)JL
M9S& V4^%ZZUT2(!G&AV8-=**L<F JS$$2ESO6C5(XNY:%DW9FIWU<57P:67X
M5'RL<355-3'%CVO8Q-5F[O?+`IA&:F8%IM##'R5J_Y*SGE2#Q5"?*M!$+Z-M
MJR7Q].E[F5JM&0SQ\EF-&>\Q3$"]WC<!?L%!W'9^(]QNLL")43E;05ZJ.K]:
M5H'JNX=[_YW5TY;-D6-"]=Y:L994$G)>R!!^34QMD)ALTCC5'&(6;Q=<V%*'
M-\1Z[M'4LQ8KB ^U:)XN9H;F;M/@9GF(^(V8,'[7G%W6\[TYFG=>#KL<-ZSU
M,KEEPU^WK)A=;M$]B+OM;A92&F-4YZ;*A&\B=%\&0UU%"/6\JF:SZZPH:UY!
M:RPL:V+46U;+4,N+7ZW+,OUXO>X8$JO']I8E^?!7(]L0R9U'\>%7C/]CEFAM
M;/U*^/"6"EA\UKW=5!_0EI,R0%Z2=:^"]$;S?DV&/HIU7PO FZO8]]6S9"MG
MW2LA7E^DM"V-2?6M#L!.X=>6YOB;RI^O^(BA5"%1(,S41K'\:Z0T+6'._PJ!
M?4F6OQ+D(?JN0>3P96?T09B4"$]45TQH=H6 C<Z0U()Q33+W"\L%2J/AZIMK
M$?+5"[HK%1-$.L!IQ:NE!F]=@MW(T&SFE:^^8!%-JULBQ8VP8#&[8L(L//#:
MI0HCH-27*EH<;N05E[;'A=V(XUHDOYI-OUMXK)8C?40S'+5DDK;5P>QMJQ8[
MC.324DOTJ .B5L,XW>H\Z<@?2XHGKT;VJ);0TK86T4)@M"8!IV5)\21>FY%J
MU(2LM>)Y!R*U!9BXB"UA06;+$K))70&F<3D"3#0O3EUXP&UHZ[H98-T,L&X&
M6#<#K)L!ULT`-X<98!4"PTUB!E@UXW\#V0#6!H-U`\"Z`>"M8P!HU@^N6P#D
MQL\O=V:?7U?_7P7U_[*7WJ8JBK>N^U_7_5\?NO]ENYE\I0;ON*[[7Z[N?]F@
MM@SINOY_2?W_SR^7F@H6K.O_VU8'LYM&___SRU4JQM1G;TKE?[/ELM^ZVO_J
MHU>^IM3,UR+BCOY9[&<;,.[H(F:65^]<CSQ:_UG_68\\(L(Q!FM7]-$FK1?Y
MV)*G3:*6L0J=,RR-6=:_15]J6HUQ\8S#TBY#<6(?CUU!.^-!ZBF=?+W^FG>K
MT^V7M#Q[M0V-YPR#*RM*#;;Z%Y=9*=9S_AK9&I_2H(W2']'E)BVWBZY@\]4U
M,YX67*U2=-37\ B.5VDSKHQ]$:'4S$Q8I!U[8X42R87WYJMI6&RV\GNEHJ(^
MO%ZM4<^5-"LBU%HJ`-)88=79*)\(J1<,N;B:1L5F5](YLR2>Q4@F7";85FU.
M1)"));K1U9#&M4@8`2VK_KV*MD0Q_=54&7Q]J7F-`KZK'3!XNU:3(BX.K35U
```

```
MAHZ-3Q:3IMKJYC5;%%N<E=71`'Q]&9K&F)7V7ZH@$2NR*!XA@AXBXZ_66 Y"
M8+E:1D7LE]@45P0&EUXWK\2NN (`H-@JNI&K:%LD$-_'(%BV?B1J#%I6;UWD
M!8Q%YIC#`FYR^*45&!<;39=:(Y\X9;G#C2LR+QZLR11?<499=WQCE6X@S#8W
M+]L-;X7&Q3-AJ]-5MS V6R[ZQY= O99(Q=_&:N:Z]0JRT:]>+3MC!7\>?PN9
M&C?59K];(@>B18]FF"F_-8+]7A$#&.:9KXR54;/R;Y*1<5-MICT:ML)XU6;E
M6R.8]M6QV5?$KK@FIOT*VQ9;E\'KM]2R+<9J"@$M$;S^JACTM9L35\WK7TF3
MXL::\L%&O9:%38KQFA)#'8EZ6<Q\);O:= 6MB2)MM+P)]L26NN)$':+<5"5D
MA,6));G?VK3B2I@4M6AR]2R*S4LRWBVU>8OF2%FD;<50<Q>9>]9D5XRY`+M2
M9L7F90@G\6H0-6F+;;6TTK9F1NN>M5D7XXX@=G6LB\T1PLM&EW6_JUJ*V;($
MIW[O4L9%UZEN;=;%EFLCT^B5.,8.5F^*^M^%\&H4_P)M.ABTXDH4JQ[=U[><
MSG^MDW/52O^PJT93"**M88U)J_8%O!X4_77EEI5(&@*@LU:X&*P0&$ZYQ*WE
MIE;Q1^M+!R.9_KB#4S>E<K\2)-SOP4C6?0E@73^Z_?B:%?NU@%9-<1H=H+W%
M-?OUF/KZK'BE-B(N]/N5" &]!D#>"CK].O2ZIEI_)5UO<KI^K;7Y:UW<EU+H
MMX87QYBL4)83CHE^K?5JJ/%=9JZN%E_SH89MN];<;NL:5/@(PM.53BO7BQZ_
M/F.\\0IH\7]VV3'P5S54Z#I2X5=PU5=!?_]2'7;W!M7=5[#B5UMQ+Q/IE9M7
M<^]"^VIK[>-5P8XWA]H^'N+:KK[>7@AUA!?.C:F[KV*.FZ^.XKZF]\YUJK5?
M&FYU5?8KRB]]ZGI4V5>)'DTK4MBOR0GHNM/6:QFE>67*^I 3T8VGK7=<]9MO
M0@>DKR\5_[CN?_1F"2]NTK9UYZ,K*, T&3YEX[KGT;KGT?4MPIRUV<&<8/5K
MX7G$W[_QI9=7*J+:FJZ.\/)2*-O)]2^\O!)IJKZB+D<NR*X_X659`%IW.*H4
M89H=`^"ZO]$5CJ%H=M.QK =1K")1VZEU"2;,:%_E\(G:\<8WM/BR'CAQHXHO
MI\*MO7G$EVL>.!$!Y!M>@ME\%>,F3CFC?X-),)NO0L#$J=!DN:ZEEY5&2JP@
M_]J-(;2TK")*(L2+WVAB2[,;,M>R1JF%L]U=UQYC2U]8A= RNQ+>8%UF:0KE
M[&JZ:B)++;75C1_N'0W8JR"UG')],&\VF25F\AHWUDXC?64E%COZ-TN@=T4U
MS==,;K'(?7-XC87&I>FJ22[.2-XPCF/U07>3AWL[V:&;ULTORY)D#,:LVU^B
M!)DU!L!<KRYDK]9+<KIQW8'L315EFJ]:\,MZ\JIU&\RUE6?6/<BNA4C3<FW-
M,+'(<*,;7J+9>!7#8&[ _%5+0FY=F DQ].N"S-*"S"IB86X2069M%AG)(]Q\
M?9ADFJZM26898?Q-D6SE32'$M$8+,4NH_ZY4%+_=8_2&DV)::TLQ2VSS>16B
M^>V&KC>J'+.QKASC0.L:1?170?P&D61:EC#.-%ZC<!@9M*8;TR[37,<N4S,Z
M\4K%PS1?E_$P34O89$[5"JVM)<*LR)7CK1\.TW0U[#&S*\& ZTV$:;I"MIB8
MPYA?0Q&F^9J*,"%ZLUH9YKJQQ30M;8NII4B^&O*+(TBNRS".#--T]<477-QO
M4#O,N@3S%I)@F@T3N2[ 7$4!IMG\O89"3!6H;W@IIH7&9EV(69D0$PFU*R7#
M1"UDUYT8LY%$F:L0%Q.KR6%=GV),JSNSEIV6[$TQQ31?<U/,IFN_@TAD*N8K
MO'_X4K:5UK?R9B)K2L9\3;8/#T>RO.5W%*F?2?DJ[QS>&A(`KI-M1>ID1K[Z
M6X>'A(;FZVESD3HICJ_VUN':O2IV_>X>7CMQ\17?/ORE"A;L)M\ZO"XXKL'V
M(FO));S67<.C+ ,W[X[A1L2Z*;<,OZ)>2K$;(=KBS7)2NJF5_-<\<#R*1UF/
M'5_?<>0JAEL(P-<W';G:\1:Q:^FE=+/L%U[),#>MQUJL/-:BM;;;0"TE_ZI6
MG?78\?78\>LYY*+ZZ+\<4^HOH*C,9(-J@;]-#:^KU]6&V_\HUM6@-J@-G_U#
MI=X>5\[/=^F_^NYW^0_^@X/77X?W_N1U]3>_]PVU_K/^L_YS_?S\S=^6U3=>
M>TU-3T\KS58A<:0_^(]H:1G(QJU:W_%".1UQF-*NY8TFIZ"0S&9M#FRR5U9A
M')3U8-EV09)WKYQ=\%G#Q8G^J9;-H+5*+&R^ZD;!<#J+-5L$OUC%`5\5@^ S
M89"V5F;F%L7=V?H;RU\QD^",AE^5FF)9RJ:F*AWOE; )5J#=1L<7@:[5P*&-
M5],<*%F0*S4-7U\*2Z-GP:DK:PW\6#@)N</L&;TFU\_0J= :7#U#X$;-&#K:
M@J\O0T]?1REX96R!'P_[BS+UBY+S8^7/A2K?>)4-@1N9&;X29L!&46NOU0#X
M?'7"QE9[X.3"78)FK=D"Z!C85F\";&+RO1KSWW.AC3]C-3:*<<3T^%6T`5(;
M5FD$#,-@.=:_YVI*TU';R<:H7#7K']5WS\JM?_&JS.&KL_P]6V/GF^80O[<<
MFQ^^?4]=DU^CFZAZV28_9E/K_;MEM8QMR+;75,7EMBS#M+>J_ /QL*KH:EKU
M[EH6UQNE?&N,YH6;UFC2J_GVE;+HN>QJRUO(G'=?;68YVI87R4)',<O+@ON2
M;-L:#'J&\7Z3+'KWU^*QHTUY\;J<=Q2/O7K.^(K8\X21>M-M>??78<UK&O'B
M89X]S()&\>9K8JK7;LZ+`O8U->7=7X>?KX[2::K'X3=="3M>HS3AREGP1/Z\
M]O:[^^NP_]%DN"52*%B;`<^PK&LWWCG;L5XMZ]U=RY(4HCF(6O+#JB0%`MO;
MUF2[:PR!ZTH9[^Y:CD#Q:KU\X%5B1EOY.ROOH2YO6YO=KLFQ85T=N]W==;;;
MO+U*^*@E=,27$CI<R:3E2ACLEA)$GER=("*LTS55L;NRR\JUZZW:&4U74Z5<
M?Z6".]IXO6O6FVHC^RIEC-K$(4JO[GJL75]Z]5=KJ&.7+RJ8IZLJB]*NMYBC
MFUB['C;;5-5;2\G>XBC-;DXM>RC2J&I.1>C:-_),O\[U[/%5*]F;7<=!O:1$
MZ-EO<>#T%M>QU^+7EV*RX]$B]C.U.>A;0B"ZEGKVU3+@FVISSW'UM5JO/E-S
MK;NU/B-\-?7M:V"QE]*XHTM>36!4ZMQUDN KK'-WV;VZ[&^K&X(=7P:?NQM?
M> P>_#"4!S5[2]SO^S6@/Z@/'@C=_R#^>IPY:[G^@"L:Q(1YM:51NX(T(M?3
M6*V]Q[GWV6K;4'C]J_"Z/:.?TQ<V12<8=H."#.6B@\^%B&+<JA/J\]K/VG9=
MJH%>-2EM_;DYMSI,E@FV*O+ZL\NN_M5(,Z8[1#47\-8U<>=/UZV[T9%8EO&5
M6Y>Q?CO$_<XJ!KPUXLKR@?A2Y/:#3941:Q*2LFK>_.DJ^V(LQ,S6$/*^$HFS
MFRQ/O1R0W5;%@CM,^5EK'7AM:8)?Y8E3M6WC2]&VFC,K^43C,D$8MRRM* `^
M&UZ=X^K5\ >:+$O]U>@F5-1Q:P0'7GFE=5G,=%,D/U8/= [>K8E;%\#]49TZ
MKBUYO+4VVM:D5\OAN)MLK$XCL=DO\>VXUC:=7VW-+B__C(/1C<Z:9-=6J_:-
MU5I;X>Y&4RL]6K6<-H<?7\;DB2!IK;HEIVU,4J/6$C2IF>55&X6T'S<JK>UA
```

```
M%\7'G:/5,L0[N,K5OEZ_;1]9"Y,J+5M##;9Q'S#M>J%\^Q+,YF-+W%_:HV/3
MJA6IK6MSZ0BQ?->-3T>ULO4:.G1$\W<WHS='W7WPKJPW1WVGKAO,E:/.'GA7
MQY4C@F^\*?PXZF]^=U4<.:)9S1O3BV-C]*YW5].#HX+-O#%=.&ZIO<_=%7'?
MJ"*V-X+OQBVUM[A;]]NXM;;6:MUG(ZRTODE]-MZ$J,BUN6P8YM,T]Z8(B+SR
M;AMVS$/4)LIGHY)%O_G\-DY%<8913AOA-.8WL>-&LR. +--IHRG$O]^LCALM
M#N#"/'1D@&2C%HIN1I\-5^X(]_NY* ]IO>;>H(X;K0XTG.\]4\_QV5UKKVNW
MC8B-J:-@\%:+E;R*OAM5+0YUZAH%3"[;>2.T`]EZO.1ZO.2-K&%?<I/F]9C)
MM2C:E]CD;#UN\@KKVY?>I'D]>/)*!$]&;=%\-;7N,>NJ=*,'3];<FWD]</*N
M)>6'=>7[>M#D>M#D:J01D0BN.PU\S$*TJ5)E7)%W_Y0;C;6N?0\SAY7Y\Y^+
M$!9:0HGB;T+-N_@C25>>7P^5K*-Q;W:21)\28*W'1]95L\=#W/?S-V9D9!4K
MORI5>Z-FOYLJ0?62HY/<?*/KV!L=-]U3=17LFT/;"%WG"O:7*O>^;K()=&LS
MP7';_QM'LUZ]OKX4K59OT;YR;Z9>_5KD(8SKCJY2L6ZQ*I0Q^WKT78]'^OFN
M4KF^G$4Q5BM;]LVI78_VLUZI9GUYW$AUE-JZ__J54*G':X?NK;NPKZO3KSLO
M=AFQ4!KP&U6;OKDV_;T"VO2X3<%\Z@92I6^NQS345J6O'%C7FQ(]7@V5)?7G
MKRW5&:/W?.4ZUIRWN"SWTJKS1L>Q\,U5GH^4W[4'!-4]$5M^_6!#'+?\4O_^
MAU>^Y=>WO_E[ZA^^]AWUV;/?5O_PQQ]79_^G;6K\DP^H#SRB5 ^\,P;E`I1+
M6!U<Z($R!N4"E$M0RO)0#Y0Q*!>@7()2EA=[H(Q!N0#E$I2R5-8#90S*!2B7
M,!L*7H/Q&H-R`<JE,G\0_XU!N0#E$I2R-*('RAB4"U N02E+PWJ@C$&Y`.42
ME+(TM@?*&)0+4"Y!*4L'>J",0;D`Y1*4LG2J!\H8E M0+D$I2T>Q-?CO`I1+
M4,K2^1XH8U N0+D$I2P`Z8$R!N4"E$M0R@*D'BAC4"Y N02E+(#K@3(&Y0*4
M2U#*`LP>*&-0+D"Y!*4L`.ZAEER@?Y>@E 7H/5#&H%R <@E*60:B!\H8E M0
M+D$IR^#T0!F#<@'*)2AE&; >*&-0+D"Y!*4L@]@#90S*!2B7H)1E8'L(*I>H
M-?BO+(/=`V4,R@4HEZ"4!0%ZH(Q!N0#E$I2R($4/E#$H%Z!<@E(61.F!,@;E
M`I1+4,J"/#U0QJ!<@'()2KG,V#)&$"E32Q#!>J",0;D`Y1*4LB!=#Y0Q*!>@
M7()2%D3L@3(&Y0*42U#*@IP]4,:@7(!R"4H9KP'!&8-R`<HE)#[J`?T??@[I
M__ SK?_#S[?U?_CY#_J_NN...U1;6YO:MV^?&AX>5B=.G%!GSYY=_I9?].\=
M#3/JA887&CX,?]_1`'0E? &$](8&?.ZD>KFA`4_4@XOO>*-]<>:-V.*M;YQ:
M7+SCC3L7;WGC_L7;WM@,%^Y>W/1&\V++&TV+K?! '$K,E-V+9Y74\?;%9GSW
MSC>ZX/H,/-\([]\%[[Z-ZKGEC?O@@4V+C6]LA+]-\+%&*1^R=;P;3C="B2\V
MO;%M\=0;;SRX>.HR-*#UC0>HDO@;+RP^8!_W]2.7\9$'H:VWX)47%A^TS[RP
M&.,'L'5OO!W:<6NM9^Z!K[X3'GAA\7T1]QK?>%?=>YNP_GJW7UA,1-R+O^%!
MF8%GGEV<N3P4^<2[":*-,"(SES]4XZG8&VV+9]YX8U$>^R!>C7X.8'[Y[?K9
M^Q9?O'QY<?'R-KBXJ>*=3RV^C+?@?PL\A4>QRZ<7+U^^%P$(HP^U(,HTP@"=
MP]M4WK=XQGD#/HAM<:ILOMR\N#FZBLM2Q=L6FZ MC::.%JAC<W4]C8NW0CV(
M+%3-Y<IJ[H=GN)K3<!Z[?&KQ,G8=4(_^+E%;'.!^]^+&4"V7X6\C`JF1'H"#
M)2N)O7$/5'+?8LOE5NC5LBMYL&8%+?QRW/Q:XFV8&<M\.TUWW;=/O[&XBO<?
M6(S+^S-OW+NX"0"RW+?CB[>M^>U&:/\,X-C,Y;M6\/9&P)ZHMS=>WKCFMYOA
M;]7;I^'-QF6]BKCDOMFH3B_QT1::9-5O+MGB>V"LEWSYO31WPA4TX3-KJJ$1
M'EY5!??1['XS*]D##UZQ2NXE"M%T^4%^T*VE!< <JB4&;]6H9.-5KR!V.49E
MYO*C477<?OF>I>H`7@)H,OQ:HI('Y'LKJ>.=M)PMIYY66T>MBEJQ%]4UQ2_?
MN>J:D,DR5<'"=2-4]0ZLYEK5M1E9OBM2UQV+M[Q9=3'KU8S5T:_>ZZ'.V.4>
M&,F9-[U&>'5WG2IW`(J\M:ML@@=TE5A%996X9JRDRABL.HV7NVO6N(FH9G6-
MIY YKJJ1NPP\<RQ4Z2;@SFVE=\'UE5;:N*P:&^'Z*5Q-ZU79B#PJK;E7K<IW
MUJSN11*-WIPJF^!5KA+N-=UL==*UF>I*X_SR6FN=`7[M"E:Z$2ILN;S=J7 &
M;JR^OCN77]>,4]]Z5155M5X^8VK:M*):FB_?;FK9;%[?I%NS5!6;(U^_8_6O
MW@E?#KWY=FCB57GS%GA^B1>W+;[+O BKQZUK>O=6XO3X723NU^+56T#^N1->
M:US1J[<N[[T'(U^)P[%])7[YD>I7$(;VE5N!?#X(C]Y7_:A'_;X?))7-]1Y]
M^^6NBD>AZ[?!G[I/WP)";L73/?6?O&.IQT[#?+Y[Y8_&26ZY'8=AR><WTAJT
MFG?N),XUZIT'%]]Q.;'X;GIGAH1*^PY-Y(T1+]U#FH'*%^\@3FNF_HLD1[_C
M<COI.=OJOSVSV LOGQ8M_PNJ@31&#S275;SIS?Q7?G,_'_^EY3^J[O_!C+KO
M!^>4'@&$WIO;^O*;^_FF;R[_456^[P>G5/G>"OC=W-CWRRO OG+YGN8S/Z _
MZRAH__WR2E"P%@C7L?"MBH7E\C7 PG+Y1L;"<GFE6+@:>-1^9YFUW5A86"Y?
MR<\LL[8K@(6_J]8&(_[=6'Z5&ZU+8_D,=^0KH7[J?L7+<\YE^JO?K/J&^QVH
M]PMN1?RF?.JL>4I?D3_?6647KSS:<;/IM^[:4B6$*0RDW[20"E55]2ES-P3+
M>/DOHK]?MUVK^1<-P%CSW3^(K8'\.0CAHEQ4"<\E!_KQ\FL5:%F%?TWEKU7T
MWCY2_HL(C*W\:'4#5H6"K<TSJE5#\4<-%)N;[U8S!,=K@(QA8A6:D7_L=# 2
M7QS@AJNHB64PE9L,KGZO*:H)J\+%C<TQM5%#\K,.)-6=Y5,*8/EG5QLGF\H_
M40LAX5]S^17[:'/Y5?L45_Q343!UZOYJ-/XUE7]KS4C8TMRH6AAT3<T;55,D
M^+Z[1E2,E?]\=72Q8GT1@%4M'IK&Q<KEJB4F\LWEMV.%N'BJ7&X&N#4S1/DP
M/+7C`,TU<B_E<P8--I9/QYU%^13^FHM&0@LQ@4K%?7G[G/E<HUUXF_B>78\K
M5NBUK\>,? 0U1LDKN2ZO@F]S\:O\LRZP'%0*D;8H2K@D3UB^<E+WR^&%F6GB
ME9%+5C@=*NF@P.OGEH&#L:H96 FA2(B5KYSD_7*80>1%V@7CW.J0L:7\CU;\
M4DOY-'49YSBL(9:.-4>R)RM:3=>(>5]:U\FL:P;7-8/K6+B.A>M8N(Z%ZUAX
M8UJ*[RN?^@'\6L= ^^^75H"!]Y=G`'IG-?0X+O$,GBP1QLB^#>^#!]L:JL.C
```

```
M6]I5N_+@WV?@YO-N=+2.P9R>YC_X;YK#HY<*KYSY/ C32IWEWRTGSI3MG]B)
MV(5O_M@)/#QQ8NJK8V/Z^,?L\=2%KRXNZN/XV#E]F(\MGK67OVPN+Y87(RZ/
MA2[;%R^\Q(>F7;BK]L:SIS^O5.M9`-__#U!+`0(R"Q0``@`(`&Z6W2"G8E)V
MNYP``.O+`@`,``````````( "V@0````!454Y%7T9!42Y(3%!02P4&````
/``$``0`Z```Y9P`````
`
end
```

--MESSAGE FILE 16944 END: ./2 SCEA/yaroze/freetalk/000000134html.html

--MESSAGE FILE 16945 START: ./2 SCEA/yaroze/freetalk/000000135html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: paul.sawyer@gbd.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: Audio breakup in the auditorium
Date: Thu, 04 Sep 1997 02:36:46 GMT
Organization: SCEA News Server
Lines: 6
Message-ID: <340e1d73.680878@news.scea.sony.com>
References: <01bcb8b7$8c32d9c0$71bf43ce@wkwerner>
NNTP-Posting-Host: s175.gbd.com
X-Newsreader: Forte Free Agent 1.11/32.235

Wayne, I tried your mod (accidentally!) and I seem to be getting very
poor results. Do you know of a way to revert back to the defaults?
Thanks.

Paul Sawyer

--MESSAGE FILE 16945 END: ./2 SCEA/yaroze/freetalk/000000135html.html

--MESSAGE FILE 16946 START: ./2 SCEA/yaroze/freetalk/000000136html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Audio breakup in the auditorium
Date: 4 Sep 1997 21:51:33 GMT
Organization: WermX Software
Lines: 25
Message-ID: <01bcb97c$84c4bb20$7bbf43ce@wkwerner>
References: <01bcb8b7$8c32d9c0$71bf43ce@wkwerner>
<340e1d73.680878@news.scea.sony.com>
NNTP-Posting-Host: port23.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

paul.sawyer@gbd.com wrote:

> Wayne, I tried your mod (accidentally!) and I seem to be getting very
> poor results. Do you know of a way to revert back to the defaults?
> Thanks.
>
> Paul Sawyer

If you wish to revert, and didn't save your registry file, don't panic! It
is very easy to do!

Use Start/Run... and enter RegEdit. to start the registry editor. Drill
down and delete the following two registry entries:

HKEY_LOCAL_MACHINE\System\CurrentControlSet\Services\Class\NetTrans\0002\Max
MTU

HKEY_LOCAL_MACHINE\System\CurrentControlSet\Services\VxD\MSTCP\DefaultRcvWin
dow

Exit and save from RegEdit, reboot, and it's as if it never happened.
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16946 END: ./2 SCEA/yaroze/freetalk/000000136html.html

--MESSAGE FILE 16947 START: ./2 SCEA/yaroze/freetalk/000000137html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: David Tin Nyo <memex@teleport.com>
Newsgroups: scea.yaroze.freetalk
Subject: Carnage Heart, Again
Date: Tue, 09 Sep 1997 03:12:45 -0700
Organization: Meme-X
Lines: 12
Message-ID: <3415211D.45D8@teleport.com>
Reply-To: memex@teleport.com
NNTP-Posting-Host: ip-pdx01-01.teleport.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (WinNT; U)

I just saw the old posts about Carnage Heart, and it brought
up something I thought of a while ago...

People with both a Yaroze and Carnage Heart have the ability
to swap robot designs over the net! Since you can download
memcard files onto your PC, the info for Carnage Heart designs
is easily transferred. This is much better than trying to read
an ascii diagram and enter in all the parameters. Maybe we
can rekindle interest in this great game: I'd love to see
a sequel!

-Dave
--MESSAGE FILE 16947 END: ./2 SCEA/yaroze/freetalk/000000137html.html

--MESSAGE FILE 16948 START: ./2 SCEA/yaroze/freetalk/000000138html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart, Again
Date: 9 Sep 1997 22:49:37 GMT
Organization: WermX Software
Lines: 15
Message-ID: <01bcbd72$7118bfa0$b0bf43ce@wkwerner>
References: <3415211D.45D8@teleport.com>
NNTP-Posting-Host: port76.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

David Tin Nyo <memex@teleport.com> wrote:

> People with both a Yaroze and Carnage Heart have the ability
> to swap robot designs over the net! Since you can download
> memcard files onto your PC, the info for Carnage Heart designs
> is easily transferred.

Can anyone detail the specifics of this?

Thanks
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16948 END: ./2 SCEA/yaroze/freetalk/000000138html.html

--MESSAGE FILE 16949 START: ./2 SCEA/yaroze/freetalk/000000139html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart, Again
Date: Tue, 09 Sep 1997 19:20:38 -0700
Organization: SCEA News Server
Lines: 7
Message-ID: <341603F6.3C5F@concentric.net>
References: <3415211D.45D8@teleport.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts022d24.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

> I'd love to see a sequel!

You ain't kidding. There is SO much potential in the genre.
I wish Artdink would bring over Carnage Heart EZ to the
states.

Scott
--MESSAGE FILE 16949 END: ./2 SCEA/yaroze/freetalk/000000139html.html

--MESSAGE FILE 16950 START: ./2 SCEA/yaroze/freetalk/000000140html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: David Tin Nyo <memex@teleport.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart, Again
Date: Wed, 10 Sep 1997 01:11:28 -0700
Organization: Meme-X
Lines: 9
Message-ID: <34165630.4C6A@teleport.com>
References: <3415211D.45D8@teleport.com> <341603F6.3C5F@concentric.net>
Reply-To: memex@teleport.com
NNTP-Posting-Host: ip-pdx04-26.teleport.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (WinNT; U)

Scott Cartier wrote:
> I wish Artdink would bring over Carnage Heart EZ to the
> states.

Wow! I didn't know about this, so I checked out Artdink's
website. I'm going to get me an import and wade through
the Japanese, I don't care!

-David
--MESSAGE FILE 16950 END: ./2 SCEA/yaroze/freetalk/000000140html.html

--MESSAGE FILE 16951 START: ./2 SCEA/yaroze/freetalk/000000141html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: David Tin Nyo <memex@teleport.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart, Again
Date: Wed, 10 Sep 1997 01:50:52 -0700
Organization: Meme-X
Lines: 45
Message-ID: <34165F6C.3F07@teleport.com>
References: <3415211D.45D8@teleport.com> <01bcbd72$7118bfa0$b0bf43ce@wkwerner>
Reply-To: memex@teleport.com
NNTP-Posting-Host: ip-pdx03-04.teleport.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01Gold (WinNT; U)

[memcard transfers over the internet]
> Can anyone detail the specifics of this?

Here's some general info on saving and loading
any of your savegame files from your memcard:

Get into SIOCONS and do a directory of your memcard

```
  >>dir mem:
```

You'll see a listing of all your savegames, for example:

```
  001:BASCUS-94351WIPEXL 8192(2000) 64(40)
  002:BASLUS-00283TEMPEST   8192(2000) 128(80)
```

Choose one and read it into somewhere into the PSX memory
(eg. location 0x80090000 works fine)

```
  >> read mem:BASCUS-94351WIPEXL 80090000
```

SIOCONS will tell you how large the file was.
Now save it to your PC (eg. filename WIPEOUT.SAV) :

```
  >> [F10][F4]
  Dsave[1]: wipeout.sav 80090000 2000
```

Be sure to use the hex values of the location and size.
You should now have a file on your PC, ready for transfer
over the internet! Make sure you record the full filename
as stored on the memcard!

To place a file from your PC back into your memcard, type
the following into SIOCONS to transfer the file into PSX
memory:

```
  >> [F9][F4]
  Dload[2]: wipeout.sav 80090000
```

Then write it to the memcard using the name you recorded previously:

```
  >> write mem:BASCUS-94351WIPEXL 80090000 2000
```

That's it! Now can someone send me the save file for Tobal #1
with Toriyama unlocked?

-David

--MESSAGE FILE 16951 END: ./2 SCEA/yaroze/freetalk/000000141html.html

--MESSAGE FILE 16952 START: ./2 SCEA/yaroze/freetalk/000000142html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart, Again
Date: Wed, 10 Sep 1997 21:43:24 -0500
Organization: SCEA News Server
Lines: 10
Message-ID: <34175ACB.C8A83FD2@ix.netcom.com>
References: <3415211D.45D8@teleport.com> <01bcbd72$7118bfa0$b0bf43ce@wkwerner>
<34165F6C.3F07@teleport.com>
NNTP-Posting-Host: dgr-il1-03.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

> That's it! Now can someone send me the save file for Tobal #1
> with Toriyama unlocked?

I've tried beating that last dungeon for months... it's impossible.

How about someone uploading the save file for Tobal 2 with all the extra
characters enabled?

Manny Najera

--MESSAGE FILE 16952 END: ./2 SCEA/yaroze/freetalk/000000142html.html

--MESSAGE FILE 16953 START: ./2 SCEA/yaroze/freetalk/000000143html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart, Again
Date: Fri, 19 Sep 1997 18:39:08 -0700
Organization: SCEA News Server
Lines: 31
Message-ID: <3423293C.4066@concentric.net>
References: <3415211D.45D8@teleport.com> <01bcbd72$7118bfa0$b0bf43ce@wkwerner>
<34165F6C.3F07@teleport.com> <34175ACB.C8A83FD2@ix.netcom.com>
<341AC59F.431C@concentric.net>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts026d07.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

> It took me months too, but I finally did it. If I get a chance
> I'll upload it.
>
> Also, the company that I bought Tobal 2 from also offered memory
> card with 200+ characters unlocked. I guess they had someone go
> through it and get them all. I bought it since there's no way in
> heck I'll be able to finish the quest mode without learning
> Japanese.
>
> So I can upload that as well.

>
> Once I get both of them available I'll reply here.
>
> Scott

Aaagh! I just went looking for my Tobal 1 save game and couldn't find it! I think what happened is one time I bought one of those mega memory cards and copied all my stuff on it. Well, as they all seem to do, the card went belly-up and I lost everything. No big deal since I had everything still on my Sony cards. In the process of transferring back and forth I must have forgotten to keep a copy of Tobal 1 on a normal card. So I lost it! I think my friend copied it from me so I'll check with him to see if he has it.

In the meantime, I *do* have the Tobal 2 save game with 200+ characters enabled so I can at least upload that. I'll have a new set of web pages up this weekend and will have a link to the file. I'll let you know when it's up.

Scott
--MESSAGE FILE 16953 END: ./2 SCEA/yaroze/freetalk/000000143html.html

--MESSAGE FILE 16954 START: ./2 SCEA/yaroze/freetalk/000000144html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart, Again
Date: Sun, 21 Sep 1997 14:05:44 -0700
Organization: SCEA News Server
Lines: 18
Message-ID: <34258C28.4CC0@concentric.net>
References: <3415211D.45D8@teleport.com> <01bcbd72$7118bfa0$b0bf43ce@wkwerner>
<34165F6C.3F07@teleport.com> <341C01F2.432D@charlie.cns.iit.edu>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts024d03.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

> Yaroze, but I can't upload them.
>
> When I hit [F10][F4], I get the Dsave prompt, I enter
> the proper info, and the Yaroze screen shows a block
> of text indicating it is writing (0/2000 bytes), but
> then nothing else happens.
>
> After a few mins, I figure nothing will happen, so
> I hit ESC and exit SIOCONS, and there is a 0-byte file
> with the name I supplied.
>
> Any ideas why I can't upload data?

I had this happen to me the other day. I think the problem was that my DTLH3000 was set for a different baud rate than I was actually trying to use.

Scott
--MESSAGE FILE 16954 END: ./2 SCEA/yaroze/freetalk/000000144html.html

--MESSAGE FILE 16955 START: ./2 SCEA/yaroze/freetalk/000000145html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Carnage Heart, Again
Date: Sun, 21 Sep 1997 14:08:58 -0700
Organization: SCEA News Server
Lines: 12
Message-ID: <34258CEA.DBC@concentric.net>
References: <3415211D.45D8@teleport.com> <01bcbd72$7118bfa0$b0bf43ce@wkwerner>
<34165F6C.3F07@teleport.com> <34175ACB.C8A83FD2@ix.netcom.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts024d03.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

> I've tried beating that last dungeon for months... it's impossible.
>
> How about someone uploading the save file for Tobal 2 with all the extra
> characters enabled?

Okay, I've put up some new web pages. I've included my Tobal 2
save game on the main page (at the bottom). I'd be interested to
know if anyone gets this to work.

http://www.scea.sony.com/net/yaroze/pages/scartier.html

Scott
--MESSAGE FILE 16955 END: ./2 SCEA/yaroze/freetalk/000000145html.html

--MESSAGE FILE 16956 START: ./2 SCEA/yaroze/freetalk/000000146html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: Yaroze programming FAQ?
Date: Wed, 24 Sep 1997 18:05:06 -0700
Organization: SCEA News Server
Lines: 9
Message-ID: <wal-ya02408000R2409971805060001@news.scea.sony.com>
NNTP-Posting-Host: 207.105.28.187
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

Hm, does anyone want to work on a Yaroze programming FAQ? It could be as
simple as a collection of the most common q&a's that have appeared in these
newsgroups.

I hope I'm not volunteering by just suggesting this ;-) Actually, I'd be
willing to help. Anyone else?

--
wayne a. lee <wal@blarg.net>
--MESSAGE FILE 16956 END: ./2 SCEA/yaroze/freetalk/000000146html.html

--MESSAGE FILE 16957 START: ./2 SCEA/yaroze/freetalk/000000147html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com

From: mperdue@hrtc.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze programming FAQ?
Date: Thu, 25 Sep 1997 01:45:40 GMT
Organization: SCEA News Server
Lines: 17
Message-ID: <3429c212.11754241@205.149.189.29>
References: <wal-ya02408000R2409971805060001@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

Funny you should mention it. It's being worked on even as I type.

Mario

On Wed, 24 Sep 1997 18:05:06 -0700, wal@blarg.net (wayne a. lee)
wrote:

>Hm, does anyone want to work on a Yaroze programming FAQ? It could be as
>simple as a collection of the most common q&a's that have appeared in these
>newsgroups.
>
>I hope I'm not volunteering by just suggesting this ;-) Actually, I'd be
>willing to help. Anyone else?
>
>--
>wayne a. lee <wal@blarg.net>

--MESSAGE FILE 16957 END: ./2 SCEA/yaroze/freetalk/000000147html.html

--MESSAGE FILE 16958 START: ./2 SCEA/yaroze/freetalk/000000148html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze programming FAQ?
Date: 25 Sep 1997 01:47:40 GMT
Organization: WermX Software
Lines: 16
Message-ID: <01bcc954$bde57a60$82bf43ce@wkwerner>
References: <wal-ya02408000R2409971805060001@news.scea.sony.com>
<3429c212.11754241@205.149.189.29>
NNTP-Posting-Host: port30.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Mario Perdue <mperdue@hrtc.net> wrote:

> Funny you should mention it. It's being worked on even as I type.

Wow! The cream of the newsgroups! Who's doing it? Could it be put
up as a work in progress? Maybe people could email some choices
over... I know I have saved a bunch of news that I have found
valuable.

I bet a lot of people would like to help on this.
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16958 END: ./2 SCEA/yaroze/freetalk/000000148html.html

--MESSAGE FILE 16959 START: ./2 SCEA/yaroze/freetalk/000000149html.html
Path: chuka.playstation.co.uk!news
From: "Mike" <m.ferenduros@btinternet.com.removethisbit>
Newsgroups: scea.yaroze.freetalk
Subject: Does CW suck?
Date: 30 Sep 1997 21:56:40 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <01bccdec$dea40b80$6e3863c3@default>
NNTP-Posting-Host: host5-99-56-110.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161

Hi,

Is it just me, or does CodeWarrior suck?

That's a genuine question. I went ahead and got it with the rest of the Yaroze kit, and as much as I prefer IDEs to command-line tools, I find it a lot easier to use GNU.

Do I have to dig deeper to uncover its charms, or does it out-and-out suck? Having forked out £90 for the thing, I'd like to get *some* use out of it.

Cheers,

Mike

m.ferenduros@btinternet.com
--MESSAGE FILE 16959 END: ./2 SCEA/yaroze/freetalk/000000149html.html

--MESSAGE FILE 16960 START: ./2 SCEA/yaroze/freetalk/000000150html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: "Don Thomas" <don_thomas@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Net Yaroze for the PlayStation 2?
Date: 2 Oct 1997 00:46:56 GMT
Organization: SCEA
Lines: 25
Message-ID: <01bccece$48d16ac0$e44231a2@DonThomas.interactive.sony.com>
References: <33e6c460.16134731@news.scea.sony.com>
<01bca202$c058a340$e44231a2@DonThomas.interactive.sony.com>
<33e7f499.5335169@news.scea.sony.com>
NNTP-Posting-Host: 206.41.6.40
X-Newsreader: Microsoft Internet News 4.70.1161

Patrick,

> I was just pointing out what could be done with off-the-shelf
> components with a 1999-2000 release date and a $300 price tag in mind.
> I don't wish to take decisions for Sony or to look like I know
> everything :) Moreover, I'm not attempting to make Sony "spill the
> beans" about the PSX2. It was only an attempt to give my thoughts
> about the NY and the PSX future and to bring up a new thread in the
> newsgroup.
>
Understood. It's just hard for Sony people to participate because the decussion involves things that are not decided yet and Marketing likes to make the announcements about it first when everything is decided or set in stone. <g>

> And as a side note, I know that you can't comment much about the PSX2

> or a possible Net Yaroze 2 for security reasons or maybe you don't
> even know much more than we do about these projects, but I'm still
> grateful for your participation in this thread. Thanks!

Thanks. (Sorry I didn't answer sooner.)

--Don Thomas
  SCEA

--MESSAGE FILE 16960 END: ./2 SCEA/yaroze/freetalk/000000150html.html

--MESSAGE FILE 16961 START: ./2 SCEA/yaroze/freetalk/000000151html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: "Don Thomas" <don_thomas@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze programming FAQ?
Date: 3 Oct 1997 00:27:36 GMT
Organization: SCEA
Lines: 34
Message-ID: <01bccf94$b9bfde80$e44231a2@DonThomas.interactive.sony.com>
References: <wal-ya02408000R2409971805060001@news.scea.sony.com>
<3429c212.11754241@205.149.189.29> <01bcc954$bde57a60$82bf43ce@wkwerner>
NNTP-Posting-Host: 206.41.6.40
X-Newsreader: Microsoft Internet News 4.70.1161

Wayne,

Hi.

We're working on this. It cannot be posted as work in progress because
anything that is officially posted must be reviewed for accuracy and legal
matters, if any. As soon as the first version is ready, we'll let all the
members know.

Thanks for the suggestion!

--Don Thomas
  SCEA

Wayne K. Werner <wkwerner@con2.com> wrote in article
<01bcc954$bde57a60$82bf43ce@wkwerner>...
>
>
> Mario Perdue <mperdue@hrtc.net> wrote:
>
> > Funny you should mention it. It's being worked on even as I type.
>
> Wow! The cream of the newsgroups! Who's doing it? Could it be put
> up as a work in progress? Maybe people could email some choices
> over... I know I have saved a bunch of news that I have found
> valuable.
>
> I bet a lot of people would like to help on this.
> --
> Wayne K. Werner
> wkwerner@con2.com
>
>
--MESSAGE FILE 16961 END: ./2 SCEA/yaroze/freetalk/000000151html.html

--MESSAGE FILE 16962 START: ./2 SCEA/yaroze/freetalk/000000152html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!scea!
greg_labrec@interactive.sony.com
From: "Don Thomas" <don_thomas@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Who should I send my new address to?
Date: 3 Oct 1997 00:30:25 GMT
Organization: SCEA
Lines: 21
Message-ID: <01bccf95$1ee91600$e44231a2@DonThomas.interactive.sony.com>
References: <33FCA1AC.250@lh.com> <33fcdbe7.28238889@205.149.189.29>
NNTP-Posting-Host: 206.41.6.40
X-Newsreader: Microsoft Internet News 4.70.1161

Mario,

I try to respond to all the most pertinent messages to that address, but
it's impossible to do them all. If Gregor has a concern, he can write me
directly at don_thomas@playstation.sony.com.

--Don Thomas
  SCEA

Mario Perdue <mperdue@hrtc.net> wrote in article
<33fcdbe7.28238889@205.149.189.29>...
> Gregor,
>
> That would be the correct place to send address changes. I seem to
> recall having forwarded that message, and that it was taken care of.
> I'm a bit concerned that you didn't get a reply from me though, so if
> you can re-send the information I'll verify that it was taken care of.
>
> Mario
>

--MESSAGE FILE 16962 END: ./2 SCEA/yaroze/freetalk/000000152html.html

--MESSAGE FILE 16963 START: ./2 SCEA/yaroze/freetalk/000000153html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Chris Blackwell" <bespeed@smartt.com>
Newsgroups: scea.yaroze.freetalk
Subject: Are the newsgroups still alive? Just testing...
Date: 10 Oct 1997 04:39:23 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <01bcd537$27730c20$169f22cf@SmarttNet.smartt.com>
NNTP-Posting-Host: vict-mx0100909.smartt.com
X-Newsreader: Microsoft Internet News 4.70.1155

I've seen no posts for several days. I'm just seeing if I have some sort of
problem...

-Chris
--MESSAGE FILE 16963 END: ./2 SCEA/yaroze/freetalk/000000153html.html

--MESSAGE FILE 16964 START: ./2 SCEA/yaroze/freetalk/000000154html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Are the newsgroups still alive? Just testing...
Date: Fri, 10 Oct 1997 00:14:23 -0700
Organization: SCEA News Server

Lines: 10
Message-ID: <wal-ya02408000R1010970014230001@news.scea.sony.com>
References: <01bcd537$27730c20$169f22cf@SmarttNet.smartt.com>
NNTP-Posting-Host: mg136-127.ricochet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <01bcd537$27730c20$169f22cf@SmarttNet.smartt.com>, "Chris
Blackwell" <bespeed@smartt.com> wrote:

> I've seen no posts for several days. I'm just seeing if I have some sort of
> problem...

Yeah, it seems pretty quiet here these days. Back to school season perhaps?

--
wayne a. lee <wal@blarg.net>
--MESSAGE FILE 16964 END: ./2 SCEA/yaroze/freetalk/000000154html.html

--MESSAGE FILE 16965 START: ./2 SCEA/yaroze/freetalk/000000155html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@hrtc.net (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Are the newsgroups still alive? Just testing...
Date: Fri, 10 Oct 1997 15:40:35 GMT
Organization: SCEA News Server
Lines: 13
Message-ID: <343e4c0a.456225@205.149.189.29>
References: <01bcd537$27730c20$169f22cf@SmarttNet.smartt.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.1/32.230

No problem that I know of. I think a lot of the members have returned
to school and have their hands full of other things.

Mario

On 10 Oct 1997 04:39:23 GMT, "Chris Blackwell" <bespeed@smartt.com>
wrote:

>I've seen no posts for several days. I'm just seeing if I have some sort of
>problem...
>
>-Chris

--MESSAGE FILE 16965 END: ./2 SCEA/yaroze/freetalk/000000155html.html

--MESSAGE FILE 16966 START: ./2 SCEA/yaroze/freetalk/000000156html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Are the newsgroups still alive? Just testing...
Date: 11 Oct 1997 07:00:03 GMT
Organization: WermX Software
Lines: 14
Message-ID: <01bcd612$f746d0e0$7fbf43ce@wkwerner>
References: <01bcd537$27730c20$169f22cf@SmarttNet.smartt.com>
NNTP-Posting-Host: port27.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Chris Blackwell <bespeed@smartt.com> wrote:

> I've seen no posts for several days. I'm just seeing if I have some
sort of
> problem...

Yeah... kinda spooky, all that echoing silence! I know I've just
been busy.
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16966 END: ./2 SCEA/yaroze/freetalk/000000156html.html

--MESSAGE FILE 16967 START: ./2 SCEA/yaroze/freetalk/000000157html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Are the newsgroups still alive? Just testing...
Date: Mon, 13 Oct 1997 16:33:09 GMT
Organization: SCEA News Server
Lines: 26
Message-ID: <34424ce0.6161073@news.scea.sony.com>
References: <01bcd537$27730c20$169f22cf@SmarttNet.smartt.com>
<01bcd612$f746d0e0$7fbf43ce@wkwerner>
NNTP-Posting-Host: JAF175.rh.psu.edu
X-Newsreader: Forte Free Agent 1.11/32.235

Yea, it's been *back to school* for me, for the last few week. I'm
attempting to fit in some Yaroze work, finish my game demo, and spruce
up my web page, though. I'd also like to contribute to the FAQ when
it comes out. See you all later...

Jamin

On 11 Oct 1997 07:00:03 GMT, "Wayne K. Werner" <wkwerner@con2.com>
wrote:

>
>
>Chris Blackwell <bespeed@smartt.com> wrote:
>
>> I've seen no posts for several days. I'm just seeing if I have some
>sort of
>> problem...
>
>Yeah... kinda spooky, all that echoing silence! I know I've just
>been busy.
>--
>Wayne K. Werner
>wkwerner@con2.com
>

--MESSAGE FILE 16967 END: ./2 SCEA/yaroze/freetalk/000000157html.html

--MESSAGE FILE 16968 START: ./2 SCEA/yaroze/freetalk/000000158html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups: scea.yaroze.freetalk

Subject: Re: Does CW suck?
Date: Mon, 13 Oct 1997 16:50:37 -0500
Organization: Metrowerks
Lines: 27
Message-ID: <sumner-ya02408000R1310971650370001@news.scea.sony.com>
References: <01bccdec$dea40b80$6e3863c3@default>
NNTP-Posting-Host: 198.214.227.156
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <01bccdec$dea40b80$6e3863c3@default>, "Mike"
<m.ferenduros@btinternet.com.removethisbit> wrote:

>Hi,
>
>Is it just me, or does CodeWarrior suck?
>
>That's a genuine question. I went ahead and got it with the rest of the
>Yaroze kit, and as much as I prefer IDEs to command-line tools, I find it a
>lot easier to use GNU.
>
>Do I have to dig deeper to uncover its charms, or does it out-and-out suck?
>Having forked out £90 for the thing, I'd like to get *some* use out of it.

Hi Mike,
  Have you downloaded the update from our Website? I think you will find it
much improved over the original. <http://www.metrowerks.com>. We have
already completed version 2 of the tools which you will be mailed on CD
(please send in your registration card). They are in production right now
(which is being slowed due to Elton John's single doing so well) and should
be in the mail in 5 days.

-Joel

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 16968 END: ./2 SCEA/yaroze/freetalk/000000158html.html

--MESSAGE FILE 16969 START: ./2 SCEA/yaroze/freetalk/000000159html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: pbureau@odyssee.net (Patrick Bureau)
Newsgroups: scea.yaroze.freetalk
Subject: Seems like we lost our fearless leader...
Date: Tue, 04 Nov 1997 04:29:01 GMT
Organization: SCEA News Server
Lines: 90
Message-ID: <345ea2b2.4538307@news.scea.sony.com>
NNTP-Posting-Host: a82.Dynamic-IP.Mlink.NET
X-Newsreader: Forte Free Agent 1.1/32.230

I just saw on Next-Generation Online that our leader, Bill Rehbock,
left Sony to pursue his career at VM Labs. So, who's in charge of the
Net Yaroze program now?

Here's a transcript of the article:

Exclusive: Nintendo, Sony, Sega and ???

November 4, 1997

Sony's head of R&D, Bill Rehbock, has left the company to work on VM Labs' new hardware. Next Generation Online spoke with Rehbock where he reveals that a fourth major player will be joining the hardware wars.

Just when you thought the market was stable and that all the players in the industry have already placed their bids, up pops a new technology and a "major" backer that promises to making things just a bit more interesting again.

While Next Generation Magazine has provided some early insights into the VM Labs in its last issue, little has been said of the mysterious `Project X' that the company promises will be `the next Mario killing hardware'.

Friday was Bill Rehbock's last day at Sony and Monday will mark his first day at VM Labs. Said Rehbock "The guys at VM Labs waited to approach me until they had something to show me so that I would have an easy decision to make. Needless to say they knocked my socks off."

In addition to the hardware (and here's the key) VM Labs already has a deal signed with a `major' but as yet unknown manufacturer. "Every company that VM Labs approached was of the magnitude of a Sony. One of them eventually signed," said Rehbock. "I wouldn't have left my position at the `country club' in Foster City [Sony] if this weren't a sure thing." Already speculation as to who the backer is in the Next Generation office is running rampant. Time frame for the system release is said to be a cryptic "really soon".

In his new role at VM Labs, Rehbock will be the vice-president of software development (which was a role he originally played at both Atari and to some degree early on in his position at Sony). In this role, he will be trying to solicit third party support for the new hardware in addition to overseeing internal projects. Obviously one of the major feathers in the new hardware's cap is the support from coding genius, Jeff Minter. Minter's forte is clearly in the realm of fast action, psychedelic games such as Tempest 2000, Llamatron and Defender 2000.

Other members of the team include former Atari employees, Jon Mathison (known to some as the `father of the Jaguar') and Richard Miller (who seems to be the mastermind on the project). Despite the obvious Atari heritage, Rehbock is key to point out that "this is not Atari and that it is an entirely different company with entirely new technology."

When asked what he felt of potential technology competitors 3Dfx and PowerVR, Rehbock commented: "3Dfx has good performance, but it's still a bit pricey and I don't think PowerVR will ever be a significant factor in the market." Assuming that in his position at Sony Rehbock also had knowledge of Sony's forthcoming hardware and Project X still impressed him, it raises some interesting questions as to the power of this system.

With regard to differences between VM Labs and Sony, Rehbock pointed to the difference in developer support and tools for the systems. "I don't think the team at VM Labs has left a stone unturned with regard to development tools," said Rehbock. "I'm used to good tools having worked at Sony. But the guys at VM Labs hail from all facets of gaming industry and have written tools from a game programmers perspective. The teams we've put together at Sony, while they offered the best support around,

simply weren't gamers."

In terms of who VM Labs will be going to first for development support, Rehbock indicated that "it will be all the obvious ones" (clearly not wanting to give away much of his plans). "We already have a few development systems seeded out there but for now we're going to be working with a few select developers at first. It sounds funny, but it's true, we need to focus on quality first. When developers see this hardware and the tools at their disposal, I think my job isn't going to be very hard."

To sum up, VM Labs has working hardware. It has development systems in a few developers' offices already and probably most importantly, it supposedly has `major backing from a company the size of Sony'. The next generation hardware wars are getting extremely interesting.
--MESSAGE FILE 16969 END: ./2 SCEA/yaroze/freetalk/000000159html.html

--MESSAGE FILE 16970 START: ./2 SCEA/yaroze/freetalk/000000160html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Charles Henrich <henrich@msu.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Seems like we lost our fearless leader...
Date: Tue, 04 Nov 1997 18:15:09 -0500
Organization: SCEA News Server
Lines: 22
Message-ID: <345FAC7D.F6C7EF0D@msu.edu>
References: <345ea2b2.4538307@news.scea.sony.com>
NNTP-Posting-Host: crh.cl.msu.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03b8 [en] (X11; I; FreeBSD 2.2.5-RELEASE i386)

Patrick Bureau wrote:
>
> I just saw on Next-Generation Online that our leader, Bill Rehbock,
> left Sony to pursue his career at VM Labs. So, who's in charge of the
> Net Yaroze program now?
>
> Here's a transcript of the article:
>
> Exclusive: Nintendo, Sony, Sega and ???

Wow... That sort of sends an interesting message, when the head of Sony Research and Development sees something else, goes "Wow" and leaves... If there is one person on the planet who shouldnt be wowable, it should've been Bill. Im curious as to if he was "wowed" by the technology, or their $$ offering to him :) In any case, now Im drooling :)

-Crh
--

       Charles Henrich   Michigan State University   henrich@msu.edu

                          http://pilot.msu.edu/~henrich
--MESSAGE FILE 16970 END: ./2 SCEA/yaroze/freetalk/000000160html.html

--MESSAGE FILE 16971 START: ./2 SCEA/yaroze/freetalk/000000161html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Paul_Holman@Playstation.sony.com

Newsgroups: scea.yaroze.freetalk
Subject: Re: Seems like we lost our fearless leader...
Date: 5 Nov 1997 09:22:30 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 38
Sender: news@chuka.playstation.co.uk
Message-ID: <63pdsm$e1j1@emeka.playstation.co.uk>
Reply-To: Paul_Holman@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Paul_Holman@Playstation.sony.com
To: news@playstation.co.uk

FYI At Sony (SCEA), Bill was VP of Technical Support. Remember also that although some R&D is performed in SCEE and SCEA (the American and Europe/Australia parts of Sony Computer Entertainment), core R&D is performed in Tokyo ....

Paul

From: Charles Henrich <henrich@msu.edu>

> I just saw on Next-Generation Online that our leader, Bill Rehbock,
> left Sony to pursue his career at VM Labs. So, who's in charge of the
> Net Yaroze program now?
>
> Here's a transcript of the article:
>
> Exclusive: Nintendo, Sony, Sega and ???
Wow... That sort of sends an interesting message, when the head of Sony Research and Development sees something else, goes "Wow" and leaves... If there is one person on the planet who shouldnt be wowable, it should've been
Bill. Im curious as to if he was "wowed" by the technology, or their $$ offering to him :) In any case, now Im drooling :)
-Crh
--
Charles Henrich Michigan State University henrich@msu.edu
http://pilot.msu.edu/~henrich

--MESSAGE FILE 16971 END: ./2 SCEA/yaroze/freetalk/000000161html.html

--MESSAGE FILE 16972 START: ./2 SCEA/yaroze/freetalk/000000162html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Seems like we lost our fearless leader...
Date: Wed, 05 Nov 1997 10:50:02 GMT
Organization: SN Systems
Lines: 10
Message-ID: <34604e73.212239@news.playstation.co.uk>
References: <63pdsm$e1j1@emeka.playstation.co.uk>
Reply-To: gil@snsys.com
NNTP-Posting-Host: gil.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

Paul_Holman@Playstation.sony.com wrote:
>FYI At Sony (SCEA), Bill was VP of Technical Support. Remember also
>that although some R&D is performed in SCEE and SCEA (the American and
>Europe/Australia parts of Sony Computer Entertainment), core R&D is
>performed in Tokyo ....

Tokyo? That's in Japan isn't it? I suppose that would explain why Next
Generation hasn't heard of it...

- Gil
--MESSAGE FILE 16972 END: ./2 SCEA/yaroze/freetalk/000000162html.html

--MESSAGE FILE 16973 START: ./2 SCEA/yaroze/freetalk/000000163html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Solmonson <scosol@aimquest.com>
Newsgroups: scea.yaroze.beginners,scea.yaroze.announce,scea.yaroze.freetalk
Subject: NY must go! :(
Date: Thu, 06 Nov 1997 13:13:28 -0800
Organization: AimQuest Corporation
Lines: 25
Message-ID: <346232F8.71555BA7@aimquest.com>
Reply-To: scosol@aimquest.com
NNTP-Posting-Host: black4-2-0death.aimquest.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:122 scea.yaroze.announce:39
scea.yaroze.freetalk:163

All-

Sadly, my NY must go.
Between women/cars/band/work I just don't have the time.
I realize that everyone here already has one, but I'm hoping one of you
may know someone who wants one.

You all know how much it was new. (With Codewarrior)
Make me an offer-

Respond privately to "scosol@aimquest.com"

Scott

--
Scott Solmonson
Systems Administrator / Organic Grower \ Man Of Leisure
AimQuest Corporation   \|/
                       scosol@aimquest.com
V.408.965.1169   /|\
F.408.955.1968
P.408.539.1942   \|/
                    p.scosol@aimquest.com
"Excuse me while I   /|\
whip this out."
--MESSAGE FILE 16973 END: ./2 SCEA/yaroze/freetalk/000000163html.html

--MESSAGE FILE 16974 START: ./2 SCEA/yaroze/freetalk/000000164html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Linda J. Hodge" <hodgke@earthlink.net>
Newsgroups: scea.yaroze.beginners,scea.yaroze.announce,scea.yaroze.freetalk

Subject: Re: NY must go! :(
Date: Thu, 06 Nov 1997 08:44:56 -0800
Organization: SCEA News Server
Lines: 3
Message-ID: <3461F408.1781@earthlink.net>
References: <346232F8.71555BA7@aimquest.com>
Reply-To: hodgke@earthlink.net
NNTP-Posting-Host: pool015-max9.so-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-NSCP (Win16; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:123 scea.yaroze.announce:41
scea.yaroze.freetalk:164

I'll miss ya,
Ill make a game just for you, in your honor.
-Austin Kottke(Bufferman)
--MESSAGE FILE 16974 END: ./2 SCEA/yaroze/freetalk/000000164html.html

--MESSAGE FILE 16975 START: ./2 SCEA/yaroze/freetalk/000000165html.html
Path: chuka.playstation.co.uk!ira
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scea.yaroze.freetalk
Subject: A DOG TALE - with source
Date: Fri, 07 Nov 1997 20:27:11 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <ira-0711972027120001@dialup-07-31.netcomuk.co.uk>
NNTP-Posting-Host: dialup-07-31.netcomuk.co.uk
X-Newsreader: MT-NewsWatcher 2.3.5

A Dog Tale

I've fixed a couple of bugs and made the game a tad easier and reposted it
complete with full source code for anyone to delve into/be amazed by/laugh
at, whatever.

http://www.netyaroze-europe.com/~shadow

Comments?

Ira
--MESSAGE FILE 16975 END: ./2 SCEA/yaroze/freetalk/000000165html.html

--MESSAGE FILE 16976 START: ./2 SCEA/yaroze/freetalk/000000166html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Slow SCEA webserver
Date: 23 Nov 1997 21:17:11 GMT
Organization: WermX Software
Lines: 10
Message-ID: <01bcf855$e34e4f40$d9bf43ce@wkwerner>
NNTP-Posting-Host: 206.67.191.217
X-Newsreader: Microsoft Internet News 4.70.1161

Am I the only one having problems with the SCEA web server?

The news server seems fine, I have no problem with it. I
frequent several sites including the NY SCEE site, and have

no problem. But when I access the American NY server,
I am often getting *SLOW* response or no response at all.
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16976 END: ./2 SCEA/yaroze/freetalk/000000166html.html

--MESSAGE FILE 16977 START: ./2 SCEA/yaroze/freetalk/000000167html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Slow SCEA webserver
Date: Mon, 24 Nov 1997 04:01:34 GMT
Organization: L4 Software
Lines: 25
Message-ID: <3478fba6.50345093@205.149.189.29>
References: <01bcf855$e34e4f40$d9bf43ce@wkwerner>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Hi Wayne,

I've been having trouble with slow response lately too. We checked
last week and at that time it appeared to be a problem with the net,
not the yaroze server. I'll be sure to mention to Sony that others are
having problems so we can look into it further.

Thanks,

Mario

On 23 Nov 1997 21:17:11 GMT, "Wayne K. Werner" <wkwerner@con2.com>
wrote:

>Am I the only one having problems with the SCEA web server?
>
>The news server seems fine, I have no problem with it. I
>frequent several sites including the NY SCEE site, and have
>no problem. But when I access the American NY server,
>I am often getting *SLOW* response or no response at all.
>--
>Wayne K. Werner
>wkwerner@con2.com
>

--MESSAGE FILE 16977 END: ./2 SCEA/yaroze/freetalk/000000167html.html

--MESSAGE FILE 16978 START: ./2 SCEA/yaroze/freetalk/000000168html.html
Path: chuka.playstation.co.uk!ira
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: CD collection
Date: Wed, 26 Nov 1997 01:52:03 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <ira-2611970152040001@dialup-08-40.netcomuk.co.uk>
NNTP-Posting-Host: dialup-08-40.netcomuk.co.uk
X-Newsreader: MT-NewsWatcher 2.3.5
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:168
scee.yaroze.freetalk.english:249

I know that I've seen somewhere in a post before about someone thinking of putting together a CD with source code, demos, and stuff on for other yaroze members, but I saw nothing else of it.

Anyway, I was thinking of something very similar, and would be prepared to compile something if enough people wanted it, all I'd ask is the cost of the disk, postage, and a couple of quid for my time.

Any ideas, suggestions or thoughts, post here or mail me with interest. I was thinking of producing an ISO 9660 disk so that all and sundry can access it (PC, MAC, Linux etc)

Ira
--MESSAGE FILE 16978 END: ./2 SCEA/yaroze/freetalk/000000168html.html

--MESSAGE FILE 16979 START: ./2 SCEA/yaroze/freetalk/000000169html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: CD collection
Date: Tue, 25 Nov 1997 18:55:14 -0800
Organization: SCEA News Server
Lines: 21
Message-ID: <347B8F92.7C54@concentric.net>
References: <ira-2611970152040001@dialup-08-40.netcomuk.co.uk>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts015d02.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:169
scee.yaroze.freetalk.english:250

I think that's a great idea. Unfortunately I don't think too many
of us U.S. people have much in the way of finished products (or at
least I haven't seen too many announcements about them). Still I'd
like to see it happen.

Scott

> I know that I've seen somewhere in a post before about someone thinking of
> putting together a CD with source code, demos, and stuff on for other
> yaroze members, but I saw nothing else of it.
>
> Anyway, I was thinking of something very similar, and would be prepared to
> compile something if enough people wanted it, all I'd ask is the cost of
> the disk, postage, and a couple of quid for my time.
>
> Any ideas, suggestions or thoughts, post here or mail me with interest. I
> was thinking of producing an ISO 9660 disk so that all and sundry can
> access it (PC, MAC, Linux etc)
>
> Ira
--MESSAGE FILE 16979 END: ./2 SCEA/yaroze/freetalk/000000169html.html

--MESSAGE FILE 16980 START: ./2 SCEA/yaroze/freetalk/000000170html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: CD collection

Date: Mon, 01 Dec 1997 10:35:08 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <348292DC.219E1BF4@micronetics.com>
References: <ira-2611970152040001@dialup-08-40.netcomuk.co.uk>
NNTP-Posting-Host: jim.micronetics.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:170
scee.yaroze.freetalk.english:251

Ira,

I made a posting about 4 weeks ago along these lines. I just
downloaded all 3 NY web sites and blew them to cd. Its turned out
rather useful.
I made the offer of making copies for other members but got no reply.

Anyway, it's certainly worth doing.

Cheers
/Jim

Ira Rainey wrote:
>
> I know that I've seen somewhere in a post before about someone thinking of
> putting together a CD with source code, demos, and stuff on for other
> yaroze members, but I saw nothing else of it.
>
> Anyway, I was thinking of something very similar, and would be prepared to
> compile something if enough people wanted it, all I'd ask is the cost of
> the disk, postage, and a couple of quid for my time.
>
> Any ideas, suggestions or thoughts, post here or mail me with interest. I
> was thinking of producing an ISO 9660 disk so that all and sundry can
> access it (PC, MAC, Linux etc)
>
> Ira
--MESSAGE FILE 16980 END: ./2 SCEA/yaroze/freetalk/000000170html.html

--MESSAGE FILE 16981 START: ./2 SCEA/yaroze/freetalk/000000171html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Slow SCEA webserver
Date: 2 Dec 1997 19:27:30 GMT
Organization: WermX Software
Lines: 6
Message-ID: <01bcff59$041839c0$d7bf43ce@wkwerner>
References: <01bcf855$e34e4f40$d9bf43ce@wkwerner>
<3478fba6.50345093@205.149.189.29>
NNTP-Posting-Host: port115.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Just wanted to note that the web server seems to be
back to it's previous speedy performance... Thanks!

Wayne K. Werner

wkwerner@con2.com

--MESSAGE FILE 16981 END: ./2 SCEA/yaroze/freetalk/000000171html.html

--MESSAGE FILE 16982 START: ./2 SCEA/yaroze/freetalk/000000172html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Slow SCEA webserver
Date: Wed, 03 Dec 1997 00:08:49 GMT
Organization: L4 Software
Lines: 19
Message-ID: <3484a2db.31921733@205.149.189.29>
References: <01bcf855$e34e4f40$d9bf43ce@wkwerner>
<3478fba6.50345093@205.149.189.29> <01bcff59$041839c0$d7bf43ce@wkwerner>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Wayne,

I've noticed the same thing. Peter seems to have found and corrected
the problem.

Thanks for the feedback.

Mario

On 2 Dec 1997 19:27:30 GMT, "Wayne K. Werner" <wkwerner@con2.com>
wrote:

>Just wanted to note that the web server seems to be
>back to it's previous speedy performance... Thanks!
>
>Wayne K. Werner
>wkwerner@con2.com
>

--MESSAGE FILE 16982 END: ./2 SCEA/yaroze/freetalk/000000172html.html

--MESSAGE FILE 16983 START: ./2 SCEA/yaroze/freetalk/000000173html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk,scea.yaroze.beginners,scea.yaroze.announce
Subject: Hello All!
Date: Fri, 05 Dec 1997 21:27:00 GMT
Organization: SCEA News Server
Lines: 2
Message-ID: <3488713e.5780191@news.scea.sony.com>
NNTP-Posting-Host: ip115.ts5.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:173 scea.yaroze.beginners:133
scea.yaroze.announce:43

Just wanted to say hello to everyone on the newsgroups I am new to the
NY program so HELLO!
--MESSAGE FILE 16983 END: ./2 SCEA/yaroze/freetalk/000000173html.html

--MESSAGE FILE 16984 START: ./2 SCEA/yaroze/freetalk/000000174html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3?
Date: Fri, 05 Dec 1997 21:29:00 GMT
Organization: SCEA News Server
Lines: 12
Message-ID: <348971fe.5972397@news.scea.sony.com>
References: <33B172D7.5D46@Kreative.net>
NNTP-Posting-Host: ip115.ts5.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

How were you guys able to attend E3 dont you have to be a
developer????

On Wed, 25 Jun 1997 16:34:47 -0300, Jon Blocksom
<blocksom@Kreative.net> wrote:

>Just out of curiousity, did any other Yaroze owners attend E3? What
>did people think? Personally, I was amazed that there were so many
>racing games.
>
>Jon

--MESSAGE FILE 16984 END: ./2 SCEA/yaroze/freetalk/000000174html.html

--MESSAGE FILE 16985 START: ./2 SCEA/yaroze/freetalk/000000175html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.beginners,scea.yaroze.announce
Subject: Re: Hello All!
Date: Sat, 06 Dec 1997 10:19:47 -0800
Organization: SCEA News Server
Lines: 3
Message-ID: <34899743.2B10@concentric.net>
References: <3488713e.5780191@news.scea.sony.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts011d13.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:175 scea.yaroze.beginners:134
scea.yaroze.announce:44

Nice to know our ranks are still growing. Welcome aboard!

Scott
--MESSAGE FILE 16985 END: ./2 SCEA/yaroze/freetalk/000000175html.html

--MESSAGE FILE 16986 START: ./2 SCEA/yaroze/freetalk/000000176html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Questions about E3
Date: Mon, 08 Dec 1997 22:34:16 GMT
Organization: SCEA News Server
Lines: 5
Message-ID: <348d756e.849040@news.scea.sony.com>

NNTP-Posting-Host: ip138.ts16.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Hello I hope I am not bothering too many people with all my posts. I had some questions about E3 maily the big one is are we allowed to attend? and if so does it cost anything? I have always wanted to go to this but I was just wondering any help would be appericated thanks a buch
--MESSAGE FILE 16986 END: ./2 SCEA/yaroze/freetalk/000000176html.html

--MESSAGE FILE 16987 START: ./2 SCEA/yaroze/freetalk/000000177html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3?
Date: Tue, 09 Dec 1997 19:28:40 GMT
Organization: SN Systems
Lines: 14
Message-ID: <348d9b57.8510437@news.playstation.co.uk>
References: <33B172D7.5D46@Kreative.net> <348971fe.5972397@news.scea.sony.com>
Reply-To: gil@snsys.com
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

dajudge@inficad.com (Michael Klucher) wrote:
>How were you guys able to attend E3 dont you have to be a
>developer????

If it's anything like ECTS in England then attendance restrictions such as 'no students' or 'professionals only' typically mean only that you can't buy your way in at the door. However, there were, for example, free invitations to ECTS in Computer Trade Weekly which could have been filled in for friends by people with access to it.

Gil Jaysmith
SN Systems Software Ltd (http://www.snsys.com)
Standard disclaimer for personal opinions.
--MESSAGE FILE 16987 END: ./2 SCEA/yaroze/freetalk/000000177html.html

--MESSAGE FILE 16988 START: ./2 SCEA/yaroze/freetalk/000000178html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Kevin Holbrook <Kevin_Holbrook@bmc.com>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.codewarrior,scee.yaroze.programming
.codewarrior,scee.yaroze.freetalk
Subject: PSX-EXE image format
Date: Wed, 10 Dec 1997 00:05:54 -0600
Organization: SCEA News Server
Lines: 28
Message-ID: <348E3142.1E73@bmc.com>
Reply-To: Kevin_Holbrook@bmc.com
NNTP-Posting-Host: dresden.bmc.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:178
scea.yaroze.programming.codewarrior:253 scee.yaroze.programming.codewarrior:110

Is there any chance we could get the documentation or information
specifying the layout of the PSX-EXE image format?

I can get information about ELF quite readily which covers the gcc
compiler. The Yaroze CodeWarrior system generates intermediate ELF code
then uses a final phase linker to generate Sony's PSX-EXE image format.

I've figured out a bit but it is slow going looking at hex code.
Why does Sony have to pad out the image and why the nice string like
"Sony Computer Entertainment Inc. for XYZ area" wasting space in the
image? I would hope the loader just checks this and then starts loading
into memory from another offset. I'm sure there is a country code in
there somewhere. CodeWarrior Yaroze generates "Sony Computer
Entertainment Inc. for Japan area" by the way. 8-)

Why do I want this you might ask?
Well I want to write a utility that transparently calls the correct
loader, whether it be siocons or the Metrowerks stuff. It should be
possible to write a generic loader for both formats.

It also wouldn't be too terrible to support dynamic code loading, which
I assume is what the overlays mentioned in places for professional PS
development are for. Their format would be nice to know as well.

Sony, please share with us....

Kevin Holbrook
100% PSX Enthusiast
--MESSAGE FILE 16988 END: ./2 SCEA/yaroze/freetalk/000000178html.html

--MESSAGE FILE 16989 START: ./2 SCEA/yaroze/freetalk/000000179html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <evans@fourny.demon.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: PSX-EXE image format
Date: Wed, 10 Dec 1997 19:16:09 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 35
Message-ID: <66mpf9$9k31@chuka.playstation.co.uk>
References: <348E3142.1E73@bmc.com>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Kevin Holbrook wrote in message <348E3142.1E73@bmc.com>...

>I can get information about ELF quite readily which covers the gcc
>compiler. The Yaroze CodeWarrior system generates intermediate ELF code
>then uses a final phase linker to generate Sony's PSX-EXE image format.

>Why do I want this you might ask?
>Well I want to write a utility that transparently calls the correct
>loader, whether it be siocons or the Metrowerks stuff. It should be
>possible to write a generic loader for both formats.
>

siocons already supports s-record format, psx-exe, and a.out MIPS-ECOFF. So
if you know what the codewarrior format is and you know what the string is
to send to the yaroze monitor to make it receive that format, why not just
hack the siocons source?

But if I remember in the dim and distant past when I actually used to use codewarrior (no, really!), siocons used to load my codewarrior programs, although they never returned to the prompt; are you sure you need to do anything apart from sort this bug out??

You can get the siocons source (which includes info on the psx-exe format) from the scee site.
http://www.netyaroze-europe.com/yaroze/ftp/comp/devtools/siocons.zip

yay

Graeme

--MESSAGE FILE 16989 END: ./2 SCEA/yaroze/freetalk/000000179html.html

--MESSAGE FILE 16990 START: ./2 SCEA/yaroze/freetalk/000000180html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.codewarrior,scee.yaroze.programming
.codewarrior,scee.yaroze.freetalk
Subject: Re: PSX-EXE image format
Date: Wed, 10 Dec 1997 19:58:37 GMT
Organization: SN Systems
Lines: 27
Message-ID: <348ef301.1832079@news.playstation.co.uk>
References: <348E3142.1E73@bmc.com>
Reply-To: gil@snsys.com
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:180
scea.yaroze.programming.codewarrior:254 scee.yaroze.programming.codewarrior:111

Kevin Holbrook <Kevin_Holbrook@bmc.com> wrote:
>It also wouldn't be too terrible to support dynamic code loading, which
>I assume is what the overlays mentioned in places for professional PS
>development are for. Their format would be nice to know as well.

Overlays aren't dynamically linked. It's just a mechanism where you place chunks of code at the same address and output them as different files. The linker fixes it up properly without particularly caring that it's just located two functions at the same address, and it's up to you to make sure that you've loaded the correct block of code into memory during game execution before you call any of the functions which are inside it.

The format used for overlay files is pure binary, which I wouldn't regard as a particular trade secret. The reason is that the last thing you want, if you're using overlays to minimise RAM wastage, is for the overlay mechanism to require basically a runtime linker, which is what shared-object systems such as Unix and Win32 have lurking in memory at all times.

I don't know whether you could do this with the GNU linker in one pass; our linker is customised to do this since it would be a pain for the developers to write ten extra linker scripts if they wanted ten overlays. So you'll probably need to link each overlay in a separate command. Don't see why the technique shouldn't be possible, though.

- Gil
--MESSAGE FILE 16990 END: ./2 SCEA/yaroze/freetalk/000000180html.html

--MESSAGE FILE 16991 START: ./2 SCEA/yaroze/freetalk/000000181html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Chat
Date: Wed, 17 Dec 1997 22:05:02 GMT
Organization: L4 Software
Lines: 5
Message-ID: <34984c0a.19943853@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Lately I've been thinking it might be fun to get together and just
chat a bit. I think we can use the Auditorium lobby for this. Would
anyone else be interested in "shooting the breeze" some evening?

Mario
--MESSAGE FILE 16991 END: ./2 SCEA/yaroze/freetalk/000000181html.html

--MESSAGE FILE 16992 START: ./2 SCEA/yaroze/freetalk/000000182html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Wed, 17 Dec 1997 22:08:00 -0800
Organization: SCEA News Server
Lines: 12
Message-ID: <3498BDC0.6F4D@concentric.net>
References: <34984c0a.19943853@205.149.189.29>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts006d36.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

That sounds good. Although I'd prefer waiting until after the
holidays. I'll be gone until after the new year and I'm sure
others will similarly be on vacation.

Scott

> Lately I've been thinking it might be fun to get together and just
> chat a bit. I think we can use the Auditorium lobby for this. Would
> anyone else be interested in "shooting the breeze" some evening?
>
> Mario
--MESSAGE FILE 16992 END: ./2 SCEA/yaroze/freetalk/000000182html.html

--MESSAGE FILE 16993 START: ./2 SCEA/yaroze/freetalk/000000183html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Thu, 18 Dec 1997 07:13:13 GMT
Organization: SCEA News Server
Lines: 18

Message-ID: <3498ccf5.582307@news.scea.sony.com>
References: <34984c0a.19943853@205.149.189.29> <3498BDC0.6F4D@concentric.net>
NNTP-Posting-Host: dial-up9.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

I agree also sounds like a good idea!!!!

On Wed, 17 Dec 1997 22:08:00 -0800, Scott Cartier
<dsyaroze@concentric.net> wrote:

>That sounds good. Although I'd prefer waiting until after the
>holidays. I'll be gone until after the new year and I'm sure
>others will similarly be on vacation.
>
>Scott
>
>
>> Lately I've been thinking it might be fun to get together and just
>> chat a bit. I think we can use the Auditorium lobby for this. Would
>> anyone else be interested in "shooting the breeze" some evening?
>>
>> Mario

--MESSAGE FILE 16993 END: ./2 SCEA/yaroze/freetalk/000000183html.html

--MESSAGE FILE 16994 START: ./2 SCEA/yaroze/freetalk/000000184html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: 18 Dec 1997 07:39:29 GMT
Organization: WermX Software
Lines: 19
Message-ID: <01bd0b88$b3a2f160$b8bf43ce@wkwerner>
References: <34984c0a.19943853@205.149.189.29>
NNTP-Posting-Host: port84.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Mario Perdue <mperdue@l4software.com> wrote:

> Lately I've been thinking it might be fun to get together and just
> chat a bit. I think we can use the Auditorium lobby for this. Would
> anyone else be interested in "shooting the breeze" some evening?

Sounds good to me. People could get together extremely easily.
I check my email everyday, and would need no more than 24 hrs
notice of an inpromtu meeting.

Also, at a specific time (how about 9:00 pm est?) everyday,
interested parties could just go and see if anyone is
hanging out. No schedule, no presure, just drop on
by if the mood hits ya.

--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 16994 END: ./2 SCEA/yaroze/freetalk/000000184html.html

--MESSAGE FILE 16995 START: ./2 SCEA/yaroze/freetalk/000000185html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Thu, 18 Dec 1997 10:38:19 GMT
Organization: L4 Software
Lines: 5
Message-ID: <3498fc98.3427105@205.149.189.29>
References: <34984c0a.19943853@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Anyone game for tomorrow night? (That would be Friday, 19 Dec) I'll
try to show up around 9:00pm EST. We'll see what happens.

Mario

--MESSAGE FILE 16995 END: ./2 SCEA/yaroze/freetalk/000000185html.html

--MESSAGE FILE 16996 START: ./2 SCEA/yaroze/freetalk/000000186html.html
Path: chuka.playstation.co.uk!ira
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups:
scea.yaroze.freetalk,scee.yaroze.freetalk.english,scea.yaroze.problems.mac,scee.
yaroze.problems.mac,scea.yaroze.programming.2d_graphics,scee.yaroze.programming.
2d_graphics,scea.yaroze.programming.libraries,scee.yaroze.programming.libraries
Subject: Christmas pressies for Mac users
Date: Fri, 19 Dec 1997 00:19:21 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <ira-1912970019220001@dialup-01-02.netcomuk.co.uk>
NNTP-Posting-Host: dialup-01-02.netcomuk.co.uk
X-Newsreader: MT-NewsWatcher 2.3.5
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:186
scee.yaroze.freetalk.english:262 scea.yaroze.problems.mac:70
scee.yaroze.problems.mac:9 scea.yaroze.programming.2d_graphics:297
scee.yaroze.programming.2d_graphics:201 scea.yaroze.programming.libraries:4
scee.yaroze.programming.libraries:96

I have now on my ftp site a pair of Photoshop plugins for the import and
export of TIM files for the Macintosh. This now gives Mac users full TIM
development abilities.

The files can be found at:

http://www.netyaroze-europe.com/~shadow

Happy christmas guys!

Ira
--MESSAGE FILE 16996 END: ./2 SCEA/yaroze/freetalk/000000186html.html

--MESSAGE FILE 16997 START: ./2 SCEA/yaroze/freetalk/000000187html.html
Path: chuka.playstation.co.uk!scea!paulk
From: paulk@anon.nymserver.com (Paul Kearns)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Fri, 19 Dec 1997 00:38:07 GMT
Organization: The Hacker's Shack
Lines: 19
Message-ID: <67cfe5$5hi1@scea>

References: <34984c0a.19943853@205.149.189.29>
NNTP-Posting-Host: tide18.microsoft.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: News Xpress 2.01

In article <34984c0a.19943853@205.149.189.29>, mperdue@l4software.com (Mario Perdue) wrote:
>Lately I've been thinking it might be fun to get together and just
>chat a bit. I think we can use the Auditorium lobby for this. Would
>anyone else be interested in "shooting the breeze" some evening?

This is an excellent idea, but are there restrictions on how many people can participate? When we had the presentation a few months back, it seemed like Palace was more geared towards a one-way presenter / audience thing.

Is there interest in / capability for an IRC channel somewhere? It's more complicated to use, but I believe it has more features.

Just a thought...

>Mario

Paul Kearns
paulk@anon.nymserver.com
--MESSAGE FILE 16997 END: ./2 SCEA/yaroze/freetalk/000000187html.html

--MESSAGE FILE 16998 START: ./2 SCEA/yaroze/freetalk/000000188html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Fri, 19 Dec 1997 01:56:30 GMT
Organization: SCEA News Server
Lines: 28
Message-ID: <3499d42b.3052869@news.scea.sony.com>
References: <34984c0a.19943853@205.149.189.29> <67cfe5$5hi1@scea>
NNTP-Posting-Host: dial-up43.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Umm so because I ma new and stuff how do I get into this place to chat with everyone?????

On Fri, 19 Dec 1997 00:38:07 GMT, paulk@anon.nymserver.com (Paul Kearns) wrote:

>In article <34984c0a.19943853@205.149.189.29>, mperdue@l4software.com (Mario Perdue) wrote:
>>Lately I've been thinking it might be fun to get together and just
>>chat a bit. I think we can use the Auditorium lobby for this. Would
>>anyone else be interested in "shooting the breeze" some evening?
>
>This is an excellent idea, but are there restrictions on how many
>people can participate? When we had the presentation a few months
>back, it seemed like Palace was more geared towards a one-way
>presenter / audience thing.

>
>Is there interest in / capability for an IRC channel somewhere? It's
>more complicated to use, but I believe it has more features.
>
>Just a thought...
>
>>Mario
>
>Paul Kearns
>paulk@anon.nymserver.com

--MESSAGE FILE 16998 END: ./2 SCEA/yaroze/freetalk/000000188html.html

--MESSAGE FILE 16999 START: ./2 SCEA/yaroze/freetalk/000000189html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Thu, 18 Dec 1997 20:53:22 GMT
Organization: L4 Software
Lines: 12
Message-ID: <34998cd2.8630762@205.149.189.29>
References: <34984c0a.19943853@205.149.189.29> <67cfe5$5hi1@scea>
<3499d42b.3052869@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Fri, 19 Dec 1997 01:56:30 GMT, dajudge@inficad.com (Michael
Klucher) wrote:

>Umm so because I ma new and stuff how do I get into this place to chat
>with everyone?????

Go to the auditorium lobby from the main page. If you've never been
there, it will take about 5 minutes or so to download all the
necessary software. Then just click the button to join us in the
lobby.

Mario
--MESSAGE FILE 16999 END: ./2 SCEA/yaroze/freetalk/000000189html.html

--MESSAGE FILE 17000 START: ./2 SCEA/yaroze/freetalk/000000190html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Thu, 18 Dec 1997 20:55:09 GMT
Organization: L4 Software
Lines: 17
Message-ID: <34998d5c.8769597@205.149.189.29>
References: <34984c0a.19943853@205.149.189.29> <67cfe5$5hi1@scea>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Fri, 19 Dec 1997 00:38:07 GMT, paulk@anon.nymserver.com (Paul
Kearns) wrote:

>This is an excellent idea, but are there restrictions on how many
>people can participate? When we had the presentation a few months
>back, it seemed like Palace was more geared towards a one-way
>presenter / audience thing.

I don't know what the restrictions in the lobby are, I guess we'll
just have to try it and see.

>Is there interest in / capability for an IRC channel somewhere? It's
>more complicated to use, but I believe it has more features.

If the lobby can't handle it, we can always try something else.

Mario
--MESSAGE FILE 17000 END: ./2 SCEA/yaroze/freetalk/000000190html.html

--MESSAGE FILE 17001 START: ./2 SCEA/yaroze/freetalk/000000191html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Fri, 19 Dec 1997 03:46:04 GMT
Organization: SCEA News Server
Lines: 23
Message-ID: <3499edd0.2411928@news.scea.sony.com>
References: <34984c0a.19943853@205.149.189.29> <67cfe5$5hi1@scea>
<3499d42b.3052869@news.scea.sony.com> <34998cd2.8630762@205.149.189.29>
NNTP-Posting-Host: 207.108.255.104
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Umm I did that but it says the version I have has expired so where can
I get the latest one ??

On Thu, 18 Dec 1997 20:53:22 GMT, mperdue@l4software.com (Mario
Perdue) wrote:

>On Fri, 19 Dec 1997 01:56:30 GMT, dajudge@inficad.com (Michael
>Klucher) wrote:
>
>>Umm so because I ma new and stuff how do I get into this place to chat
>>with everyone?????
>
>Go to the auditorium lobby from the main page. If you've never been
>there, it will take about 5 minutes or so to download all the
>necessary software. Then just click the button to join us in the
>lobby.
>
>Mario

--MESSAGE FILE 17001 END: ./2 SCEA/yaroze/freetalk/000000191html.html

--MESSAGE FILE 17002 START: ./2 SCEA/yaroze/freetalk/000000192html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Thu, 18 Dec 1997 23:33:24 GMT
Organization: L4 Software
Lines: 32
Message-ID: <3499b290.1793303@205.149.189.29>

References: <34984c0a.19943853@205.149.189.29> <67cfe5$5hi1@scea>
<3499d42b.3052869@news.scea.sony.com> <34998cd2.8630762@205.149.189.29>
<3499edd0.2411928@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

It should automatically download the software when you go to the
auditorium. At least it did for me.

Mario

On Fri, 19 Dec 1997 03:46:04 GMT, dajudge@inficad.com (Michael
Klucher) wrote:

>Umm I did that but it says the version I have has expired so where can
>I get the latest one ??
>
>
>
>
>
>On Thu, 18 Dec 1997 20:53:22 GMT, mperdue@l4software.com (Mario
>Perdue) wrote:
>
>>On Fri, 19 Dec 1997 01:56:30 GMT, dajudge@inficad.com (Michael
>>Klucher) wrote:
>>
>>>Umm so because I ma new and stuff how do I get into this place to chat
>>>with everyone?????
>>
>>Go to the auditorium lobby from the main page. If you've never been
>>there, it will take about 5 minutes or so to download all the
>>necessary software. Then just click the button to join us in the
>>lobby.
>>
>>Mario
>

--MESSAGE FILE 17002 END: ./2 SCEA/yaroze/freetalk/000000192html.html

--MESSAGE FILE 17003 START: ./2 SCEA/yaroze/freetalk/000000193html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Chat
Date: Thu, 18 Dec 1997 23:38:30 GMT
Organization: L4 Software
Lines: 9
Message-ID: <3499b2f6.1895280@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Please forgive my rudeness for not posting this here as well as in the
North America group. We'll be having an informal chat in the
Auditorium in the NA site Friday the 19th at 9:00pm EST. That's
probably fairly late on your side of the pond, but if your up, feel
free to stop by and join us.

Hopefully this will become a semi-regular event.

Mario
--MESSAGE FILE 17003 END: ./2 SCEA/yaroze/freetalk/000000193html.html

--MESSAGE FILE 17004 START: ./2 SCEA/yaroze/freetalk/000000194html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups:
scee.yaroze.programming.codewarrior,scea.yaroze.programming.codewarrior,scea.yar
oze.freetalk,scee.yaroze.freetalk
Subject: Pointer usage (Was Re: Now I'm getting REALLY mad!)
Followup-To: scee.yaroze.programming.codewarrior
Date: Fri, 19 Dec 1997 12:01:20 -0600
Organization: Metrowerks
Lines: 94
Message-ID: <sumner-ya02408000R1912971201200001@news.scea.sony.com>
References: <34902D9A.A58C5281@tin.it>
<01bd094f$aa411420$6c0b0a0a@newcastle.twowaytv.co.uk> <3496FC87.B1AD07DF@tin.it>
<01bd0a92$e4e72b20$LocalHost@Angela1.intelligent-group.com>
<349A9CA1.7E336240@tin.it>
NNTP-Posting-Host: mtwks134.metrowerks.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0
Xref: chuka.playstation.co.uk scee.yaroze.programming.codewarrior:120
scea.yaroze.programming.codewarrior:262 scea.yaroze.freetalk:194

Hi Guilio,
  I'm glad you posted your source for this. I think I know what's going on. This may be helpful for others having this problem.

In article <349A9CA1.7E336240@tin.it>, Giulio <vanderik@tin.it> wrote:

```
>typedef struct SpriteType
>{
>  GsSPRITE *SprBody            ; // Body of the sprite using library
>  int       SprOld_X,SprOld_Y  ; // Old sprite's position
>  u_char    AnimClock          ; // Animation clock
>  u_char    AnimSpeed          ; // Animation speed
>  u_char    MotionClock        ; // Motion clock
>  u_char    MotionSpeed        ; // Motion speed
>  u_char    CurrentFrame       ; // Current frame being displayed
>  u_char    NumFrames          ; // Total number of frames
>  u_char    State              ; // State of the sprite (Dead, Alive...)
>  u_char    Hits               ; // How many hits the sprite has got
>  u_char    Doing              ; // What the sprite is doing
>  u_char    Type               ; // What kind of sprite is
>                                 // being processed
>  // Other sprite related variables....
>} Sprite, *SpritePtr ;
>
>Sprite PlayerOne [1] ;    // Ugly struct of player one that
>                          // I must use to make my program run
>                          // using PlayerOne as a pointer
>
>// SpritePtr PlayerOne ;  // Right pointer def that it's not usable
>// Sprite *PlayerOne ;    // Eh,eh too easy to be able to use this
```

I think I see your original problem. Defining a *pointer* to a type, does not allocate space for the type itself. When you do the following

```
SpritePtr   PlayerOne;
```

You have allocated space for a POINTER to a structure. Not the structure itself. You can't use this pointer until you tell it to point to something

(a SpriteType structure). So how do you make space for a SpriteType structure? There are two ways.

1) Have the compiler generate space for it.

The following code sequence will do this

```
// allocate space for two SpriteType objects
Sprite   gSprite[2];

// set the PlayerOne to point to an area in memory that holds a Sprite object
SpritePtr   PlayerOne=&gSprite[0];

// set the PlayerTwo pointer to point to an area in memory that holds a
Sprite object
SpritePtr   PlayerTwo=&gSprite[1];
```

2) Allocate it at runtime.
The above sequence works because you know at compile-time how many players you are going to support (max two). However, maybe you only want to allocate space for the second player if they have selected a multi-player game. You can allocate memory at runtime using the "malloc()" library function.

```
// Allocate space for the POINTERs to the SPRITE objects, not the SPRITE
objects themselves.
SpritePtr   PlayerOne;
SpritePtr   PlayerTwo;

PlayerOne=(SpritePtr)malloc(sizeof(SPRITE));      // allocate memory for
PlayerOne
if (numPlayers==2)
   PlayerTwo=(SpritePtr)malloc(sizeof(SPRITE)); // allocate memory for PlayerTwo
else
   PlayerTwo=NULL;   // always initialize pointers, even if you are not
using them. It helps catch runtime errors
```

One thing you need to do if you malloc() memory is free() it when you are done. Thus, at the end of your game, you should

```
// release memory from the heap.
free(PlayerOne);
free(PlayerTwo);
```

(note: in order to use malloc(), you must call Init_Heap(). See the _psstart.c file for information on doing this)

I hope this helped. If you have any other code questions, please don't hesitate to post examples. There are a lot of people here who can help.

(followups to scee.yaroze.programming.codewarrior)

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 17004 END: ./2 SCEA/yaroze/freetalk/000000194html.html

--MESSAGE FILE 17005 START: ./2 SCEA/yaroze/freetalk/000000195html.html
Path: chuka.playstation.co.uk!news
From: Phil Smy <psmy@skynet.be>
Newsgroups:
scea.yaroze.freetalk,scee.yaroze.freetalk.english,scea.yaroze.problems.mac,scee.yaroze.problems.mac,scea.yaroze.programming.2d_graphics,scee.yaroze.programming.

2d_graphics,scea.yaroze.programming.libraries,scee.yaroze.programming.libraries
Subject: Re: Christmas pressies for Mac users
Date: Fri, 19 Dec 1997 22:48:00 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <349AF99E.17723F05@skynet.be>
References: <ira-1912970019220001@dialup-01-02.netcomuk.co.uk>
NNTP-Posting-Host: dialup239.antwerpen.skynet.be
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)
To: Ira Rainey <ira@netcomuk.co.uk>
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:195 scee.yaroze.freetalk.english:263 scea.yaroze.problems.mac:71 scee.yaroze.problems.mac:10 scea.yaroze.programming.2d_graphics:298 scee.yaroze.programming.2d_graphics:202 scea.yaroze.programming.libraries:5 scee.yaroze.programming.libraries:97

Also, I have just done a quickie Tim Util for the mac that let's you edit palette position and the like.

I'll upload it next year! Off to Spain tomorrow.

Phil

--MESSAGE FILE 17005 END: ./2 SCEA/yaroze/freetalk/000000195html.html

--MESSAGE FILE 17006 START: ./2 SCEA/yaroze/freetalk/000000196html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Sat, 20 Dec 1997 01:13:58 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <349b1b8f.804847@news.scea.sony.com>
References: <34984c0a.19943853@205.149.189.29> <67cfe5$5hi1@scea> <3499d42b.3052869@news.scea.sony.com> <34998cd2.8630762@205.149.189.29> <3499edd0.2411928@news.scea.sony.com> <3499b290.1793303@205.149.189.29>
NNTP-Posting-Host: dial-up19.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Ok me again Umm I guess you have the power to get the stuff going right? I have visited their a few times but nothing has come up just one yellow box and thats it umm I hope you guys will be their and I will be able to see you guys
--MESSAGE FILE 17006 END: ./2 SCEA/yaroze/freetalk/000000196html.html

--MESSAGE FILE 17007 START: ./2 SCEA/yaroze/freetalk/000000206html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Postmaster??
Date: Mon, 22 Dec 1997 02:33:03 GMT
Organization: SCEA News Server
Lines: 1
Message-ID: <349dd147.333820@news.scea.sony.com>

NNTP-Posting-Host: dial-up3.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Does anyone else have these postmaster things in their meggages???
--MESSAGE FILE 17007 END: ./2 SCEA/yaroze/freetalk/000000206html.html

--MESSAGE FILE 17008 START: ./2 SCEA/yaroze/freetalk/000000207html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Postmaster??
Date: Sun, 21 Dec 1997 21:47:52 GMT
Organization: L4 Software
Lines: 10
Message-ID: <349d8e63.10788673@205.149.189.29>
References: <349dd147.333820@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Yes. I think something broke. I'll ask Peter to look into it on
Monday.

Mario

On Mon, 22 Dec 1997 02:33:03 GMT, dajudge@inficad.com (Michael
Klucher) wrote:

>Does anyone else have these postmaster things in their meggages???

--MESSAGE FILE 17008 END: ./2 SCEA/yaroze/freetalk/000000207html.html

--MESSAGE FILE 17009 START: ./2 SCEA/yaroze/freetalk/000000208html.html
Path: chuka.playstation.co.uk!news
From: john.rees@dial.pipex.com (John Rees)
Newsgroups: scea.yaroze.freetalk
Subject: US/Euro message duplication
Date: Mon, 22 Dec 1997 14:40:42 GMT
Organization: Bubble Boy Limited
Lines: 21
Message-ID: <67lto3$9ij2@chuka.playstation.co.uk>
NNTP-Posting-Host: aa142.du.pipex.com
X-Newsreader: Forte Free Agent 1.0.82

I am sure I am not the only person to notice a high amount of message
duplication across the Yaroze newsgroups. An especially noticable
redundancy is the presence of American and European groups that
discuss exactly the same topics. At the moment everybody has to scan
both sets anyway, just in case something is only posted to one.

I remember an old post that mentioned the problem that the American
site has to be monitored more carefully to avoid legal problems. If
this is the only real difference between the US and European groups,
then why not delete the US groups, and just hold discussions in
European groups. Please believe me that I am not trying to be
euro-centric here, but just trying to cut out wasted time.

I know this sort of message is likely to start up lots of argument,
especially the sort that goes along the lines of "We don't need
newsgroup A.B but must have newsgroup X.Y", but I think it would be

more useful if for now we can just discuss the US/Euro duplication.

John

--MESSAGE FILE 17009 END: ./2 SCEA/yaroze/freetalk/000000208html.html

--MESSAGE FILE 17010 START: ./2 SCEA/yaroze/freetalk/000000213html.html
Path: chuka.playstation.co.uk!ira
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scea.yaroze.freetalk
Subject: Re: US/Euro message duplication
Date: Mon, 22 Dec 1997 19:14:55 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <ira-2212971914560001@dialup-01-09.netcomuk.co.uk>
References: <67lto3$9ij2@chuka.playstation.co.uk>
NNTP-Posting-Host: dialup-01-09.netcomuk.co.uk
X-Newsreader: MT-NewsWatcher 2.3.5

> I am sure I am not the only person to notice a high amount of message
> duplication across the Yaroze newsgroups. An especially noticable
> redundancy is the presence of American and European groups that
> discuss exactly the same topics. At the moment everybody has to scan
> both sets anyway, just in case something is only posted to one.

I agree totally, why can't we have just one global set of newsgroups,
surely that's the whole thing with the internet - breaking down distance
between people. It'd certainly stop me having to check all groups and end
up reading the same messages twice.

Ira
--MESSAGE FILE 17010 END: ./2 SCEA/yaroze/freetalk/000000213html.html

--MESSAGE FILE 17011 START: ./2 SCEA/yaroze/freetalk/000000220html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Peter_Alau@playstation.sony.com (Peter Alau)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Postmaster??
Date: Tue, 23 Dec 1997 02:39:32 GMT
Organization: SCEA News Server
Lines: 11
Message-ID: <34a1243f.2836482@205.149.189.29>
References: <349dd147.333820@news.scea.sony.com>
<349d8e63.10788673@205.149.189.29>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Sun, 21 Dec 1997 21:47:52 GMT, mperdue@l4software.com (Mario
Perdue) wrote:

>Yes. I think something broke. I'll ask Peter to look into it on
>Monday.

I looked into it, and it seems to be a problem with the replication
with the UK. I think I fixed it, but I'll find out tomorrow.

-Peter

--MESSAGE FILE 17011 END: ./2 SCEA/yaroze/freetalk/000000220html.html

--MESSAGE FILE 17012 START: ./2 SCEA/yaroze/freetalk/000000221html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: More about chatting
Date: Tue, 23 Dec 1997 09:04:45 GMT
Organization: SCEA News Server
Lines: 7
Message-ID: <349f7e07.1146308@news.scea.sony.com>
NNTP-Posting-Host: dial-up23.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Hey everyone I showed up for the chat but I could see anyone else I
think maybe my software wasnt working right it dint ask me too put in
a nickname or anything it just showed that one window and their was
nobody under other people well anyway I have a IRC chatserver that we
could use that I downloaded if we want to if we can just set up maybe
another date and time that would be cool. And if is my software does
anyone know how to fix it <GRIN>?
--MESSAGE FILE 17012 END: ./2 SCEA/yaroze/freetalk/000000221html.html

--MESSAGE FILE 17013 START: ./2 SCEA/yaroze/freetalk/000000222html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Outside netyaroze page???
Date: Tue, 23 Dec 1997 09:07:22 GMT
Organization: SCEA News Server
Lines: 6
Message-ID: <34a07eb9.1324634@news.scea.sony.com>
NNTP-Posting-Host: dial-up23.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Umm I wanted to ask a question about this because I dont want to do
anything wrong. If I have an "outside" yaroze page with like my plans
fo a game the graphics maybe screenshots and code is that ok as long
as I dont put the excuteable on the site I would just appericate any
help on what I am allowed to have and am not allowed.
Thanks!
--MESSAGE FILE 17013 END: ./2 SCEA/yaroze/freetalk/000000222html.html

--MESSAGE FILE 17014 START: ./2 SCEA/yaroze/freetalk/000000223html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Postmaster??
Date: Wed, 24 Dec 1997 03:40:43 GMT
Organization: L4 Software
Lines: 19
Message-ID: <34a0840d.2895292@205.149.189.29>
References: <349dd147.333820@news.scea.sony.com>
<349d8e63.10788673@205.149.189.29> <34a1243f.2836482@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net

X-Newsreader: Forte Free Agent 1.11/32.235

It seems to be fixed now. Thanks Peter.

Mario

On Tue, 23 Dec 1997 02:39:32 GMT, Peter_Alau@playstation.sony.com
(Peter Alau) wrote:

>On Sun, 21 Dec 1997 21:47:52 GMT, mperdue@l4software.com (Mario
>Perdue) wrote:
>
>>Yes. I think something broke. I'll ask Peter to look into it on
>>Monday.
>
>I looked into it, and it seems to be a problem with the replication
>with the UK. I think I fixed it, but I'll find out tomorrow.
>
>-Peter
>

--MESSAGE FILE 17014 END: ./2 SCEA/yaroze/freetalk/000000223html.html

--MESSAGE FILE 17015 START: ./2 SCEA/yaroze/freetalk/000000224html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Postmaster??
Date: Wed, 24 Dec 1997 04:09:26 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <34a08aea.4008704@news.scea.sony.com>
References: <349dd147.333820@news.scea.sony.com>
NNTP-Posting-Host: dial-up8.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Yes thanks for your help!

On Mon, 22 Dec 1997 02:33:03 GMT, dajudge@inficad.com (Michael
Klucher) wrote:

>Does anyone else have these postmaster things in their meggages???

--MESSAGE FILE 17015 END: ./2 SCEA/yaroze/freetalk/000000224html.html

--MESSAGE FILE 17016 START: ./2 SCEA/yaroze/freetalk/000000225html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Merry Christmas
Date: Wed, 24 Dec 1997 04:10:38 GMT
Organization: SCEA News Server
Lines: 1
Message-ID: <34a18b21.4063813@news.scea.sony.com>
NNTP-Posting-Host: dial-up8.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Newsreader: Forte Agent 1.5/32.452

Just wanted to let everyone know have a good holiday season!
--MESSAGE FILE 17016 END: ./2 SCEA/yaroze/freetalk/000000225html.html

--MESSAGE FILE 17017 START: ./2 SCEA/yaroze/freetalk/000000226html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Wed, 24 Dec 1997 04:14:57 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <34a28b56.4116739@news.scea.sony.com>
References: <349f7e07.1146308@news.scea.sony.com>
NNTP-Posting-Host: dial-up8.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Just a followup message I was thinking about puting the server up
friday if anyone wated to chat if someone does just leave a message
here and we can all agree on a time. Also on another note mario if you
read this please make sure it's ok for me to do this I really dont
want to violate anything. but like I said it is a privitae chat server
and we would be the only ones their because I would post the adress
for the thing here and this is secure. But thanks for everyone putting
up with me blabbing. (To think what might happen if I ever became a
full developer) =-)
--MESSAGE FILE 17017 END: ./2 SCEA/yaroze/freetalk/000000226html.html

--MESSAGE FILE 17018 START: ./2 SCEA/yaroze/freetalk/000000227html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Paul_Holman@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: Postmaster??
Date: 24 Dec 1997 09:30:38 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 17
Sender: news@chuka.playstation.co.uk
Message-ID: <67qknu$2l91@emeka.playstation.co.uk>
Reply-To: Paul_Holman@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Paul_Holman@Playstation.sony.com
To: news@playstation.co.uk

Yes, I'm afraid that something horrible happened to the link
between the outside world and our internal SCEE networks.

We've changed the PERL script involved to disgard this sort
of message in future (and deleted the messages from our
server).

Apologies !!

Paul @ SCEE

--MESSAGE FILE 17018 END: ./2 SCEA/yaroze/freetalk/000000227html.html

--MESSAGE FILE 17019 START: ./2 SCEA/yaroze/freetalk/000000228html.html
Path: chuka.playstation.co.uk!ira
From: ira@netcomuk.co.uk (Ira Rainey)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Crimble
Date: Wed, 24 Dec 1997 19:28:03 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <ira-2412971928030001@dialup-13-47.netcomuk.co.uk>
NNTP-Posting-Host: dialup-13-47.netcomuk.co.uk
X-Newsreader: MT-NewsWatcher 2.3.5
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:228
scee.yaroze.freetalk.english:272

Merry Christmas and a happy new year to all yaroze members the world over.

Lets see more games and demos in the new year.

Ira
--MESSAGE FILE 17019 END: ./2 SCEA/yaroze/freetalk/000000228html.html

--MESSAGE FILE 17020 START: ./2 SCEA/yaroze/freetalk/000000229html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Wed, 24 Dec 1997 16:13:50 GMT
Organization: SCEA News Server
Lines: 29
Message-ID: <34a13219.6243926@news.scea.sony.com>
References: <349f7e07.1146308@news.scea.sony.com>
<34a28b56.4116739@news.scea.sony.com>
NNTP-Posting-Host: client-119-36.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Well, I just want to get some practice with my new newsreader, so
I'm going to blab a bit myself. Your idea sounds good, I suppose Mario
will post a reply soon enough. As for the blabbing bit, you just keep
right on making entries. It makes life interesting, it brings life to
the program, and it is annoying and boring to come by
twice a day and see no new messages. And I would like to
think that if you became a full developer, you would make a great team
player because you like to communicate.
   Blab on,
   Matt

P.S.-And if this doesn't post right, just be patient and give me a
chance to learn my new software. At least now I can participate
with the new reader.

On Wed, 24 Dec 1997 04:14:57 GMT, dajudge@inficad.com (Michael
Klucher) wrote:

>Just a followup message I was thinking about puting the server up
>friday if anyone wated to chat if someone does just leave a message
>here and we can all agree on a time. Also on another note mario if you
>read this please make sure it's ok for me to do this I really dont
>want to violate anything. but like I said it is a privitae chat server

>and we would be the only ones their because I would post the adress
>for the thing here and this is secure. But thanks for everyone putting
>up with me blabbing. (To think what might happen if I ever became a
>full developer) =-)

--MESSAGE FILE 17020 END: ./2 SCEA/yaroze/freetalk/000000229html.html

--MESSAGE FILE 17021 START: ./2 SCEA/yaroze/freetalk/000000230html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Wed, 24 Dec 1997 21:58:07 GMT
Organization: L4 Software
Lines: 22
Message-ID: <34a1849a.6762441@205.149.189.29>
References: <349f7e07.1146308@news.scea.sony.com>
<34a28b56.4116739@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

This sounds great, but we'll have to get with the guys at Sony when
they return from the holiday break. I'm just a programmer, I don't
know what legal stuff we would get into if we went that route. I do
hope to get something put together so we can get together and talk on
a more regular basis. We'll just have to wait til next year to see
what happens.

Mario

On Wed, 24 Dec 1997 04:14:57 GMT, dajudge@inficad.com (Michael
Klucher) wrote:

>Just a followup message I was thinking about puting the server up
>friday if anyone wated to chat if someone does just leave a message
>here and we can all agree on a time. Also on another note mario if you
>read this please make sure it's ok for me to do this I really dont
>want to violate anything. but like I said it is a privitae chat server
>and we would be the only ones their because I would post the adress
>for the thing here and this is secure. But thanks for everyone putting
>up with me blabbing. (To think what might happen if I ever became a
>full developer) =-)

--MESSAGE FILE 17021 END: ./2 SCEA/yaroze/freetalk/000000230html.html

--MESSAGE FILE 17022 START: ./2 SCEA/yaroze/freetalk/000000231html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Questions about E3
Date: Wed, 24 Dec 1997 17:13:15 GMT
Organization: SCEA News Server
Lines: 20
Message-ID: <34a14207.454387@news.scea.sony.com>
References: <348d756e.849040@news.scea.sony.com>
NNTP-Posting-Host: client-119-42.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello Mike,
   Sorry to dissapoint you, but E3 is a business insider event. Now,
maybe Sony might arrange for we Yarozers to go, but I really doubt it
and I would not hold my breath.

But, if you would like to check out some information about next years event, you can go to:
http://www.e3expo.com/
I think we all wish we could go...
Matt

On Mon, 08 Dec 1997 22:34:16 GMT, dajudge@inficad.com (Michael Klucher) wrote:

>Hello I hope I am not bothering too many people with all my posts. I >had some questions about E3 maily the big one is are we allowed to >attend? and if so does it cost anything? I have always wanted to go to >this but I was just wondering any help would be appericated thanks a >buch

--MESSAGE FILE 17022 END: ./2 SCEA/yaroze/freetalk/000000231html.html

--MESSAGE FILE 17023 START: ./2 SCEA/yaroze/freetalk/000000232html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Net Yaroze for the PlayStation 2?
Date: Wed, 24 Dec 1997 20:02:31 GMT
Organization: SCEA News Server
Lines: 100
Message-ID: <34a16a33.4774844@news.scea.sony.com>
References: <33e6c460.16134731@news.scea.sony.com>
<01bca202$c058a340$e44231a2@DonThomas.interactive.sony.com>
<33e7f499.5335169@news.scea.sony.com>
NNTP-Posting-Host: client-119-37.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Hello,
Very interesting discussion, since I just got into this group, let me say one or two things.
I don't think Sony need worry about being another N64.
I would be much more worried about being another Sega.
Think about how much money we all have laid out of late on hardware. I want this platform supported for a good long time.
I guess it's been out for three years, but how many of us bought one when the prices were so high? I've had mine two years, and now that I'm playing Colony Wars, I don't find my self yearning for more power.
I really enjoy the games being put out at the moment.
I think Sony can best position itself to compete against Katana by simply being good to it's present userbase, because if we know we won't get sapped, we will be more than happy to buy the PS2 when it is released. Of course, with the other hardware manufacturers fumbling all over the place, it would be really tough for Sony to mess up at this point... All they need is loyality from current users. They will get that if they support the current platform for a significant period of time.
I was one of those jerks who bought a 32X/Sega CD/Genesis combo in the fall'94. Do you think I will ever buy another Sega product after seeing the history of that hardware, on top of the Saturn fiasco. I don't think so... I sincerely hope that Sony will delay release of PS2 into the next century. That way it will be cheaper, the libraries will be better developed, and all of us will come back for more. And if they make PS2 backwards-compatible, I will just be in heaven.
Am I the only one in this world not dying for more power and more polygons? Oh well, when I still reply King's Field 1, I think it is visually stunning.

Happy Holidays,
Matt

On Wed, 06 Aug 1997 05:28:33 GMT, pbureau@odyssee.net (Patrick Bureau) wrote:

>On 6 Aug 1997 00:40:03 GMT, "Don Thomas"
><don_thomas@interactive.sony.com> wrote:
>
>>As you know, there is no PlayStation2 to speak of at this point. Obviously,
>>any highly successful high-tech company has to look ahead and, rest
>>assured, Sony has R&D people very busy. At the same time technology changes
>>very quickly and what people think may happen in the years ahead may be
>>very far from the truth. Consequently, it is very difficult to discuss
>>things that don't yet exist in the real world.
>
>I was just pointing out what could be done with off-the-shelf
>components with a 1999-2000 release date and a $300 price tag in mind.
>I don't wish to take decisions for Sony or to look like I know
>everything :) Moreover, I'm not attempting to make Sony "spill the
>beans" about the PSX2. It was only an attempt to give my thoughts
>about the NY and the PSX future and to bring up a new thread in the
>newsgroup.
>
>Then again, I've got a new reflexion today.
>I think the main question Sony's debating at the moment is to include
>a DVD player or a fast cd-rom player in the next PSX. Sure at this
>moment DVD-ROM players cost around 400-500 bucks. But who knows at
>what speed prices are gonna drop?
>
>After all, two years ago you could get a 2x cd-rom drive or a 2 megs
>ram SIMM for a little less than $100. Now, for the same price you can
>purchase a 24x cd-rom drive or a 32 meg SIMM!
>
>The other thing is that if Sony chooses to adopt the DVD in their next
>incarnation of the PSX, it would really push the DVD industry.
>Imagine, two years after the release of a DVD-PSX you could have 15
>million homes with DVD players!
>>
>>Regardless of any PSX2 that may come one day, you know that 17 million
>>PlayStations that are out there now are impressive numbers and that many
>>people aren't going to swing over to any new system overnight. PlayStation
>>as we know it today has a lot of life in it for years to come.
>
>Just to clear one point. In the latest Next-Generation magazine, at
>the question: "But you're still involved with PlayStation 2?", Mr. Ken
>Kutaragi answered: "I am head of the development team, so yes, you
>could say that I'm still involved."
>
>That's why I talked about a 1999-2000 release date. If you take
>account that Sega will probably release their Black Belt system a year
>sooner than the PSX2. Sega is in a real bad situation due to the
>domination of PlayStation sales and they must rush a new product to
>the market. But Sony can't wait much after that to release their own
>system because I don't think Sony wants the same fate as the
>Nintendo64 :)
>
>>
>>Thanks for supporting the world's favorite system!
>
>No problem, I gave my support since September 9,1995! Why stop now? :)
>
>And as a side note, I know that you can't comment much about the PSX2

>or a possible Net Yaroze 2 for security reasons or maybe you don't
>even know much more than we do about these projects, but I'm still
>grateful for your participation in this thread. Thanks!
>
>Patrick Bureau

--MESSAGE FILE 17023 END: ./2 SCEA/yaroze/freetalk/000000232html.html

--MESSAGE FILE 17024 START: ./2 SCEA/yaroze/freetalk/000000233html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Thu, 25 Dec 1997 05:01:54 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <34a1e792.735637@news.scea.sony.com>
References: <349f7e07.1146308@news.scea.sony.com>
NNTP-Posting-Host: dial-up38.pdrpip.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Cool! That would probally be better to me too I will try to get some
chttating started (Providing it is ok with sony) than as soon as I get
back from vacation if because thats sounds better for most people I am
on vacition from college myself. (This is why I havent replyed to your
emails yet my STMP server from home wolnt let me send mail from my
parents internet accound :(but I will get back to everyone as soon as
possible) I should be home on th 4th which is around when everyone
should be back from their vacations so it will be a good time to start
things up. Also just so you know matthew the message posted great!
--MESSAGE FILE 17024 END: ./2 SCEA/yaroze/freetalk/000000233html.html

--MESSAGE FILE 17025 START: ./2 SCEA/yaroze/freetalk/000000234html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: New files: SwitchEm.zip and doteater.zip
Date: Sun, 28 Dec 1997 14:37:38 -0600
Organization: (no organization)
Lines: 11
Message-ID: <34A6B892.3124@charlie.cns.iit.edu>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

If you have not checked out my web page lately, you might want
to have a look.

I've uploaded some stuff. Most recently, a 3D version of the game
"Lights Out(tm)", or "Merlin(tm) Magic Square", which are loosly
based on the classic "Life" computer program. A few days ago,
a "PacMan(tm)" like game.

Happy Holidays!
Ed Federmeyer
http://www.scea.sony.com/net/yaroze/pages/efedermeyer.html

--MESSAGE FILE 17025 END: ./2 SCEA/yaroze/freetalk/000000234html.html

--MESSAGE FILE 17026 START: ./2 SCEA/yaroze/freetalk/000000235html.html
Path: chuka.playstation.co.uk!ira.rainey
From: ira.rainey@btinternet.com (Ira Rainey)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Change of details
Date: Sun, 28 Dec 1997 21:41:57 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <ira.rainey-2812972141580001@host5-99-57-93.btinternet.com>
NNTP-Posting-Host: host5-99-57-93.btinternet.com
X-Newsreader: MT-NewsWatcher 2.3.5
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:235
scee.yaroze.freetalk.english:277

Just a short note for all who wish to contact me, I have changed service
providers and so have obviously changed e-mail address.

My new e-mail address is:

ira.rainey@btinternet.com

Happy new year

Ira
--MESSAGE FILE 17026 END: ./2 SCEA/yaroze/freetalk/000000235html.html

--MESSAGE FILE 17027 START: ./2 SCEA/yaroze/freetalk/000000236html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jasonj@mindspring.com (Jason Jones)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Questions about E3
Date: Mon, 29 Dec 1997 20:10:06 GMT
Organization: SCEA News Server
Lines: 32
Message-ID: <3366472f.2173924@news.scea.sony.com>
References: <348d756e.849040@news.scea.sony.com>
<34a14207.454387@news.scea.sony.com>
NNTP-Posting-Host: socks7d.raleigh.ibm.com
X-Newsreader: Forte Free Agent 1.1/32.230

Hello,
   E3 costs about $75 to get in for the three days. Since it was local
this year in Atlanta I went. Just go to the registration area and give
them a company name. Doesn't matter to them, as long as they get their
money.

Jason

On Wed, 24 Dec 1997 17:13:15 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:

>   Hello Mike,
>   Sorry to dissapoint you, but E3 is a business insider event. Now,
>maybe Sony might arrange for we Yarozers to go, but I really doubt it
>and I would not hold my breath.
>   But, if you would like to check out some information about next
>years event, you can go to:
>http://www.e3expo.com/
>I think we all wish we could go...
>   Matt

>
>
>On Mon, 08 Dec 1997 22:34:16 GMT, dajudge@inficad.com (Michael
>Klucher) wrote:
>
>>Hello I hope I am not bothering too many people with all my posts. I
>>had some questions about E3 maily the big one is are we allowed to
>>attend? and if so does it cost anything? I have always wanted to go to
>>this but I was just wondering any help would be appericated thanks a
>>buch
>

--MESSAGE FILE 17027 END: ./2 SCEA/yaroze/freetalk/000000236html.html

--MESSAGE FILE 17028 START: ./2 SCEA/yaroze/freetalk/000000237html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: Selamat Datang!!!
Date: 5 Jan 1998 18:48:29 GMT
Organization: WermX Software
Lines: 23
Message-ID: <01bd1a0b$100a12e0$d0bf43ce@wkwerner>
NNTP-Posting-Host: port108.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

Hi, All!

Haven't been exactly too active lately, so I am sure
I won't be missed :(but I am heading out to Malaysia
for an adventure (Louis Wu goes on sabatical). I am
leaving on Jan 16 and returning sometime in April.

I am going for the beautiful beaches, scuba-diving,
great food, beautiful women and pristine jungles. I am
taking an appartment in Peneng (The Pearl of the Orient)
for the three months. I might set up an inet account
while there, so, people just might hear from me.

Has anyone else been to Malaysia? Any Malaysians lurking?
If so, I would appreciate any email of suggestions,
ideas, warnings, etc.

"The journey of a thousand miles begins with a single step."
(I think that is Lao Tse)
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 17028 END: ./2 SCEA/yaroze/freetalk/000000237html.html

--MESSAGE FILE 17029 START: ./2 SCEA/yaroze/freetalk/000000238html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry Jessop <Jerry_Jessop@playstation.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Selamat Datang!!!
Date: Mon, 05 Jan 1998 11:51:29 -0800
Organization: Playstation R&D
Lines: 57
Message-ID: <34B139C0.56DD@playstation.sony.com>
References: <01bd1a0b$100a12e0$d0bf43ce@wkwerner>
NNTP-Posting-Host: 206.41.6.40

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Well Wayne, it's not exactly a Yaroze topic but maybe some of the components are made there.

I have been to Malaysia probably 15 or so times and have visited Penang twice. You will find the Indian Ocean side of the Island very nice, but the Georgtown side (towards the mainland) is very industrial. Just past the Airport is the "Snake Temple" check it out.

Intel has a large facility near the Airport that bonds Pentium dies into the ceramic packages. National Semi and Motorola have facilities also....and most Barbie dolls are assembled in Penang by Mattel.

I really recommend you rent a car and visit the capitol Kuala Lumpur (about a 5 hour drive) and spend a few days there, very interesting place. By all means stop at "Bahtu Caverns" just outside of town towards the mountains. For beautiful beaches and unspoiled countryside you need to get to the China sea coast of Malaysia, fantastic country! Try and visit the Tioman Islands also if you get a chance. You could also drive an hour south of Kuala Lumpur to Seremban and drop into the Sony monitor factory :)

Always enjoyed the people and countryside in Malaysia, have a great trip and don't forget to write......some Yaroze code that is :)

Regards,

Jerry Jessop
SCEA Hardware Engineer

* All opinions expressed are my own and not my employers *

Wayne K. Werner wrote:
>
> Hi, All!
>
> Haven't been exactly too active lately, so I am sure
> I won't be missed :(but I am heading out to Malaysia
> for an adventure (Louis Wu goes on sabatical). I am
> leaving on Jan 16 and returning sometime in April.
>
> I am going for the beautiful beaches, scuba-diving,
> great food, beautiful women and pristine jungles. I am
> taking an appartment in Peneng (The Pearl of the Orient)
> for the three months. I might set up an inet account
> while there, so, people just might hear from me.
>
> Has anyone else been to Malaysia? Any Malaysians lurking?
> If so, I would appreciate any email of suggestions,
> ideas, warnings, etc.
>
> "The journey of a thousand miles begins with a single step."
> (I think that is Lao Tse)
> --
> Wayne K. Werner
> wkwerner@con2.com
--MESSAGE FILE 17029 END: ./2 SCEA/yaroze/freetalk/000000238html.html

--MESSAGE FILE 17030 START: ./2 SCEA/yaroze/freetalk/000000239html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Sean D. Evans" <sevans@worldchat.com>
Newsgroups: scea.yaroze.freetalk
Subject: Japanese Games on Net Yaroze?
Date: Mon, 5 Jan 1998 20:17:49 -0500
Organization: SCEA News Server
Lines: 12
Message-ID: <68s0ej$vi3@scea>
NNTP-Posting-Host: rlan5-p6.wchat.on.ca
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

I thought the Net Yaroze was supposed to be able to play all PlayStation games. A friend of mine has some Japanese games and he brought them over for me to see but my Net Yaroze sees them as Music CD's only. It won't play them.

Am I wrong in saying that NY will play international games?

Thanks

Sean D. Evans

--MESSAGE FILE 17030 END: ./2 SCEA/yaroze/freetalk/000000239html.html

--MESSAGE FILE 17031 START: ./2 SCEA/yaroze/freetalk/000000240html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Mon, 05 Jan 1998 19:46:20 -0600
Organization: SCEA News Server
Lines: 19
Message-ID: <34B18CEC.678E069B@ix.netcom.com>
References: <68s0ej$vi3@scea>
NNTP-Posting-Host: dgr-il2-01.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Sean D. Evans wrote:

> I thought the Net Yaroze was supposed to be able to play all
> PlayStation
> games. A friend of mine has some Japanese games and he brought them
> over
> for me to see but my Net Yaroze sees them as Music CD's only. It
> won't play
> them.
>
> Am I wrong in saying that NY will play international games?

The Japanese games you tried to play were probably pirated CDs. There's no other explanation because the Net Yaroze certainly plays Japanese games. Ever since I recieved my Net Yaroze, I've been playing the latest Japanese games via numerous import companies.

Manny Najera

--MESSAGE FILE 17031 END: ./2 SCEA/yaroze/freetalk/000000240html.html

--MESSAGE FILE 17032 START: ./2 SCEA/yaroze/freetalk/000000241html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry Jessop <Jerry_Jessop@playstation.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Mon, 05 Jan 1998 18:06:30 -0800
Organization: Playstation R&D
Lines: 31
Message-ID: <34B191A6.3107@playstation.sony.com>
References: <68s0ej$vi3@scea>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Sean,

A Yaroze will indeed play any game without regard to it's territorial
lockout so it should have worked. Are you certain the CD's were not
CDR's or pirate silver CD's (commonly called HK's) that you were trying?

If the CD surface was not black, it will not boot on a Yaroze. The
Yaroze still checks for a valid ECC header or "wiz" code that all
authorized PlayStation CD's have. The only PlayStation's that do not
check for all codes (that Sony sells) are the professional blue or green
debug units.

Best Regards,

Jerry Jessop
SCEA Hardware Engineer

Sean D. Evans wrote:
>
> I thought the Net Yaroze was supposed to be able to play all PlayStation
> games. A friend of mine has some Japanese games and he brought them over
> for me to see but my Net Yaroze sees them as Music CD's only. It won't play
> them.
>
> Am I wrong in saying that NY will play international games?
>
> Thanks
>
> Sean D. Evans
--MESSAGE FILE 17032 END: ./2 SCEA/yaroze/freetalk/000000241html.html

--MESSAGE FILE 17033 START: ./2 SCEA/yaroze/freetalk/000000242html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Tue, 06 Jan 1998 03:41:44 GMT
Organization: SCEA News Server
Lines: 42
Message-ID: <34b1a770.938642@news.scea.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>

NNTP-Posting-Host: ip73.ts9.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

I have also played japanese games fine on my yaroze also what is
different in the green one? Is that the new version that the SCEA guy
was takling about in NextGen?? Also if anyone from SCEA reads this if
you do ever make a playstation 2 or whatever (lets just say a new
model machine) I really hope you do keep them blue or even better make
the yaroze's blue cause ya know thats a cool color <GRIN>

On Mon, 05 Jan 1998 18:06:30 -0800, Jerry Jessop
<Jerry_Jessop@playstation.sony.com> wrote:

>Sean,
>
>A Yaroze will indeed play any game without regard to it's territorial
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>CDR's or pirate silver CD's (commonly called HK's) that you were trying?
>
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>authorized PlayStation CD's have. The only PlayStation's that do not
>check for all codes (that Sony sells) are the professional blue or green
>debug units.
>
>Best Regards,
>
>Jerry Jessop
>SCEA Hardware Engineer
>
>
>
>Sean D. Evans wrote:
>>
>> I thought the Net Yaroze was supposed to be able to play all PlayStation
>> games. A friend of mine has some Japanese games and he brought them over
>> for me to see but my Net Yaroze sees them as Music CD's only. It won't play
>> them.
>>
>> Am I wrong in saying that NY will play international games?
>>
>> Thanks
>>
>> Sean D. Evans

--MESSAGE FILE 17033 END: ./2 SCEA/yaroze/freetalk/000000242html.html

--MESSAGE FILE 17034 START: ./2 SCEA/yaroze/freetalk/000000243html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Tue, 06 Jan 1998 03:43:05 GMT
Organization: SCEA News Server
Lines: 2
Message-ID: <34b3a811.1098914@news.scea.sony.com>
References: <349f7e07.1146308@news.scea.sony.com>
NNTP-Posting-Host: ip73.ts9.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Well I am back from vacation and still havent heard anything about the chat stuff yet. but hopefully we can still get something started.
--MESSAGE FILE 17034 END: ./2 SCEA/yaroze/freetalk/000000243html.html

--MESSAGE FILE 17035 START: ./2 SCEA/yaroze/freetalk/000000244html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Tue, 06 Jan 1998 03:48:03 GMT
Organization: L4 Software
Lines: 11
Message-ID: <34b1a948.13677186@205.149.189.29>
References: <349f7e07.1146308@news.scea.sony.com>
<34b3a811.1098914@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Sounds good to me. Lets start by deciding on a good time to do it. Suggestions anyone?

Mario

On Tue, 06 Jan 1998 03:43:05 GMT, dajudge@inficad.com (Michael Klucher) wrote:

>Well I am back from vacation and still havent heard anything about the
>chat stuff yet. but hopefully we can still get something started.

--MESSAGE FILE 17035 END: ./2 SCEA/yaroze/freetalk/000000244html.html

--MESSAGE FILE 17036 START: ./2 SCEA/yaroze/freetalk/000000245html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Tue, 06 Jan 1998 03:55:25 GMT
Organization: SCEA News Server
Lines: 2
Message-ID: <34b7aae9.1827813@news.scea.sony.com>
References: <349f7e07.1146308@news.scea.sony.com>
NNTP-Posting-Host: ip73.ts9.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Fridays are good for me. Also should I write an email directly to SCEA about the IRC thing or do they usually read these posts.
--MESSAGE FILE 17036 END: ./2 SCEA/yaroze/freetalk/000000245html.html

--MESSAGE FILE 17037 START: ./2 SCEA/yaroze/freetalk/000000246html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Tue, 06 Jan 1998 04:15:05 GMT
Organization: L4 Software

Lines: 12
Message-ID: <34b1af8f.15284552@205.149.189.29>
References: <349f7e07.1146308@news.scea.sony.com>
<34b7aae9.1827813@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

I'll be talking with them about this very subject before the week is
out. I'll let everyone know what's decided here.

Mario

On Tue, 06 Jan 1998 03:55:25 GMT, dajudge@inficad.com (Michael
Klucher) wrote:

>Fridays are good for me. Also should I write an email directly to SCEA
>about the IRC thing or do they usually read these posts.

--MESSAGE FILE 17037 END: ./2 SCEA/yaroze/freetalk/000000246html.html

--MESSAGE FILE 17038 START: ./2 SCEA/yaroze/freetalk/000000247html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry Jessop <Jerry_Jessop@playstation.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Tue, 06 Jan 1998 09:03:11 -0800
Organization: Playstation R&D
Lines: 65
Message-ID: <34B263CF.5A2C@playstation.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Michael,

The "green" debugs vs "blue" debugs have a latter revision GPU that
takes advantage of a different VRAM configuration than the original
model. This facilitated some cost savings that are always a priority. A
few other changes were incorporated into the latter rev GPU but they are
fairly minimal.

The "green" debugs more closely represent the actual hardware sold to
consumers. Unfortunatly there is no real good story to tell here, it was
driven mainly because the old GPU's were no longer availible.

And before you ask, the Yaroze hardware (and consumer units) have the
same GPU and VRAM as in the "green" debugs.

Jerry

SCEA Hardware Engineer

Michael Klucher wrote:
>
> I have also played japanese games fine on my yaroze also what is

> different in the green one? Is that the new version that the SCEA guy
> was takling about in NextGen?? Also if anyone from SCEA reads this if
> you do ever make a playstation 2 or whatever (lets just say a new
> model machine) I really hope you do keep them blue or even better make
> the yaroze's blue cause ya know thats a cool color <GRIN>
>
> On Mon, 05 Jan 1998 18:06:30 -0800, Jerry Jessop
> <Jerry_Jessop@playstation.sony.com> wrote:
>
> >Sean,
> >
> >A Yaroze will indeed play any game without regard to it's territorial
> >lockout so it should have worked. Are you certain the CD's were not
> >CDR's or pirate silver CD's (commonly called HK's) that you were trying?
> >
> >If the CD surface was not black, it will not boot on a Yaroze. The
> >Yaroze still checks for a valid ECC header or "wiz" code that all
> >authorized PlayStation CD's have. The only PlayStation's that do not
> >check for all codes (that Sony sells) are the professional blue or green
> >debug units.
> >
> >Best Regards,
> >
> >Jerry Jessop
> >SCEA Hardware Engineer
> >
> >
> >
> >Sean D. Evans wrote:
> >>
> >> I thought the Net Yaroze was supposed to be able to play all PlayStation
> >> games. A friend of mine has some Japanese games and he brought them over
> >> for me to see but my Net Yaroze sees them as Music CD's only. It won't
play
> >> them.
> >>
> >> Am I wrong in saying that NY will play international games?
> >>
> >> Thanks
> >>
> >> Sean D. Evans
--MESSAGE FILE 17038 END: ./2 SCEA/yaroze/freetalk/000000247html.html

--MESSAGE FILE 17039 START: ./2 SCEA/yaroze/freetalk/000000248html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Tue, 06 Jan 1998 19:27:54 GMT
Organization: SCEA News Server
Lines: 1
Message-ID: <34b2859f.466310@news.scea.sony.com>
References: <349f7e07.1146308@news.scea.sony.com>
NNTP-Posting-Host: ip235.ts4.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Cool thanks for all you help in this mario I really appericate it!
--MESSAGE FILE 17039 END: ./2 SCEA/yaroze/freetalk/000000248html.html

--MESSAGE FILE 17040 START: ./2 SCEA/yaroze/freetalk/000000249html.html
Path: chuka.playstation.co.uk!news
From: Scott Barnett <scott@snrc.uow.edu.au>
Newsgroups: scea.yaroze.freetalk
Subject: I/O on the Yaroze
Date: Wed, 07 Jan 1998 08:07:26 +1100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <34B29D0E.5D23@snrc.uow.edu.au>
NNTP-Posting-Host: babe.snrc.uow.edu.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (X11; I; SunOS 5.5 sun4c)

Hi,

I'm looking for some advice regarding performing I/O using either the
serial or parallel port on the PlayStation. It doesn't seem that the
Yaroze libraries support this at all. Can I get sufficient hardware
info. to make it possible to write my own libraries ? Has anyone
tried such a thing, and if successful, how ??

Any tips are appreciated, regards
--
_____
Scott Barnett - Switched Networks Research Centre - Uni. of Wollongong
*Email: scott@snrc.uow.edu.au *Ph: +61 42 21 4984 *Fax: +61 42 21 3236
All opinions expressed above... blah blah blah ... yak yak yak........
_____
                Fast, Cheap, Good: Choose any two.
_____
--MESSAGE FILE 17040 END: ./2 SCEA/yaroze/freetalk/000000249html.html

--MESSAGE FILE 17041 START: ./2 SCEA/yaroze/freetalk/000000250html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Tue, 06 Jan 1998 12:45:25 -0600
Organization: SCEA News Server
Lines: 4
Message-ID: <34B27BC4.BBB66BE4@ix.netcom.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
NNTP-Posting-Host: dgr-il9-23.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

By the way, how much would a blue PlayStation cost?

Manny Najera

--MESSAGE FILE 17041 END: ./2 SCEA/yaroze/freetalk/000000250html.html

--MESSAGE FILE 17042 START: ./2 SCEA/yaroze/freetalk/000000251html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry Jessop <Jerry_Jessop@playstation.sony.com>
Newsgroups: scea.yaroze.freetalk

Subject: Re: Japanese Games on Net Yaroze?
Date: Wed, 07 Jan 1998 17:37:54 -0800
Organization: Playstation R&D
Lines: 13
Message-ID: <34B42DF2.33AB@playstation.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

I'm not certain I can give out that information :(

It's fair to say their expensive, but not as overpriced as some people
report. They are only availible to registered professional developers in
any case.

Jerry

Manny Najera wrote:
>
> By the way, how much would a blue PlayStation cost?
>
> Manny Najera
--MESSAGE FILE 17042 END: ./2 SCEA/yaroze/freetalk/000000251html.html

--MESSAGE FILE 17043 START: ./2 SCEA/yaroze/freetalk/000000252html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry Jessop <Jerry_Jessop@playstation.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: I/O on the Yaroze
Date: Wed, 07 Jan 1998 17:46:50 -0800
Organization: Playstation R&D
Lines: 32
Message-ID: <34B4300A.3DD5@playstation.sony.com>
References: <34B29D0E.5D23@snrc.uow.edu.au>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Scott Barnett wrote:

Scott,

It's my understanding that the Yaroze libraries do not include any
support for serial or parallel I/O.

There is nothing hardware wise that would prevent you from using either.
How much info we could release is another matter, probably very little.

Jerry Jessop
SCEA Hardware Engineer

> Hi,
>
> I'm looking for some advice regarding performing I/O using either the

> serial or parallel port on the PlayStation. It doesn't seem that the
> Yaroze libraries support this at all. Can I get sufficient hardware
> info. to make it possible to write my own libraries ? Has anyone
> tried such a thing, and if successful, how ??
>
> Any tips are appreciated, regards
> --
> ____
> Scott Barnett - Switched Networks Research Centre - Uni. of Wollongong
> *Email: scott@snrc.uow.edu.au *Ph: +61 42 21 4984 *Fax: +61 42 21 3236
> All opinions expressed above... blah blah blah ... yak yak yak........
> ____
>   Fast, Cheap, Good: Choose any two.
> ____
--MESSAGE FILE 17043 END: ./2 SCEA/yaroze/freetalk/000000252html.html

--MESSAGE FILE 17044 START: ./2 SCEA/yaroze/freetalk/000000253html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Thu, 08 Jan 1998 02:23:54 GMT
Organization: SCEA News Server
Lines: 28
Message-ID: <34b43705.337554@news.scea.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
NNTP-Posting-Host: ip13.ts7.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Umm I have a question and I dont mean to sound rude so please dont
take it that way,but why does it seem that everyting is so tight
lipped at sony? I can uderstand about like not commenting about new
products and stuff? I also wanted to know how much it's costs but I
understand if you cant say anything. but like I said I just wondered
why they dont give out things like that (I would think that it would
be a good thing that word would get around about how it's affordable).
Is that why you fill out that form and stuff on the SCEA web site does
like some from sony contact you and explain stuff (Not that I would do
that but I am guessing this is why). But thanks for hearing me out.

On Wed, 07 Jan 1998 17:37:54 -0800, Jerry Jessop
<Jerry_Jessop@playstation.sony.com> wrote:

>I'm not certain I can give out that information :(
>
>It's fair to say their expensive, but not as overpriced as some people
>report. They are only availible to registered professional developers in
>any case.
>
>Jerry
>
>Manny Najera wrote:
>>
>> By the way, how much would a blue PlayStation cost?
>>
>> Manny Najera

--MESSAGE FILE 17044 END: ./2 SCEA/yaroze/freetalk/000000253html.html

--MESSAGE FILE 17045 START: ./2 SCEA/yaroze/freetalk/000000254html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: I/O on the Yaroze
Date: Wed, 07 Jan 1998 18:36:14 -0800
Organization: SCEA News Server
Lines: 24
Message-ID: <34B43B9E.4585@concentric.net>
References: <34B29D0E.5D23@snrc.uow.edu.au> <34B4300A.3DD5@playstation.sony.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts009d19.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

But we're given the "ioctl()" routine which performs many serial I/O
functions. Mark Jawad and myself have been trying to get some sort
of Yaroze/PC communications program going to no avail. The header file
for "ioctl()" isn't very helpful and the green reference manual doesn't
say much either.

I assume since we're given that function then we should be able to use
it. As such it would cool if we could get questions answered about
serial I/O.

Scott

Jerry Jessop wrote:
> Scott,
>
> It's my understanding that the Yaroze libraries do not include any
> support for serial or parallel I/O.
>
> There is nothing hardware wise that would prevent you from using either.
> How much info we could release is another matter, probably very little.
>
> Jerry Jessop
> SCEA Hardware Engineer
--MESSAGE FILE 17045 END: ./2 SCEA/yaroze/freetalk/000000254html.html

--MESSAGE FILE 17046 START: ./2 SCEA/yaroze/freetalk/000000255html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nelson Santos" <nsantos@total.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: New files: SwitchEm.zip and doteater.zip
Date: 8 Jan 1998 04:53:28 GMT
Organization: SCEA News Server
Lines: 28
Message-ID: <01bd1c0b$a9cacc60$1454eccd@nsantos>
References: <34A6B892.3124@charlie.cns.iit.edu>
NNTP-Posting-Host: ppp-annex-0210.tor.total.net
X-Newsreader: Microsoft Internet News 4.70.1160

Hi Ed,

I would just like to say that I am impressed with the quantity of material
you are releasing for the Yaroze! Keep it up!

I just visited your page today as a matter of fact and downloaded and tried all of your games. I love it when I see people actually getting into this. Don't slow down!!

C Ya.

Nelson Santos

Ed Federmeyer <fedeedw@charlie.cns.iit.edu> wrote in article <34A6B892.3124@charlie.cns.iit.edu>...
> If you have not checked out my web page lately, you might want
> to have a look.
>
> I've uploaded some stuff. Most recently, a 3D version of the game
> "Lights Out(tm)", or "Merlin(tm) Magic Square", which are loosly
> based on the classic "Life" computer program. A few days ago,
> a "PacMan(tm)" like game.
>
> Happy Holidays!
> Ed Federmeyer
> http://www.scea.sony.com/net/yaroze/pages/efedermeyer.html
>
--MESSAGE FILE 17046 END: ./2 SCEA/yaroze/freetalk/000000255html.html

--MESSAGE FILE 17047 START: ./2 SCEA/yaroze/freetalk/000000256html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Thu, 08 Jan 1998 01:59:17 GMT
Organization: SCEA News Server
Lines: 40
Message-ID: <34b431d8.47153261@news.scea.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com> <34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com> <34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com> <34b43705.337554@news.scea.sony.com>
NNTP-Posting-Host: client-119-26.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Oh well, it is just a rumor I heard, but I heard $20,000. We all know how valuable rumors are, don't we? You're paying for the libraries and the professional support anyway, the development kits don't seem to be any different than our grey units.
   Matt

On Thu, 08 Jan 1998 02:23:54 GMT, dajudge@inficad.com (Michael Klucher) wrote:

>Umm I have a question and I dont mean to sound rude so please dont
>take it that way,but why does it seem that everyting is so tight
>lipped at sony? I can uderstand about like not commenting about new
>products and stuff? I also wanted to know how much it's costs but I
>understand if you cant say anything. but like I said I just wondered
>why they dont give out things like that (I would think that it would
>be a good thing that word would get around about how it's affordable).
>Is that why you fill out that form and stuff on the SCEA web site does
>like some from sony contact you and explain stuff (Not that I would do
>that but I am guessing this is why). But thanks for hearing me out.
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>On Wed, 07 Jan 1998 17:37:54 -0800, Jerry Jessop
><Jerry_Jessop@playstation.sony.com> wrote:
>
>>I'm not certain I can give out that information :(
>>
>>It's fair to say their expensive, but not as overpriced as some people
>>report. They are only availible to registered professional developers in
>>any case.
>>
>>Jerry
>>
>>Manny Najera wrote:
>>>
>>> By the way, how much would a blue PlayStation cost?
>>>
>>> Manny Najera
>

--MESSAGE FILE 17047 END: ./2 SCEA/yaroze/freetalk/000000256html.html

--MESSAGE FILE 17048 START: ./2 SCEA/yaroze/freetalk/000000257html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: I/O on the Yaroze
Date: Thu, 08 Jan 1998 11:47:17 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <34b4b8ca.1757210@www-s.playstation.co.uk>
References: <34B29D0E.5D23@snrc.uow.edu.au> <34B4300A.3DD5@playstation.sony.com>
<34B43B9E.4585@concentric.net>
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Wed, 07 Jan 1998 18:36:14 -0800, Scott Cartier
<dsyaroze@concentric.net> wrote:
>But we're given the "ioctl()" routine which performs many serial I/O
>functions. Mark Jawad and myself have been trying to get some sort
>of Yaroze/PC communications program going to no avail. The header file
>for "ioctl()" isn't very helpful and the green reference manual doesn't
>say much either.

The lib40 manual says that peripheral devices should document
themselves so you can use ioctl to control them. Not altogether
useful, but not surprising.

>I assume since we're given that function then we should be able to use
>it. As such it would cool if we could get questions answered about
>serial I/O.

The Sony engineers who created the Yaroze libs probably had a
different assumption, namely that it would've been potentially
dangerous to meddle too much with the header files just for the
purposes of cleanliness.

- Gil
--MESSAGE FILE 17048 END: ./2 SCEA/yaroze/freetalk/000000257html.html

--MESSAGE FILE 17049 START: ./2 SCEA/yaroze/freetalk/000000258html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk

Subject: Re: Japanese Games on Net Yaroze?
Date: Thu, 08 Jan 1998 11:51:33 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <34b4bd0c.2847300@www-s.playstation.co.uk>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
<34b43705.337554@news.scea.sony.com> <34b431d8.47153261@news.scea.sony.com>
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Thu, 08 Jan 1998 01:59:17 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:
>   Oh well, it is just a rumor I heard, but I heard $20,000. We all
>know how valuable rumors are, don't we? You're paying for the
>libraries and the professional support anyway, the development kits
>don't seem to be any different than our grey units.

Have a word squire! The pro devkit is significantly better :) You get
a more powerful assembler/linker/debugger. In Windows. And the
download speed is much faster. And you can emulate CD access from hard
disk. And it's still the GNU compiler, but you can use C++. If you're
mad.

"Don't seem to be any different", huh! (exits in tears)

- Gil
--MESSAGE FILE 17049 END: ./2 SCEA/yaroze/freetalk/000000258html.html

--MESSAGE FILE 17050 START: ./2 SCEA/yaroze/freetalk/000000259html.html
Path: chuka.playstation.co.uk!news
From: "CRAIG GRAHAM" <c_graham@intelligent-group.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: I/O on the Yaroze
Date: 8 Jan 1998 11:51:03 GMT
Organization: Intelligent Research Ltd
Lines: 20
Message-ID: <01bd1c2c$c8c90d40$6c0b0a0a@newcastle.twowaytv.co.uk>
References: <34B29D0E.5D23@snrc.uow.edu.au>
NNTP-Posting-Host: 194.131.235.3
X-Newsreader: Microsoft Internet News 4.70.1161

Scott Barnett <scott@snrc.uow.edu.au> wrote in article
<34B29D0E.5D23@snrc.uow.edu.au>...
> Hi,
>
> I'm looking for some advice regarding performing I/O using either the
> serial or parallel port on the PlayStation. It doesn't seem that the
> Yaroze libraries support this at all. Can I get sufficient hardware
> info. to make it possible to write my own libraries ? Has anyone
> tried such a thing, and if successful, how ??
>
> Any tips are appreciated, regards

You can get some code to use the parallel port for comms from my WWW site
(europe). There's also a PC side fileserver program....

Only works if you have an Action Replay / Game Shark + PC comms link card.

Craig Graham.

--MESSAGE FILE 17050 END: ./2 SCEA/yaroze/freetalk/000000259html.html

--MESSAGE FILE 17051 START: ./2 SCEA/yaroze/freetalk/000000260html.html
Path: chuka.playstation.co.uk!news
From: "CRAIG GRAHAM" <c_graham@intelligent-group.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: 8 Jan 1998 11:56:20 GMT
Organization: Intelligent Research Ltd
Lines: 15
Message-ID: <01bd1c2d$85847b40$6c0b0a0a@newcastle.twowaytv.co.uk>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
<34b43705.337554@news.scea.sony.com> <34b431d8.47153261@news.scea.sony.com>
NNTP-Posting-Host: 194.131.235.3
X-Newsreader: Microsoft Internet News 4.70.1161

Matthew Hulett <matth@bellatlantic.net> wrote in article
<34b431d8.47153261@news.scea.sony.com>...
>
>   Oh well, it is just a rumor I heard, but I heard $20,000. We all
> know how valuable rumors are, don't we? You're paying for the
> libraries and the professional support anyway, the development kits
> don't seem to be any different than our grey units.
>   Matt
>

Debug Playstation isn't the same as the expensive dev kit you're thinging
of. You don't use a Debug Station for development, you use it for play
testing.

Craig.
--MESSAGE FILE 17051 END: ./2 SCEA/yaroze/freetalk/000000260html.html

--MESSAGE FILE 17052 START: ./2 SCEA/yaroze/freetalk/000000261html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry Jessop <Jerry_Jessop@playstation.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Thu, 08 Jan 1998 09:19:40 -0800
Organization: Playstation R&D
Lines: 50
Message-ID: <34B50AAC.6FE8@playstation.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
<34b43705.337554@news.scea.sony.com>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Fair question Michael. I'll give you my personal feelings on the matter.

If I were to just throw out a price it really could cause many problems,
and not just for me. I'm not certain that some developers have not been
given certain "discounts" and so would rather just keep the information
less specific. The professional tools are rather extensive and many
hardware variations exist. Don't forget that this price also includes a
very extensive support team that factors into their costs. As the price

of a blue debug unit is really not relavent to the Yaroze user, it just makes more sense to say what I did and not give specifics that could be wrong or misinterpreted.

And no a blue debug does not even come close to costing $20,000 :)

In all honesty Sony has been much more open than any other console manufacturer by leaps and bounds..... or we would not be having this discussion. I wish we were a little more open with hardware information but then all hardware guys would say that.

Jerry

Michael Klucher wrote:
>
> Umm I have a question and I dont mean to sound rude so please dont
> take it that way,but why does it seem that everyting is so tight
> lipped at sony? I can uderstand about like not commenting about new
> products and stuff? I also wanted to know how much it's costs but I
> understand if you cant say anything. but like I said I just wondered
> why they dont give out things like that (I would think that it would
> be a good thing that word would get around about how it's affordable).
> Is that why you fill out that form and stuff on the SCEA web site does
> like some from sony contact you and explain stuff (Not that I would do
> that but I am guessing this is why). But thanks for hearing me out.
>
> On Wed, 07 Jan 1998 17:37:54 -0800, Jerry Jessop
> <Jerry_Jessop@playstation.sony.com> wrote:
>
> >I'm not certain I can give out that information :(
> >
> >It's fair to say their expensive, but not as overpriced as some people
> >report. They are only availible to registered professional developers in
> >any case.
> >
> >Jerry
> >
> >Manny Najera wrote:
> >>
> >> By the way, how much would a blue PlayStation cost?
> >>
> >> Manny Najera
--MESSAGE FILE 17052 END: ./2 SCEA/yaroze/freetalk/000000261html.html

--MESSAGE FILE 17053 START: ./2 SCEA/yaroze/freetalk/000000262html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry Jessop <Jerry_Jessop@playstation.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: I/O on the Yaroze
Date: Thu, 08 Jan 1998 09:28:08 -0800
Organization: Playstation R&D
Lines: 32
Message-ID: <34B50CA8.88D@playstation.sony.com>
References: <34B29D0E.5D23@snrc.uow.edu.au> <34B4300A.3DD5@playstation.sony.com>
<34B43B9E.4585@concentric.net>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

I'm not a Yaroze coder but I might suggest you check out the "floating worlds" members page. It appears that they have some pretty cool serial

stuff going.

Jerry

Scott Cartier wrote:
>
> But we're given the "ioctl()" routine which performs many serial I/O
> functions. Mark Jawad and myself have been trying to get some sort
> of Yaroze/PC communications program going to no avail. The header file
> for "ioctl()" isn't very helpful and the green reference manual doesn't
> say much either.
>
> I assume since we're given that function then we should be able to use
> it. As such it would cool if we could get questions answered about
> serial I/O.
>
> Scott
>
> Jerry Jessop wrote:
> > Scott,
> >
> > It's my understanding that the Yaroze libraries do not include any
> > support for serial or parallel I/O.
> >
> > There is nothing hardware wise that would prevent you from using either.
> > How much info we could release is another matter, probably very little.
> >
> > Jerry Jessop
> > SCEA Hardware Engineer
--MESSAGE FILE 17053 END: ./2 SCEA/yaroze/freetalk/000000262html.html

--MESSAGE FILE 17054 START: ./2 SCEA/yaroze/freetalk/000000263html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Thu, 08 Jan 1998 13:27:36 GMT
Organization: SCEA News Server
Lines: 30
Message-ID: <34b4d32e.27475681@news.scea.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
<34b43705.337554@news.scea.sony.com> <34b431d8.47153261@news.scea.sony.com>
<34b4bd0c.2847300@www-s.playstation.co.uk>
NNTP-Posting-Host: client-119-76.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   L:ighten up Gil! I was referring to the hardware, every difference
you listed is a software difference. And if we didn't need the boot
disc in the Yaroze, we would be able to read off of a CD-rom with the
proper library functions.
   Geez, I wonder why more beginners don't participate in the
newsgroups? Like I said, it was a RUMOR!
   I can't wait for you to shed more tears and inform me of some
obscure difference in the hardware achitecture...
   Matt

On Thu, 08 Jan 1998 11:51:33 GMT, gil@snsys.com (Gil Jaysmith) wrote:

>On Thu, 08 Jan 1998 01:59:17 GMT, matth@bellatlantic.net (Matthew

>Hulett) wrote:
>>   Oh well, it is just a rumor I heard, but I heard $20,000. We all
>>know how valuable rumors are, don't we? You're paying for the
>>libraries and the professional support anyway, the development kits
>>don't seem to be any different than our grey units.
>
>Have a word squire! The pro devkit is significantly better :) You get
>a more powerful assembler/linker/debugger. In Windows. And the
>download speed is much faster. And you can emulate CD access from hard
>disk. And it's still the GNU compiler, but you can use C++. If you're
>mad.
>
>"Don't seem to be any different", huh! (exits in tears)
>
>- Gil

--MESSAGE FILE 17054 END: ./2 SCEA/yaroze/freetalk/000000263html.html

--MESSAGE FILE 17055 START: ./2 SCEA/yaroze/freetalk/000000264html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Thu, 08 Jan 1998 13:37:45 GMT
Organization: SCEA News Server
Lines: 22
Message-ID: <34b4d5d9.28158169@news.scea.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
<34b43705.337554@news.scea.sony.com> <34b431d8.47153261@news.scea.sony.com>
<01bd1c2d$85847b40$6c0b0a0a@newcastle.twowaytv.co.uk>
NNTP-Posting-Host: client-119-76.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Sorry, I think most newbies believe the blue unit is the
professional kit, now I know better, I think the professional kit
is what Micheal was curious about.
   Oh, and by the way, for anyone in tears, I realize the pro kit has
8 MB of Ram. And if I am wrong, oh well, cry your unhumble heart out.

>Matthew Hulett <matth@bellatlantic.net> wrote in article
><34b431d8.47153261@news.scea.sony.com>...
>>
>>   Oh well, it is just a rumor I heard, but I heard $20,000. We all
>> know how valuable rumors are, don't we? You're paying for the
>> libraries and the professional support anyway, the development kits
>> don't seem to be any different than our grey units.
>>   Matt
>>
>
>Debug Playstation isn't the same as the expensive dev kit you're thinging
>of. You don't use a Debug Station for development, you use it for play
>testing.
>
>Craig.

--MESSAGE FILE 17055 END: ./2 SCEA/yaroze/freetalk/000000264html.html

--MESSAGE FILE 17056 START: ./2 SCEA/yaroze/freetalk/000000265html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>

Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Thu, 08 Jan 1998 15:38:45 -0600
Organization: SCEA News Server
Lines: 24
Message-ID: <34B54764.A8859403@ix.netcom.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
NNTP-Posting-Host: dgr-il1-03.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Jerry Jessop wrote:

> I'm not certain I can give out that information :(
>
> It's fair to say their expensive, but not as overpriced as some people
>
> report. They are only availible to registered professional developers
> in
> any case.

What exactly is a registered professional developer? Here's my story:

I spent most of my natural life hoarding money, in the hopes that I was going to purchase my own car one day. Now that I can actually afford a car (a REAL car), I'm going to college, where it would be grossly impractical to have one. So, now I've got all this cash, and nothing to spend it on.

Would a "regular Joe", like me, be able to purchase a full-blown development kit? I don't think I would have too much trouble convicing other CS majors to help me make a real PlayStation game.

Manny Najera

--MESSAGE FILE 17056 END: ./2 SCEA/yaroze/freetalk/000000265html.html

--MESSAGE FILE 17057 START: ./2 SCEA/yaroze/freetalk/000000266html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry Jessop <Jerry_Jessop@playstation.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Thu, 08 Jan 1998 13:55:08 -0800
Organization: Playstation R&D
Lines: 36
Message-ID: <34B54B3C.61B3@playstation.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
<34B54764.A8859403@ix.netcom.com>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Manny,

My reference was along the lines of a software development company and
SCEA's approval. Many factors effect the approval process, game idea,
signed non-disclosure forms.....etc. It's not just a matter of showing
up at the door with lot's of $$$$$. As it is not my area of expertise
that's all I can say, and maybe I should not have said that :)

Jerry

Manny Najera wrote:
>
> Jerry Jessop wrote:
>
> > I'm not certain I can give out that information :(
> >
> > It's fair to say their expensive, but not as overpriced as some people
> >
> > report. They are only availible to registered professional developers
> > in
> > any case.
>
> What exactly is a registered professional developer? Here's my story:
>
> I spent most of my natural life hoarding money, in the hopes that I was
> going to purchase my own car one day. Now that I can actually afford a
> car (a REAL car), I'm going to college, where it would be grossly
> impractical to have one. So, now I've got all this cash, and nothing to
> spend it on.
>
> Would a "regular Joe", like me, be able to purchase a full-blown
> development kit? I don't think I would have too much trouble convicing
> other CS majors to help me make a real PlayStation game.
>
> Manny Najera
--MESSAGE FILE 17057 END: ./2 SCEA/yaroze/freetalk/000000266html.html

--MESSAGE FILE 17058 START: ./2 SCEA/yaroze/freetalk/000000267html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry Jessop <Jerry_Jessop@playstation.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Thu, 08 Jan 1998 14:04:43 -0800
Organization: Playstation R&D
Lines: 36
Message-ID: <34B54D7B.B2C@playstation.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
<34b43705.337554@news.scea.sony.com> <34b431d8.47153261@news.scea.sony.com>
<01bd1c2d$85847b40$6c0b0a0a@newcastle.twowaytv.co.uk>
<34b4d5d9.28158169@news.scea.sony.com>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Matthew Hulett wrote:
>
>   Sorry, I think most newbies believe the blue unit is the
> professional kit, now I know better, I think the professional kit
> is what Micheal was curious about.
>   Oh, and by the way, for anyone in tears, I realize the pro kit has

> 8 MB of Ram. And if I am wrong, oh well, cry your unhumble heart out.
>

The PC based boards that are typically used in the professional development community have 8 meg. The "blue debug" units have 2 meg the same as a Yaroze or consumer unit. A number of different PC based hardware tools exist so it's easy for people to confuse them sometimes.

As this is Yaroze freetalk, I would like to steer away from discussing the developers hardware if it can be avoided :)

Jerry

> >Matthew Hulett <matth@bellatlantic.net> wrote in article
> ><34b431d8.47153261@news.scea.sony.com>...
> >>
> >>   Oh well, it is just a rumor I heard, but I heard $20,000. We all
> >> know how valuable rumors are, don't we? You're paying for the
> >> libraries and the professional support anyway, the development kits
> >> don't seem to be any different than our grey units.
> >>   Matt
> >>
> >
> >Debug Playstation isn't the same as the expensive dev kit you're thinging
> >of. You don't use a Debug Station for development, you use it for play
> >testing.
> >
> >Craig.
--MESSAGE FILE 17058 END: ./2 SCEA/yaroze/freetalk/000000267html.html

--MESSAGE FILE 17059 START: ./2 SCEA/yaroze/freetalk/000000268html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Questions about E3
Date: Thu, 08 Jan 1998 17:47:35 GMT
Organization: SCEA News Server
Lines: 57
Message-ID: <34b50f9c.5445041@news.scea.sony.com>
References: <348d756e.849040@news.scea.sony.com>
<34a14207.454387@news.scea.sony.com> <3366472f.2173924@news.scea.sony.com>
NNTP-Posting-Host: client-119-118.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello again everyone,
   Y'know, I wasn't going to say a thing, but that is lame advice Jason. If I were a professional who paid all the dues to achieve a certain status, I would not appreciate a bunch of laypeople and hobbyists crashing my party through deception. If they did not care, they would allow everyone in. I suppose they rely on people's sense of honesty and honor, but if they were to become aware of a significant number of people like you, I bet you they would take steps to alleviate the problem, and everyone else would end up paying more to go to cover the cost of policing the people who just can't be satisfied with all the other shows we can legitimitely attend.
   Don't listen Mike, all you have in this life that counts is your honor.
   Matt

On Mon, 29 Dec 1997 20:10:06 GMT, jasonj@mindspring.com (Jason Jones)
wrote:

>Hello,
>   E3 costs about $75 to get in for the three days. Since it was local
>this year in Atlanta I went. Just go to the registration area and give
>them a company name. Doesn't matter to them, as long as they get their
>money.
>
>Jason
>
>On Wed, 24 Dec 1997 17:13:15 GMT, matth@bellatlantic.net (Matthew
>Hulett) wrote:
>
>>   Hello Mike,
>>   Sorry to dissapoint you, but E3 is a business insider event. Now,
>>maybe Sony might arrange for we Yarozers to go, but I really doubt it
>>and I would not hold my breath.
>>   But, if you would like to check out some information about next
>>years event, you can go to:
>>http://www.e3expo.com/
>>I think we all wish we could go...
>>   Matt
>>
>>
>>On Mon, 08 Dec 1997 22:34:16 GMT, dajudge@inficad.com (Michael
>>Klucher) wrote:
>>
>>>Hello I hope I am not bothering too many people with all my posts. I
>>>had some questions about E3 maily the big one is are we allowed to
>>>attend? and if so does it cost anything? I have always wanted to go to
>>>this but I was just wondering any help would be appericated thanks a
>>>buch
>>
>

--MESSAGE FILE 17059 END: ./2 SCEA/yaroze/freetalk/000000268html.html

--MESSAGE FILE 17060 START: ./2 SCEA/yaroze/freetalk/000000269html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: C versus C++
Date: Thu, 08 Jan 1998 23:34:09 GMT
Organization: SCEA News Server
Lines: 47
Message-ID: <34b54e3d.9156136@news.scea.sony.com>
NNTP-Posting-Host: client-119-48.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello everyone,
   I am actually going to try to start a conversation that I think
will be beneficial to all newbies, like me. Since I have already
witnessed some headbutting on the topic, I hope to get some
interesting feedback.
   Well, here I am, six months into my adventure, I had no idea how
intricate a language C is, that the challenges it presents can
basically keep you learning for a lifetime.

Here's my beef: Did anyone miss that string up above between Mike Lee and Gil Jaysmith? Unfortunately, for someone like me, it seemed most members weren't going near that discussion, but I would really like to know your opinions. I have heard a few opinions, and as you can imagine, I am left clueless.

Sure, my plate is full, but I am in this program for self-education, with the eventual goal of attaining an entry-level position in this field. When Ed Federmeyer wrote me a few weeks back about his experiences, he expressed the opinion that companies would want an entry-level candidate to know C++, which makes it a meaningful issue for all members with a dream.

I suppose what really gets me curious for your opinions is that Gil was defending the language up above, and then he said later on in a little reply to me, ".And it's still the GNU compiler, but you can use C++. If you're mad." Now, c'mon, you can't have it both ways!!!

I have encountered a number of statements that C++ is a waste of time, anything you can do in C++, you can do in C. Chris Blackwell obviously is a fan of the language. Gil Jaysmith seems to believe there are advantages, but you must be mad to use it. Ed Federmeyer says you need the skills to land a job. Mike Fulton says it's just peachy if you use it properly with well-structured code and libraries. Phadip Fatehpuria said in our last auditorium meeting that C is the way to go... I wonder why I am confused? It's a serious question, if I decide this is a language I need to learn, we are talking about a minimum six month additional delay to grasp the just the basics before I really apply my self to the yaroze beyond my little tinkerings.

So please, if you could, why should the aspiring developer learn or ignore C++?

Cheers fellow members,

Matt

--MESSAGE FILE 17060 END: ./2 SCEA/yaroze/freetalk/000000269html.html

--MESSAGE FILE 17061 START: ./2 SCEA/yaroze/freetalk/000000270html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Fri, 09 Jan 1998 00:27:20 -0600
Organization: (no organization)
Lines: 12
Message-ID: <34B5C348.286@charlie.cns.iit.edu>
References: <349f7e07.1146308@news.scea.sony.com>
<34b3a811.1098914@news.scea.sony.com> <34b1a948.13677186@205.149.189.29>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Mario Perdue wrote:
>
> Sounds good to me. Lets start by deciding on a good time to do it.
> Suggestions anyone?

I'd join in fairly often. (Hope that doesn't cause the thing
to get cancled :-)

Any day is okay with me generally, Pref Monday-Thursday. After 9:00pm
central is a good time.

Ed Federmeyer
--MESSAGE FILE 17061 END: ./2 SCEA/yaroze/freetalk/000000270html.html

--MESSAGE FILE 17062 START: ./2 SCEA/yaroze/freetalk/000000271html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: C versus C++
Date: 9 Jan 1998 09:57:10 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 63
Sender: news@chuka.playstation.co.uk
Message-ID: <694s9m$2dh1@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk

Hey there,

>When Ed Federmeyer wrote me a few weeks back
>about his experiences, he expressed the opinion that companies would
>want an entry-level candidate to know C++, which makes it a
>meaningful issue for all members with a dream.

depends on what platform you will be programming your game!
C++ for Win95 because you really don't have a choice...and C for
console programming such as the PSX........also what ever the lead
programmer whats to use! If he chooses ASM well ASM is it..if he chooses
C++ well he will want someone on his team who knows his C++ stuff......
>I have encountered a number of statements that C++ is a waste of
>time, anything you can do in C++, you can do in C.

true...

>Mike Fulton says it's just peachy if you use it properly with
well-structured code and libraries.

have to agree here.....

>Phadip Fatehpuria said in our last auditorium meeting that C is the way to
go...

have to agree here....

>I wonder why I am confused? It's a serious question, if
>I decide this is a language I need to learn, we are talking about a
>minimum six month additional delay to grasp the just the basics before

seems like you just want to learn what language is easier to learn.....
I would recommend learning something like Pascal, then move to some Intel
asm,
then off to C.......yes I know you can't use Pascal or Intel asm of PSX but

learn it anyway
and you will pick up and learn C faster then diving into C or C++......nuff
said.
>I really apply my self to the yaroze beyond my little tinkerings.
 > So please, if you could, why should the aspiring developer learn
>or ignore C++?

C++ is mainly for database programming and C is better for game
programming......

Latah..

George - SCEE Dev Support

--MESSAGE FILE 17062 END: ./2 SCEA/yaroze/freetalk/000000271html.html

--MESSAGE FILE 17063 START: ./2 SCEA/yaroze/freetalk/000000272html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Fri, 09 Jan 1998 11:14:25 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <34b605bc.478555@www-s.playstation.co.uk>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
<34b43705.337554@news.scea.sony.com> <34b431d8.47153261@news.scea.sony.com>
<34b4bd0c.2847300@www-s.playstation.co.uk>
<34b4d32e.27475681@news.scea.sony.com>
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Thu, 08 Jan 1998 13:27:36 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:
>   L:ighten up Gil! I was referring to the hardware, every difference
>you listed is a software difference. And if we didn't need the boot
>disc in the Yaroze, we would be able to read off of a CD-rom with the
>proper library functions.

I was taking the mickey... and like Craig says, the hardware is
different in that the blue kit is only only for testing.
You can swap the boot disk out after booting, can't you? It's because
the MPEG engine is missing that means you can't play good movies.

>   Geez, I wonder why more beginners don't participate in the
>newsgroups? Like I said, it was a RUMOR!

Rumours are evil...

>   I can't wait for you to shed more tears and inform me of some
>obscure difference in the hardware achitecture...

I'll exert myself thinking of something :)

- Gil
--MESSAGE FILE 17063 END: ./2 SCEA/yaroze/freetalk/000000272html.html

--MESSAGE FILE 17064 START: ./2 SCEA/yaroze/freetalk/000000273html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Fri, 09 Jan 1998 11:47:12 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 94
Message-ID: <34b60720.835391@www-s.playstation.co.uk>
References: <34b54e3d.9156136@news.scea.sony.com>
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Thu, 08 Jan 1998 23:34:09 GMT, matth@bellatlantic.net (Matthew Hulett) wrote:
> I suppose what really gets me curious for your opinions is that Gil >was defending the language up above, and then he said later on in a >little reply to me, ".And it's still the GNU compiler, but you can use >C++. If you're mad." Now, c'mon, you can't have it both ways!!!

LOL! Okay, I'll clarify what I mean.

First you have to bear in mind that I amn't a Yaroze or PSX programmer myself. My perspective is from the SN support and tool-development desk, and so I tend to get feedback from the pro developers about the various languages and tools, and try to do something helpful about it.

We write our PC-hosted dev tools in C++, because it aids team development and compartmentalised design. We have an IDE coming out shortly which is being worked on by eight people. I strongly doubt this would be as straightforward as it's proving were it not for C++ - or rather, for the concept of classes and interfaces. We could do it in Java for that matter. The important thing is that C doesn't have any formal mechanisms for making sure your project remains reasonably streamlined and cohesive while several programmers are working on different modules. You have to work at it. It's possible, and most games programmers are familiar enough with C to make it work adequately. But C++ simply makes it easier.

On the PSX I know of perhaps a dozen companies using C++. The reason for much of this use is that PC games are being ported to PSX and the language of choice for PC games developed under Windows is C++. Microsoft has worked hard making its implementation of C++ fairly rigorous, extending it and ignoring the delays of the ANSI committee, perhaps causing trouble for itself later on, but nonetheless supplying all its customers with a solid C++ compiler now, as opposed to some years in the future.

However, the GNU compiler everyone uses for C++ on PSX is neither as stable nor as powerful as VC++. I know it works because there are people using it. I also know that there are people using it who don't like being made to use it, and who feel there are speed problems which are unacceptable in an embedded system. This point of view isn't restricted to console programming; there's now something called Embedded C++ which attempts to strip out the unimportant bulk of C++ to make it more efficient for embedded systems of any kind.

The argument on here a while ago about C++ boiled down to: is C++

always inefficient and thus simply the wrong choice, or is the slight loss of efficiency worth the gain to developers in making projects run smoothly, and in some cases run at all? There are plenty of cases of games, applications, whatever, on many chips, being designed and half-implemented in C, and then abandoned because the program's complexity was running out of control. My view is that C++ will help you control this problem, but you need to display due care and attention when designing and writing a game in C++, so as not to fall prey to the inefficiencies which the compiler will insert for you if you let it. If you don't let the compiler make assumptions which involve extra temporary variables, lots of class member calls, and horrible convolved operations to call virtual functions, then you can get C++ code which runs *almost* as fast as C - and will be more easily tweaked at points where the C code would become "something we don't mess with in case it breaks". (I don't believe in having code which "works, but no-one really understands how". It's an offence against design and more seriously an offence against common sense; if you don't know how it works, how can you be *sure* it works? A million examples aren't enough.)

Some years ago the argument was about the tradeoff between C and assembly language. To put it bluntly, assembly language lost: C compilers which had been poor were suddenly capable of out-optimising human beings. The issue is now whether good C code is ruined when rewritten as good C++ code. And I think it'd be difficult at first, and perhaps impossible for some people, but that C++ is certainly a viable option, and probably the one I'd choose.

All of which might seem like a longwinded way to explain what is probably now obvious, that my comment "if you're mad" was somewhat flippant... but I thought you ought to know the background...

> So please, if you could, why should the aspiring developer learn
>or ignore C++?

You should always learn everything, is my opinion. Or at least you should learn meta-programming: learning a language in terms of its concepts, without stressing yourself out too much about the fact that it's specifically 'C++' or 'Java', will mean that other languages can be understood that much more readily. The context of a new language may help you to see how to implement more efficiently in an old one, or make you suddenly understand why a particular language feature is regarded as evil by other programmers. (For example, Java is the logical conclusion of the argument to remove the C preprocessor.)

So now you know...

- Gil

--MESSAGE FILE 17064 END: ./2 SCEA/yaroze/freetalk/000000273html.html

--MESSAGE FILE 17065 START: ./2 SCEA/yaroze/freetalk/000000274html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Fri, 09 Jan 1998 13:21:47 GMT
Organization: SCEA News Server
Lines: 21
Message-ID: <34b61fe8.37406567@news.scea.sony.com>
References: <694s9m$2dh1@emeka.playstation.co.uk>
NNTP-Posting-Host: client-119-21.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>seems like you just want to learn what language is easier to learn.....

Well, number one, thank you George and Gil for your replies.
I hope more of you will add your opinions.
   George, you have a mistaken impression. Obviously, you can not see things from my point of view, and where you got that impression is beyond me. I got into this program because I love games and AD&D, and I want to eventually create games akin to King's Field, or even Hexen, a game you all might be more familiar with. Forgive me for being a little impatient with the endless practice programs. Besides, if I were so inclined, I would blow off the whole notion of C++ because I already have a BASIC grasp of C, so there!
   Some of you advanced programmers are too much sometimes... I could rant about some of your inflated, bloated, flagellating egos, but I guess that would make me a hypocrite. Besides, you all seem very nice, but GET OVER YOURSELVES! Like I said, I wish more of you would wonder why so many beginners steer clear of these groups and don't post member websites.
   So sorry, rant over.
   Matt
--MESSAGE FILE 17065 END: ./2 SCEA/yaroze/freetalk/000000274html.html

--MESSAGE FILE 17066 START: ./2 SCEA/yaroze/freetalk/000000275html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: jasonj@mindspring.com (Jason Jones)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Questions about E3
Date: Fri, 09 Jan 1998 23:30:59 GMT
Organization: SCEA News Server
Lines: 71
Message-ID: <334c1826.28354006@news.scea.sony.com>
References: <348d756e.849040@news.scea.sony.com>
<34a14207.454387@news.scea.sony.com> <3366472f.2173924@news.scea.sony.com>
<34b50f9c.5445041@news.scea.sony.com>
NNTP-Posting-Host: socks9d.raleigh.ibm.com
X-Newsreader: Forte Free Agent 1.1/32.230

Hello,
   I never said that I got in through deception. I gave them the name of the company I work for doing programming. I was remarking on the fact that they don't care to check any of the information that you give them. I was attempting to explain that E3 has become so commercialized they don't really care who attends, as long as they show a profit for the event.

Jason

On Thu, 08 Jan 1998 17:47:35 GMT, matth@bellatlantic.net (Matthew Hulett) wrote:

>   Hello again everyone,
>   Y'know, I wasn't going to say a thing, but that is lame advice
>Jason. If I were a professional who paid all the dues to achieve a
>certain status, I would not appreciate a bunch of laypeople and
>hobbyists crashing my party through deception. If they did not care,
>they would allow everyone in. I suppose they rely on people's sense of
>honesty and honor, but if they were to become aware of a significant
>number of people like you, I bet you they would take steps to
>alleviate the problem, and everyone else would end up paying more to
>go to cover the cost of policing the people who just can't be
>satisfied with all the other shows we can legitimitely attend.

>   Don't listen Mike, all you have in this life that counts is your
>honor.
>   Matt
>
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>
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>
>On Mon, 29 Dec 1997 20:10:06 GMT, jasonj@mindspring.com (Jason Jones)
>wrote:
>
>>Hello,
>>   E3 costs about $75 to get in for the three days. Since it was local
>>this year in Atlanta I went. Just go to the registration area and give
>>them a company name. Doesn't matter to them, as long as they get their
>>money.
>>
>>Jason
>>
>>On Wed, 24 Dec 1997 17:13:15 GMT, matth@bellatlantic.net (Matthew
>>Hulett) wrote:
>>
>>>   Hello Mike,
>>>   Sorry to dissapoint you, but E3 is a business insider event. Now,
>>>maybe Sony might arrange for we Yarozers to go, but I really doubt it
>>>and I would not hold my breath.
>>>   But, if you would like to check out some information about next
>>>years event, you can go to:
>>>http://www.e3expo.com/
>>>I think we all wish we could go...
>>>   Matt
>>>
>>>
>>>On Mon, 08 Dec 1997 22:34:16 GMT, dajudge@inficad.com (Michael
>>>Klucher) wrote:
>>>
>>>>Hello I hope I am not bothering too many people with all my posts. I
>>>>had some questions about E3 maily the big one is are we allowed to
>>>>attend? and if so does it cost anything? I have always wanted to go to
>>>>this but I was just wondering any help would be appericated thanks a
>>>>buch
>>>
>>
>

--MESSAGE FILE 17066 END: ./2 SCEA/yaroze/freetalk/000000275html.html

--MESSAGE FILE 17067 START: ./2 SCEA/yaroze/freetalk/000000276html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Questions about E3
Date: Fri, 09 Jan 1998 19:12:23 GMT
Organization: SCEA News Server
Lines: 90
Message-ID: <34b6729b.58580939@news.scea.sony.com>
References: <348d756e.849040@news.scea.sony.com>
<34a14207.454387@news.scea.sony.com> <3366472f.2173924@news.scea.sony.com>
<34b50f9c.5445041@news.scea.sony.com> <334c1826.28354006@news.scea.sony.com>
NNTP-Posting-Host: client-119-79.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Why hello again,
Well, what you say may or may not be true. I find it hard to believe that they wouldn't drop the restriction if they don't care. Are you one of 'they', or are you just making assumptions about their attitudes? If I wrote the organizers and asked them if I could go, would they say, "Sure, who cares?"
Perhaps it is because of people who break the rules to go to E3 that Mike Lee received such a chilly reception at the show. I believe "mean" was a word he used to describe his experience, in fact he used the term three times.
Whatever, I wouldn't be advising people to engage in deception. Perhaps you could advise him to write the show's organizers, explain his situation, and ask for permission. From what you say, they would probably give it. If I wanted to go, that is what I would do, but I am not foolish enough to go to Georgia in the middle of the summer.
Peace,
Matt

>Hello,
> I never said that I got in through deception. I gave them the name
>of the company I work for doing programming. I was remarking on the
>fact that they don't care to check any of the information that you
>give them. I was attempting to explain that E3 has become so
>commercialized they don't really care who attends, as long as they
>show a profit for the event.
>
>Jason
>
>On Thu, 08 Jan 1998 17:47:35 GMT, matth@bellatlantic.net (Matthew
>Hulett) wrote:
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>> Hello again everyone,
>> Y'know, I wasn't going to say a thing, but that is lame advice
>>Jason. If I were a professional who paid all the dues to achieve a
>>certain status, I would not appreciate a bunch of laypeople and
>>hobbyists crashing my party through deception. If they did not care,
>>they would allow everyone in. I suppose they rely on people's sense of
>>honesty and honor, but if they were to become aware of a significant
>>number of people like you, I bet you they would take steps to
>>alleviate the problem, and everyone else would end up paying more to
>>go to cover the cost of policing the people who just can't be
>>satisfied with all the other shows we can legitimitely attend.
>> Don't listen Mike, all you have in this life that counts is your
>>honor.
>> Matt
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>>On Mon, 29 Dec 1997 20:10:06 GMT, jasonj@mindspring.com (Jason Jones)
>>wrote:
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>>>Hello,
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>>>them a company name. Doesn't matter to them, as long as they get their
>>>money.
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>>>Jason
>>>

>>>On Wed, 24 Dec 1997 17:13:15 GMT, matth@bellatlantic.net (Matthew
>>>Hulett) wrote:
>>>
>>>>   Hello Mike,
>>>>   Sorry to dissapoint you, but E3 is a business insider event. Now,
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>>>>and I would not hold my breath.
>>>>   But, if you would like to check out some information about next
>>>>years event, you can go to:
>>>>http://www.e3expo.com/
>>>>I think we all wish we could go...
>>>>   Matt
>>>>
>>>>
>>>>On Mon, 08 Dec 1997 22:34:16 GMT, dajudge@inficad.com (Michael
>>>>Klucher) wrote:
>>>>
>>>>>Hello I hope I am not bothering too many people with all my posts. I
>>>>>had some questions about E3 maily the big one is are we allowed to
>>>>>attend? and if so does it cost anything? I have always wanted to go to
>>>>>this but I was just wondering any help would be appericated thanks a
>>>>>buch
>>>>
>>>
>>
>

--MESSAGE FILE 17067 END: ./2 SCEA/yaroze/freetalk/000000276html.html

--MESSAGE FILE 17068 START: ./2 SCEA/yaroze/freetalk/000000277html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Spellweaver <spelwevr@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: I/O on the Yaroze
Date: Fri, 09 Jan 1998 23:03:20 -0600
Organization: The Implementor
Lines: 25
Message-ID: <34B70118.2D76@ix.netcom.com>
References: <34B29D0E.5D23@snrc.uow.edu.au> <34B4300A.3DD5@playstation.sony.com>
<34B43B9E.4585@concentric.net> <34B50CA8.88D@playstation.sony.com>
Reply-To: spelwevr@ix.netcom.com
NNTP-Posting-Host: tiphares.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.02 (WinNT; I)

Quoth Jerry Jessop:
   > I'm not a Yaroze coder but I might suggest you check out the
   > "floating worlds" members page. It appears that they have some
   > pretty cool serial stuff going.

[Shameless self-promotion as well as useful info follows ;)]
The URL is http://www.scea.sony.com/net/yaroze/pages/jblack.html
What I have on the page is a program for Win32 systems that lets
you access the Yaroze as a TCP/IP socket, and allows two Yarozes
to be linked over the Internet (i.e., via dial-up networking) or
over a TCP/IP LAN.
I haven't updated the page lately, but the only thing regarding
PSXsock that is now out of date is the suggestion that commercial
link-up games such as WipeOut XL might work over PSXsock. After
some testing, I have unfortunately found that these games do not
seem to use the serial connection in the same fashion as the

Yaroze libraries do, and this will not work.
It would be truly useful to know how to access the SIO port
directly, as the Yaroze libraries are not particularly swift at
times. This would also allow non-blocking polling of the port,
etc.; if anyone has figured out how to do this (or if Sony might
be persuaded to release some info regarding this), let me know
(or better yet, post it here or in the .hardware group so that
everyone can work on this underused but potentially very
interesting area of PSX development).
--MESSAGE FILE 17068 END: ./2 SCEA/yaroze/freetalk/000000277html.html

--MESSAGE FILE 17069 START: ./2 SCEA/yaroze/freetalk/000000278html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Tim O'Neil <goneil@chat.carleton.ca>
Newsgroups:
scea.yaroze.programming.3d_graphics,scee.yaroze.programming.3d_graphics,scea.yar
oze.freetalk,scee.yaroze.freetalk.english
Subject: How best to exploit this thing-a-ma-jig?!
Date: Sun, 11 Jan 1998 03:05:49 -0500
Organization: SCEA News Server
Lines: 60
Message-ID: <34B87D5D.34CC5F57@chat.carleton.ca>
NNTP-Posting-Host: ott-pm4-21.comnet.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scea.yaroze.programming.3d_graphics:184
scee.yaroze.programming.3d_graphics:426 scea.yaroze.freetalk:278
scee.yaroze.freetalk.english:288

First off, hello :)

This note is part rant, part statement and part question, so please bear
with me. I hope this should be of interest to just about everyone
involved in trying to create NY/PSX games.

Right now, after about 8 months of banging away (off and on) I would
have to say that I have a rather solid and speedy engine for a 1st/3rd
person, 3D game. The one problem that has been bugging me from day one,
that has yet to be solved is the flaky renderer in the PS. With its
affine texture mapping and z-sorting/painters algorithm approach, it
cannot effectively display polygons that are either large or close to
the viewpoint (without the engine having to clip things manually which
kills the performance). I have tried a number of work-arounds, from the
standard subdivision flags in the GsDOBJ2 structures, to level of
detail-type modelling and outright clipping of near faces, none of which
have produced very reasonable results.

The question I am left with is this...
"Commercial products work with this same renderer, so how do they get
away with it?"
Is the answer just to make models with more/smaller polygons and handle
the level of detail better (I had hoped to let distance fogging take
away some of the work, but if the fog is set to anything but black, with
a black background, it looks horrible)? Just don't let the player
camera go anywhere near the walls of the model and hope it all looks Ok?

Maybe the answer is in the geometry engine... currently I am using a
region/portal approach with subdivision turned on for the local region
and less for adjacent regions, but the problems don't go away
(admittedly, I am lacking a good model to experiment with... ie

something that takes full advantage of the benefits of this approach).
It has reduced the number of calls to the GsSort... func to a bare
minimum (one for local region and one for each adj. region... not more
than a handful in the end).
Is there a better way? Something that will allow me to better tell what
will pop in and out because the PS renderer decided that its average
centre will be off the screen, while in fact the other 50% of it is
visible...

My next project for the next few days (big ice storms are great for
getting time off work :) is to implement a good scanline-based renderer
(similar to z-buffering, but more efficient, imho) and see how close I
can come to real-time performancewhile doing all the work in system
memory (ie. totally ignoring the PS renderer). I doubt this will work
out very well, but ya never know.

Ok, to sum up, my quetsions are these...
- How do the pros really work around/with the PS renderer
- How do you work around/with the PS renderer
- How do you handle the faces in your world and the ...fun... or giving
them to the PS to draw.

Oh and while I'm at it... I would like to suggest/ask that if anyone has
any interesting models/worlds that they want to donate ;) to post the
files/links to files somewhere... or maybe just mail them to me. Heh.

Please comment at will, I am hoping this will be a productive/useful
thread, and if you have any detailed questions feel free to ask :)

--MESSAGE FILE 17069 END: ./2 SCEA/yaroze/freetalk/000000278html.html

--MESSAGE FILE 17070 START: ./2 SCEA/yaroze/freetalk/000000279html.html
Path: chuka.playstation.co.uk!news
From: "Roland Boettcher" <roland@harlie.han.de>
Newsgroups:
scea.yaroze.programming.3d_graphics,scee.yaroze.programming.3d_graphics,scea.yar
oze.freetalk,scee.yaroze.freetalk.english
Subject: Re: How best to exploit this thing-a-ma-jig?!
Date: 11 Jan 1998 14:24:02 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <01bd1e9d$5786e940$77e16dc0@ulthar.han.de>
References: <34B87D5D.34CC5F57@chat.carleton.ca>
NNTP-Posting-Host: ulthar.han.de
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.programming.3d_graphics:185
scee.yaroze.programming.3d_graphics:427 scea.yaroze.freetalk:279
scee.yaroze.freetalk.english:289

> cannot effectively display polygons that are either large or close to
> the viewpoint (without the engine having to clip things manually which
> kills the performance). I have tried a number of work-arounds, from the
> standard subdivision flags in the GsDOBJ2 structures, to level of

I think setting the subdivision flags is the way to go. You can look at my
demo to see how I dealt with the problem (by the way the source code is
free).

Roland
--MESSAGE FILE 17070 END: ./2 SCEA/yaroze/freetalk/000000279html.html

--MESSAGE FILE 17071 START: ./2 SCEA/yaroze/freetalk/000000280html.html

Path: chuka.playstation.co.uk!news
From: "Roland Boettcher" <roland@harlie.han.de>
Newsgroups:
scea.yaroze.programming.3d_graphics,scee.yaroze.programming.3d_graphics,scea.yar
oze.freetalk,scee.yaroze.freetalk.english
Subject: Re: How best to exploit this thing-a-ma-jig?!
Date: 11 Jan 1998 16:45:12 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <01bd1ea0$1c894240$77e16dc0@ulthar.han.de>
References: <34B87D5D.34CC5F57@chat.carleton.ca>
<01bd1e9d$5786e940$77e16dc0@ulthar.han.de>
NNTP-Posting-Host: ulthar.han.de
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.programming.3d_graphics:186
scee.yaroze.programming.3d_graphics:428 scea.yaroze.freetalk:280
scee.yaroze.freetalk.english:290

If you look exactly at the graphics of games like Gran Turismo, Porsche
Challenge or Tomb Raider you can see that they set the subdivision flag to
a high value at the polys near the view point and to a low value to those
polys far away.

Roland
--MESSAGE FILE 17071 END: ./2 SCEA/yaroze/freetalk/000000280html.html

--MESSAGE FILE 17072 START: ./2 SCEA/yaroze/freetalk/000000281html.html
Path: chuka.playstation.co.uk!news
From: "Craig Graham" <cgraham@intelligent-group.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: 11 Jan 1998 22:40:40 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
NNTP-Posting-Host: l143.mistral.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Matthew Hulett <matth@bellatlantic.net> wrote in article
<34b61fe8.37406567@news.scea.sony.com>...
>   Some of you advanced programmers are too much sometimes...
> I could rant about some of your inflated, bloated, flagellating
> egos, but I guess that would make me a hypocrite. Besides, you all
> seem very nice, but GET OVER YOURSELVES! Like I said, I wish more of
> you would wonder why so many beginners steer clear of these groups and
> don't post member websites.

Honestly, some people eh?

>   Matt

Yaroze wasn't supposed to teach C, C++, or MIPS programming....
...it's a great toy though - and in the right hands, a deadly weapon ;)

Craig.

--MESSAGE FILE 17072 END: ./2 SCEA/yaroze/freetalk/000000281html.html

--MESSAGE FILE 17073 START: ./2 SCEA/yaroze/freetalk/000000282html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 12 Jan 1998 00:35:02 GMT
Organization: SCEA News Server
Lines: 34
Message-ID: <34b9636a.174147@news.scea.sony.com>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
NNTP-Posting-Host: client-119-15.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Well, you didn't post your opinion on whether or not learning C++
is a worthy effort. Did I ever say I expected Sony to teach me C?
I knew exactly what I was buying, Sony was very straightforward in
informing us we should already know C before our purchase.
You would think I could ask a simple question without the
mini-lectures. And if you took offense at my comment, that should tell
you something.
   And please, if anyone else is inclined to add their opinions,
please pay attention to my question. Where these strange
interpretations come from is beyond me.
   If you think I am the only member in my position, then you have
gained a mistaken impression because 80% of people do not post
in these groups. I am beginning to think they are wiser than me.
   Matt

>Matthew Hulett <matth@bellatlantic.net> wrote in article
><34b61fe8.37406567@news.scea.sony.com>...
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>> seem very nice, but GET OVER YOURSELVES! Like I said, I wish more of
>> you would wonder why so many beginners steer clear of these groups and
>> don't post member websites.
>
>Honestly, some people eh?
>
>>   Matt
>
>Yaroze wasn't supposed to teach C, C++, or MIPS programming....
>...it's a great toy though - and in the right hands, a deadly weapon ;)
>
>Craig.
>

--MESSAGE FILE 17073 END: ./2 SCEA/yaroze/freetalk/000000282html.html

--MESSAGE FILE 17074 START: ./2 SCEA/yaroze/freetalk/000000283html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 12 Jan 1998 01:19:52 GMT
Organization: SCEA News Server
Lines: 85
Message-ID: <34b9689b.1503826@news.scea.sony.com>
References: <34b54e3d.9156136@news.scea.sony.com>
NNTP-Posting-Host: client-119-15.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Doh!,
O.k., I am going to try to clarify my question so that the misinterpretations might be alleviated. Geez, I get all excited someone else took the time to express an opinion, and I get nada.

I want to know if the aspiring game developer should consider it worth his time to learn C++. The time I would dedicate to such a pursuit would take time away from advancing my C skills and from learning my 3D modeler True Space 3. Time is a factor, I will evenually fall from my father's grace and be forced to take some repulsive retail management-type position. I joined this program for self-education after dropping out from The Chubb Institute. I did not want to spend my life working with twenty year old mainframes and I didn't like spending $9000 to learn Cobol II.

I had a good amount of experience with computers back when the Atari 800 was around. I already knew Basic before joining this program. I just hadn't programmed seriously in ten years.
So, studying Pascal would be a waste of time. In addition, I am learning C with Visual C/C++ by Microsoft. I am already typing in in-line assembler from my tutorial programs, unfortunately I can't compile and run them because Microsoft dropped support for in-line assembler. And before one of you goes off on Microsoft, just drop it. I don't have any more money for a better quality program, I have already spent over $5000.

I have a notebook stuffed with about 200 practice programs, and I have a basic grasp of C. The next chapter I will be doing is arrays, the chapter after that introduces pointers. These are the two major gaps in my learning curve that prevent me from fully understanding the sample yaroze code I study. Of course, there are many more topics to cover, but I can't delve into my books on game programming recomended by Sony until I cover those topics throughly.

So, having been painfully verbose on my situation in an attempt to get rid of the b.s., I repeat the question: Should the aspiring game developer consider learning C++ a worthy effort?

Matt

> Hello everyone,
> I am actually going to try to start a conversation that I think
>will be beneficial to all newbies, like me. Since I have already
>witnessed some headbutting on the topic, I hope to get some
>interesting feedback.
> Well, here I am, six months into my adventure, I had no idea how
>intricate a language C is, that the challenges it presents can
>basically keep you learning for a lifetime.
> Here's my beef: Did anyone miss that string up above between Mike
>Lee and Gil Jaysmith? Unfortunately, for someone like me, it seemed
>most members weren't going near that discussion, but I would really
>like to know your opinions. I have heard a few opinions, and as you
>can imagine, I am left clueless.
> Sure, my plate is full, but I am in this program for
>self-education, with the eventual goal of attaining an entry-level
>position in this field. When Ed Federmeyer wrote me a few weeks back
>about his experiences, he expressed the opinion that companies would
>want an entry-level candidate to know C++, which makes it a
>meaningful issue for all members with a dream.
> I suppose what really gets me curious for your opinions is that Gil
>was defending the language up above, and then he said later on in a
>little reply to me, ".And it's still the GNU compiler, but you can use
>C++. If you're mad." Now, c'mon, you can't have it both ways!!!
> I have encountered a number of statements that C++ is a waste of
>time, anything you can do in C++, you can do in C. Chris Blackwell

>obviously is a fan of the language. Gil Jaysmith seems to believe
>there are advantages, but you must be mad to use it. Ed Federmeyer
>says you need the skills to land a job. Mike Fulton says it's just
>peachy if you use it properly with well-structured code and libraries.
>Phadip Fatehpuria said in our last auditorium meeting that C is the
>way to go... I wonder why I am confused? It's a serious question, if
>I decide this is a language I need to learn, we are talking about a
>minimum six month additional delay to grasp the just the basics before
>I really apply my self to the yaroze beyond my little tinkerings.
>   So please, if you could, why should the aspiring developer learn
>or ignore C++?
>   Cheers fellow members,
>   Matt
>
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>
>
>
>

--MESSAGE FILE 17074 END: ./2 SCEA/yaroze/freetalk/000000283html.html

--MESSAGE FILE 17075 START: ./2 SCEA/yaroze/freetalk/000000284html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 12 Jan 1998 00:58:54 -0800
Organization: SCEA News Server
Lines: 29
Message-ID: <69clhc$4381@scea>
References: <34b54e3d.9156136@news.scea.sony.com>
<34b9689b.1503826@news.scea.sony.com>
NNTP-Posting-Host: delirium.Stanford.EDU
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Matthew Hulett wrote in message <34b9689b.1503826@news.scea.sony.com>...

[stuff deleted]

>   So, having been painfully verbose on my situation in an attempt to
>get rid of the b.s., I repeat the question: Should the aspiring game
>developer consider learning C++ a worthy effort?
>   Matt

  It's a tricky question. There isn't a really straightforward answer. I think a lot of the important points have been covered here, but so much depends on your situation and patience.

  If you want an answer: yes, you should learn C++, but probably not quite yet. It certainly isn't necessary, and I get the impression that, particularly in game programming, there are speed issues it takes skill and experience to overcome. It's a skill worth having, definitely, and there are conveniences in C++ which make it more pleasant to program; however, it seems to me that you want to spend as little time as possible learning how to program, and as much as possible programming.

mike

--MESSAGE FILE 17075 END: ./2 SCEA/yaroze/freetalk/000000284html.html

--MESSAGE FILE 17076 START: ./2 SCEA/yaroze/freetalk/000000285html.html
Path: chuka.playstation.co.uk!news
From: "Craig Graham" <cgraham@intelligent-group.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: 12 Jan 1998 09:19:06 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 79
Message-ID: <01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
NNTP-Posting-Host: l113.mistral.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Matthew Hulett <matth@bellatlantic.net> wrote in article
<34b9636a.174147@news.scea.sony.com>...
>   Well, you didn't post your opinion on whether or not learning C++
> is a worthy effort. Did I ever say I expected Sony to teach me C?
> I knew exactly what I was buying, Sony was very straightforward in
> informing us we should already know C before our purchase.
> You would think I could ask a simple question without the
> mini-lectures. And if you took offense at my comment, that should tell
> you something.

Ok, yes I do take some offence at what you're wrighting. I think you're
looking for a free ride - and there aren't any, so you're blaming the
people
who've already put the effort in, learned their language and learned their
system
- aparently for having done just that.

> >> I could rant about some of your inflated, bloated, flagellating
> >> egos, but I guess that would make me a hypocrite. Besides, you all
> >> seem very nice, but GET OVER YOURSELVES! Like I said, I wish more of

And comments like that one - well, that's going to encourage people
to contribute usefully isn't it? Sorry, but that was (in my humble view), a
daft
move. How old are you? less than 17, it must be, as my 17 year old
baby brother thought that it was a childish move....

>   And please, if anyone else is inclined to add their opinions,
> please pay attention to my question. Where these strange
> interpretations come from is beyond me.
>   If you think I am the only member in my position, then you have
> gained a mistaken impression because 80% of people do not post
> in these groups. I am beginning to think they are wiser than me.
>   Matt

If they don't post messages like the one below, then to be honest - they
are
wiser than you.

But, just to show there's no grudges...

I personally find the overhead's of some standard C++ techniques
unacceptable
when performance is the key. If you are writing an adventure where
object/data
management is more important than speed, then use C++. For an arcade game
(on this platform), C is the way to go. I've tried doing some ASM on the
Playstation
but it's only worth doing for a few very specific areas (core library
routines, sorting
code, etc). Sony takes that same view (the core libgs routines are written
in ASM,
with the rest of the libs written in C).

Craig.

>
> >Matthew Hulett <matth@bellatlantic.net> wrote in article
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> >>   Some of you advanced programmers are too much sometimes...
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> >> seem very nice, but GET OVER YOURSELVES! Like I said, I wish more of
> >> you would wonder why so many beginners steer clear of these groups and
> >> don't post member websites.
> >
> >Honestly, some people eh?
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> >>   Matt
> >
> >Yaroze wasn't supposed to teach C, C++, or MIPS programming....
> >...it's a great toy though - and in the right hands, a deadly weapon ;)
> >
> >Craig.
> >
>
>
--MESSAGE FILE 17076 END: ./2 SCEA/yaroze/freetalk/000000285html.html

--MESSAGE FILE 17077 START: ./2 SCEA/yaroze/freetalk/000000286html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: 12 Jan 1998 09:08:58 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 21
Sender: news@chuka.playstation.co.uk
Message-ID: <69cmja$7pn1@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk

Hey there,

>   So, having been painfully verbose on my situation in an attempt to
>get rid of the b.s., I repeat the question: Should the aspiring game

>developer consider learning C++ a worthy effort?
 > Matt

Console - > no. Win95 -> yes.

George - SCEE Developer Support

" this is my personal opinion and not Sony's..blah blah blah... "

--MESSAGE FILE 17077 END: ./2 SCEA/yaroze/freetalk/000000286html.html

--MESSAGE FILE 17078 START: ./2 SCEA/yaroze/freetalk/000000287html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 12 Jan 1998 05:06:32 GMT
Organization: SCEA News Server
Lines: 107
Message-ID: <34b99f91.2340700@news.scea.sony.com>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
NNTP-Posting-Host: client-119-15.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   To Craig,
  Whoa, now I am getting a good laugh. You are so angry your spelling went to hell in a handbasket. I don't know how I could get a free ride even if I wanted one, you are being unreasonable.
   Actually, I have good reason for saying what I did, I don't see what my age has to do with the issue. I have seen way too much ego flying around these groups, and I know many who will not post.
I don't like it, and I wish the more advanced members would tone down their egos. You are irrational to think I blame advanced members for my trials, I enjoy what I am doing. I blame advanced members for intimidating the beginners. Don't you wonder why you see the same twenty names over and over again? I suppose you just don't care.
   As for what your wee brother thinks of me, that's nice, he didn't pay the money to join this program like my friends and I did, and I want them to feel free to participate. You would think you could express your opinion without relying on your little brothers ideas to support you. If that means stepping on a few egos, ooops, I think you will survive. Like I said, I said some advanced members, not all advanced members, and if you take offense, that should tell you something. Besides, if you consider your self an advanced member, you certainly don't seem very humble.
   I wish you wouldn't hold a grudge, that would make you only the second member in this program who I have, shall we say, a little thing with. Be reasonable,
   Cheers,
   Matt

>Matthew Hulett <matth@bellatlantic.net> wrote in article
><34b9636a.174147@news.scea.sony.com>...

>>   Well, you didn't post your opinion on whether or not learning C++
>> is a worthy effort. Did I ever say I expected Sony to teach me C?
>> I knew exactly what I was buying, Sony was very straightforward in
>> informing us we should already know C before our purchase.
>> You would think I could ask a simple question without the
>> mini-lectures. And if you took offense at my comment, that should tell
>> you something.
>
>Ok, yes I do take some offence at what you're wrighting. I think you're
>looking for a free ride - and there aren't any, so you're blaming the
>people
>who've already put the effort in, learned their language and learned their
>system
>- aparently for having done just that.
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>> >> I could rant about some of your inflated, bloated, flagellating
>> >> egos, but I guess that would make me a hypocrite. Besides, you all
>> >> seem very nice, but GET OVER YOURSELVES! Like I said, I wish more of
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>And comments like that one - well, that's going to encourage people
>to contribute usefully isn't it? Sorry, but that was (in my humble view), a
>daft
>move. How old are you? less than 17, it must be, as my 17 year old
>baby brother thought that it was a childish move....
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>>   And please, if anyone else is inclined to add their opinions,
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>>   If you think I am the only member in my position, then you have
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>> in these groups. I am beginning to think they are wiser than me.
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>But, just to show there's no grudges...
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>I personally find the overhead's of some standard C++ techniques
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>when performance is the key. If you are writing an adventure where
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>management is more important than speed, then use C++. For an arcade game
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>code, etc). Sony takes that same view (the core libgs routines are written
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>Craig.
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>> >> you would wonder why so many beginners steer clear of these groups and
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>> >Yaroze wasn't supposed to teach C, C++, or MIPS programming....
>> >...it's a great toy though - and in the right hands, a deadly weapon ;)
>> >
>> >Craig.
>> >
>>
>>

--MESSAGE FILE 17078 END: ./2 SCEA/yaroze/freetalk/000000287html.html

--MESSAGE FILE 17079 START: ./2 SCEA/yaroze/freetalk/000000288html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scea.yaroze.freetalk
Subject: games
Date: Mon, 12 Jan 1998 03:37:28 -0800
Organization: SCEA News Server
Lines: 19
Message-ID: <69cuqm$4382@scea>
NNTP-Posting-Host: delirium.Stanford.EDU
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

  What games are you all working on? What do you like and dislike about the current crop of games available (both Yaroze and commercial) and in what ways can we craft a new, superior generation of games?

  It seems to me that there's been a lot of talk about various programming techniques and graphics, but little about higher-level things or game design. I--and I suspect many others--are at the point where I'm comfortable enough with the system to attempt a real project. I've also spent this last weekend playing Hover Racing (thx James\mrfrosty for the pointer--the game rocks!) and think that for those of us in the West, the 'they had it first' excuse is starting to lose validity.

  I'll follow this shortly with a description of what I've been doing, and games I'm working on in various states of incompleteness, with most more incomplete than not; but it's late and I've problem sets due on the morrow.

mike

--MESSAGE FILE 17079 END: ./2 SCEA/yaroze/freetalk/000000288html.html

--MESSAGE FILE 17080 START: ./2 SCEA/yaroze/freetalk/000000289html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 12 Jan 1998 13:44:13 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <34ba1a80.10686421@www-s.playstation.co.uk>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>

<34b99f91.2340700@news.scea.sony.com>
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

Newsgroups - any newsgroups, but specifically gated ones - are not the place for anything more personal than a little gentle ribbing and a lot of intense technical argument. So please the both of you knock it off.

Fact: amateurs should be allowed to post things which are wrong, and should be prepared to learn from anyone. Fact: experts should be allowed to opine that something is right, and should also be prepared to learn from anyone. Fact: everyone is allowed to have an ego, and ego shouldn't put people off the entire newsgroup, just (perhaps) the postings of the person with the ego. If someone has useful information to offer, you have to accept their ego as part of it. Ego without at least some experience or some code to go with it is tiresome. But everyone has a unique way of expressing what's in their mind, and we all have to deal with that.

And, since everyone seems to violently agree on this, even in the midst of bloody battle, perhaps we can peaceably return to the topic.

Looking at it from a strictly technical viewpoint, the question of using C++ for Yaroze is dependent on someone porting the GNU C++ compiler, since I don't think Metrowerks provides C++ support, and I'm sure Sony hasn't supplied cc1plus.exe. Has anyone done this yet, and would I be popular if I did it? :=)

- Gil
--MESSAGE FILE 17080 END: ./2 SCEA/yaroze/freetalk/000000289html.html

--MESSAGE FILE 17081 START: ./2 SCEA/yaroze/freetalk/000000290html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 12 Jan 1998 09:32:53 GMT
Organization: SCEA News Server
Lines: 38
Message-ID: <34b9e24f.13849639@news.scea.sony.com>
References: <34b54e3d.9156136@news.scea.sony.com>
<34b9689b.1503826@news.scea.sony.com> <69clhc$4381@scea>
NNTP-Posting-Host: client-119-36.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Thank you very much, nice to meet you. I am leaning towards just chucking in an hour or two at the end of the day towards C++, considering that the language appears to have certain benefits.
I took Ed's advice to heart, and I have not forgotten some of Chris Blackwell's comments to me that he was getting excellent performance.
   Cheers,
   Matt

>Matthew Hulett wrote in message <34b9689b.1503826@news.scea.sony.com>...
>
>[stuff deleted]
>
>>   So, having been painfully verbose on my situation in an attempt to
>>get rid of the b.s., I repeat the question: Should the aspiring game
>>developer consider learning C++ a worthy effort?
>>   Matt
>

>
> It's a tricky question. There isn't a really straightforward answer. I
>think a lot of the important points have been covered here, but so much
>depends on your situation and patience.
>
> If you want an answer: yes, you should learn C++, but probably not quite
>yet. It certainly isn't necessary, and I get the impression that,
>particularly in game programming, there are speed issues it takes skill and
>experience to overcome. It's a skill worth having, definitely, and there
>are conveniences in C++ which make it more pleasant to program; however, it
>seems to me that you want to spend as little time as possible learning how
>to program, and as much as possible programming.
>
>mike
>
>
>
>
>
>

--MESSAGE FILE 17081 END: ./2 SCEA/yaroze/freetalk/000000290html.html

--MESSAGE FILE 17082 START: ./2 SCEA/yaroze/freetalk/000000291html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 12 Jan 1998 09:48:49 GMT
Organization: SCEA News Server
Lines: 50
Message-ID: <34b9e34f.14105854@news.scea.sony.com>
References: <69cmja$7pn1@emeka.playstation.co.uk>
NNTP-Posting-Host: client-119-36.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello again,
  Thanks again, I got the jist of your first entry. Remember, some
disagree with you, you seem quite adamant in your opinion.
   And by the way, in case you or anyone else took offense
at my comment, it was not directed at you, nor was it meant to make
any one fume. I don't walk around using words like flagellating
all the time, it was meant to inspire people who don't post to start
posting. In addition, it is supposed to make certain people laugh at
themselves and act a little less competitive. I had an image in my
head from the 50's sci-fi classics of the floating brains, pulsating
and throbbing as they floated through the air. It made me laugh...
Besides, no one is very advanced in this program, I believe the quote
I got from a Sony staffer was that releasing low-level information
would be pointless because we have barely scratched the capabilities
of the tools givin to us. 'Nuff said.
   And for the record, I stand by my comment 100%. If anyone feels
the need to kick some sand in my face, please grab my e-mail address
off the header of any of these entries and go right ahead. I am not
inclined to discuss the issue any further in the thread, it is
embarrassing and probably pretty boring to all members.
   And I really wish Chris Blackwell would add his opinion to the
thread! I would value his input very much!
   Thank you,
   Matt

>From: George_Bain@Playstation.sony.com
>To: news@playstation.co.uk
>
>
>Hey there,
>
>>   So, having been painfully verbose on my situation in an attempt to
>>get rid of the b.s., I repeat the question: Should the aspiring game
>>developer consider learning C++ a worthy effort?
> > Matt
>
>Console - > no. Win95 -> yes.
>
>
>George - SCEE Developer Support
>
>" this is my personal opinion and not Sony's..blah blah blah... "
>
>
>
>

--MESSAGE FILE 17082 END: ./2 SCEA/yaroze/freetalk/000000291html.html

--MESSAGE FILE 17083 START: ./2 SCEA/yaroze/freetalk/000000292html.html
Path: chuka.playstation.co.uk!news
From: "CRAIG GRAHAM" <c_graham@intelligent-group.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: 12 Jan 1998 17:13:49 GMT
Organization: Intelligent Research Ltd
Lines: 37
Message-ID: <01bd1f7e$825fd1e0$6c0b0a0a@newcastle.twowaytv.co.uk>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
<34b99f91.2340700@news.scea.sony.com> <34ba1a80.10686421@www-
s.playstation.co.uk>
NNTP-Posting-Host: 194.131.235.3
X-Newsreader: Microsoft Internet News 4.70.1161

Gil Jaysmith <gil@snsys.com> wrote in article
<34ba1a80.10686421@www-s.playstation.co.uk>...
> Newsgroups - any newsgroups, but specifically gated ones - are not the
> place for anything more personal than a little gentle ribbing and a
> lot of intense technical argument. So please the both of you knock it
> off.

CRAIG: Blows rasberry, grins and get's a round of beers in ("who's having
the Shandy???")

[SNIP]

> to offer, you have to accept their ego as part of it. Ego without at
> least some experience or some code to go with it is tiresome. But

Hurray - now, on to the good bit...

> Looking at it from a strictly technical viewpoint, the question of
> using C++ for Yaroze is dependent on someone porting the GNU C++
> compiler, since I don't think Metrowerks provides C++ support, and I'm
> sure Sony hasn't supplied cc1plus.exe. Has anyone done this yet, and
> would I be popular if I did it? :=)

There's a file that add's NetYarozeC++ to the CodeWarrior New Project
dialog on my WWW page. It's not perfect - but it sorts out pretty much
all the problems with new/delete not being present, and call constructors
and destructors for you - so you do get the whole of C++ in a nice easy
to use form - you'd have to be much better at C++ than me to need more
(not hard, I'm pretty pants at it). I wrote the stuff to try out the CW C++
GUI more than anything, but it should be useful to the world at large....

> - Gil

Craig.

--MESSAGE FILE 17083 END: ./2 SCEA/yaroze/freetalk/000000292html.html

--MESSAGE FILE 17084 START: ./2 SCEA/yaroze/freetalk/000000293html.html
Path: chuka.playstation.co.uk!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 12 Jan 1998 19:00:42 -0600
Organization: Metrowerks
Lines: 30
Message-ID: <sumner-ya02408000R1201981900420001@news.scea.sony.com>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
<34b99f91.2340700@news.scea.sony.com> <34ba1a80.10686421@www-
s.playstation.co.uk>
NNTP-Posting-Host: mtwks118.metrowerks.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <34ba1a80.10686421@www-s.playstation.co.uk>, gil@snsys.com (Gil
Jaysmith) wrote:

>Newsgroups - any newsgroups, but specifically gated ones - are not the
>place for anything more personal than a little gentle ribbing and a
>lot of intense technical argument. So please the both of you knock it
>off.

Hear hear...

>Looking at it from a strictly technical viewpoint, the question of
>using C++ for Yaroze is dependent on someone porting the GNU C++
>compiler, since I don't think Metrowerks provides C++ support,

We don't "officially" support C++ because Sony isn't officially supporting
it (see "delete()" in libps.h as an example). However, the Metrowerks
compiler does support C++. There is a C++ runtime library in the
"unsupported" folder inside CodeWarrior for Net Yaroze 2 (plus stationary
and include files). It's not necessary to use this runtime library however.
Chris Blackwell has information on his web page as to how to get all of
this running if anyone is interested.

Anyway, since C++ is available, I'll let everyone else debate whether to use it or not <grin>.

-Joel

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 17084 END: ./2 SCEA/yaroze/freetalk/000000293html.html

--MESSAGE FILE 17085 START: ./2 SCEA/yaroze/freetalk/000000294html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 12 Jan 1998 20:33:04 GMT
Organization: SCEA News Server
Lines: 29
Message-ID: <34ba7b1a.22461263@news.scea.sony.com>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
<34b99f91.2340700@news.scea.sony.com> <34ba1a80.10686421@www-s.playstation.co.uk> <sumner-ya02408000R1201981900420001@news.scea.sony.com>
NNTP-Posting-Host: client-119-25.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

    Very quickly,
    Before others find it necessary to respond, I thought I would mention that I wrote Gil a number of notes apologizing, and I apologize to all of you for my part in that fight.
   I also pointed out both Chris' and Craig's contributions on their member pages in my first letter.
   I am sorry. I ask your grace in excusing my affront, and I will tone down my ego until I have more experience and demo code so that the more able members don't gag over my entries.
   Sorry,
   Matt

>In article <34ba1a80.10686421@www-s.playstation.co.uk>, gil@snsys.com (Gil
>Jaysmith) wrote:
>
>>Newsgroups - any newsgroups, but specifically gated ones - are not the
>>place for anything more personal than a little gentle ribbing and a
>>lot of intense technical argument. So please the both of you knock it
>>off.
>
>Hear hear...

>PlayStation Development Tools Dude
>Metrowerks

--MESSAGE FILE 17085 END: ./2 SCEA/yaroze/freetalk/000000294html.html

--MESSAGE FILE 17086 START: ./2 SCEA/yaroze/freetalk/000000295html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Tim O'Neil <goneil@chat.carleton.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Tue, 13 Jan 1998 03:11:30 -0500
Organization: SCEA News Server
Lines: 35
Message-ID: <34BB21B2.DC99897B@chat.carleton.ca>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
<34b99f91.2340700@news.scea.sony.com> <34ba1a80.10686421@www-
s.playstation.co.uk> <sumner-ya02408000R1201981900420001@news.scea.sony.com>
NNTP-Posting-Host: 206.75.140.7
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Joel Sumner wrote:

> We don't "officially" support C++ because Sony isn't officially
> supporting
> it (see "delete()" in libps.h as an example). However, the Metrowerks
>
> compiler does support C++. There is a C++ runtime library in the
> "unsupported" folder inside CodeWarrior for Net Yaroze 2 (plus
> stationary
> and include files). It's not necessary to use this runtime library
> however.
> Chris Blackwell has information on his web page as to how to get all
> of
> this running if anyone is interested.
>
> Anyway, since C++ is available, I'll let everyone else debate whether
> to
> use it or not <grin>.
>
> -Joel
>
> --
> PlayStation Development Tools Dude
> Metrowerks

   Actually, I have yet to download anything new from Metroworks and
have been using C++ since the yaroze was first available in North
America. I believe the library was in a directory on the CD... anyway,
it had C++ in the name of it and once I put it into my project,
everything has worked fine.
Admittedly, all I have used it for so far is for menus and other things
where speed is not cruicial... just in case.

Tim

--MESSAGE FILE 17086 END: ./2 SCEA/yaroze/freetalk/000000295html.html

--MESSAGE FILE 17087 START: ./2 SCEA/yaroze/freetalk/000000296html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk

Subject: Re: More about chatting
Date: Tue, 13 Jan 1998 08:54:43 GMT
Organization: SCEA News Server
Lines: 2
Message-ID: <34bb2baa.1154319@news.scea.sony.com>
References: <349f7e07.1146308@news.scea.sony.com>
NNTP-Posting-Host: ip26.ts1.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Well we sure havent heard from many people on this thread I was
wondering mario if you had heard anything from SCEA yet.
--MESSAGE FILE 17087 END: ./2 SCEA/yaroze/freetalk/000000296html.html

--MESSAGE FILE 17088 START: ./2 SCEA/yaroze/freetalk/000000297html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Tue, 13 Jan 1998 15:18:12 GMT
Organization: L4 Software
Lines: 15
Message-ID: <34bb850d.1092717@205.149.189.29>
References: <349f7e07.1146308@news.scea.sony.com>
<34bb2baa.1154319@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Mike,

Yes, we've talked about it a bit. We'll have to do the chat here (in
the auditorium lobby) because of the NDA. I'm just waiting for a bit
of feedback from you guys to decide when to try it again. So far, I
haven't heard much.

Mario

On Tue, 13 Jan 1998 08:54:43 GMT, dajudge@inficad.com (Michael
Klucher) wrote:

>Well we sure havent heard from many people on this thread I was
>wondering mario if you had heard anything from SCEA yet.

--MESSAGE FILE 17088 END: ./2 SCEA/yaroze/freetalk/000000297html.html

--MESSAGE FILE 17089 START: ./2 SCEA/yaroze/freetalk/000000298html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry Jessop <Jerry_Jessop@playstation.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Japanese Games on Net Yaroze?
Date: Tue, 13 Jan 1998 09:45:06 -0800
Organization: Playstation R&D
Lines: 47
Message-ID: <34BBA822.1A05@playstation.sony.com>
References: <68s0ej$vi3@scea> <34B191A6.3107@playstation.sony.com>
<34b1a770.938642@news.scea.sony.com> <34B263CF.5A2C@playstation.sony.com>
<34B27BC4.BBB66BE4@ix.netcom.com> <34B42DF2.33AB@playstation.sony.com>
<34b43705.337554@news.scea.sony.com> <34b431d8.47153261@news.scea.sony.com>
<34b4bd0c.2847300@www-s.playstation.co.uk>
<34b4d32e.27475681@news.scea.sony.com> <34b605bc.478555@www-s.playstation.co.uk>

NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; I)

Once more for those that are interested.

Their is almost no differences between the Yaroze hardware and the "infamous" Blue debug PlayStations. The territorial lockout is different and that is located in the CD rom controller.

The MPEG (MDEC) engine is part of the CPU (as is the serial I/O) and is indeed in the Yaroze hardware. I believe the Yaroze libraries do not include any functions for it..... for a variety of reasons. As the Yaroze does not boot CDR's, no streaming functions off the CD were included. And yes I know their are ways to hack the console to run CDR's, but let's not go there :)

The bottom line is that the Yaroze hardware is essentially the same as the blue debugs. All hardware functions availible on the blue debugs are possible on Yaroze with exception to the CDR lockout.

Jerry Jessop
Hardware Engineer
SCEA

Gil Jaysmith wrote:
>
> On Thu, 08 Jan 1998 13:27:36 GMT, matth@bellatlantic.net (Matthew
> Hulett) wrote:
> > L:ighten up Gil! I was referring to the hardware, every difference
> >you listed is a software difference. And if we didn't need the boot
> >disc in the Yaroze, we would be able to read off of a CD-rom with the
> >proper library functions.
>
> I was taking the mickey... and like Craig says, the hardware is
> different in that the blue kit is only only for testing.
> You can swap the boot disk out after booting, can't you? It's because
> the MPEG engine is missing that means you can't play good movies.
>
> > Geez, I wonder why more beginners don't participate in the
> >newsgroups? Like I said, it was a RUMOR!
>
> Rumours are evil...
>
> > I can't wait for you to shed more tears and inform me of some
> >obscure difference in the hardware achitecture...
>
> I'll exert myself thinking of something :)
>
> - Gil
--MESSAGE FILE 17089 END: ./2 SCEA/yaroze/freetalk/000000298html.html

--MESSAGE FILE 17090 START: ./2 SCEA/yaroze/freetalk/000000299html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Tue, 13 Jan 1998 19:09:55 -0800
Organization: SCEA News Server
Lines: 13

Message-ID: <34BC2C83.6ABF@concentric.net>
References: <349f7e07.1146308@news.scea.sony.com>
<34bb2baa.1154319@news.scea.sony.com> <34bb850d.1092717@205.149.189.29>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts018d29.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

I'm up for any time from 7pm or later pacific time during the
week. Weekends would be fine too.

Scott

> Mike,
>
> Yes, we've talked about it a bit. We'll have to do the chat here (in
> the auditorium lobby) because of the NDA. I'm just waiting for a bit
> of feedback from you guys to decide when to try it again. So far, I
> haven't heard much.
>
> Mario
--MESSAGE FILE 17090 END: ./2 SCEA/yaroze/freetalk/000000299html.html

--MESSAGE FILE 17091 START: ./2 SCEA/yaroze/freetalk/000000300html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: More about chatting
Date: Tue, 13 Jan 1998 23:01:58 GMT
Organization: SCEA News Server
Lines: 26
Message-ID: <34bbf0d6.8773590@news.scea.sony.com>
References: <349f7e07.1146308@news.scea.sony.com>
<34bb2baa.1154319@news.scea.sony.com> <34bb850d.1092717@205.149.189.29>
NNTP-Posting-Host: client-119-78.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello all,
   I thought I would share the information that our new fearless
leader J Patton told me that we should be seeing activity
pick up after New Years i.e., the auditorium classes are going to
begin again. If the classes were to be held bi-weekly as originally
conceived, perhaps it might be easiest to fill in the no-class week
at the same time.
   Just a suggestion...
   Matt

>Mike,
>
>Yes, we've talked about it a bit. We'll have to do the chat here (in
>the auditorium lobby) because of the NDA. I'm just waiting for a bit
>of feedback from you guys to decide when to try it again. So far, I
>haven't heard much.
>
>Mario
>
>On Tue, 13 Jan 1998 08:54:43 GMT, dajudge@inficad.com (Michael
>Klucher) wrote:
>
>>Well we sure havent heard from many people on this thread I was
>>wondering mario if you had heard anything from SCEA yet.

>

--MESSAGE FILE 17091 END: ./2 SCEA/yaroze/freetalk/000000300html.html

--MESSAGE FILE 17092 START: ./2 SCEA/yaroze/freetalk/000000301html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Wed, 14 Jan 1998 04:20:59 GMT
Organization: L4 Software
Lines: 6
Message-ID: <34bc3c52.1605849@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

OK, for anyone who may be interested, I'll be here Wednesday night to
try things out. Hopefully we'll figure out how everything works so we
can do it again one week later. Meet me in the Auditorium Lobby at
10:00pm EST.

Mario
--MESSAGE FILE 17092 END: ./2 SCEA/yaroze/freetalk/000000301html.html

--MESSAGE FILE 17093 START: ./2 SCEA/yaroze/freetalk/000000302html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: games
Date: Tue, 13 Jan 1998 22:28:03 -0600
Organization: SCEA News Server
Lines: 54
Message-ID: <34BC3ED3.7BFAC695@ix.netcom.com>
References: <69cuqm$4382@scea>
NNTP-Posting-Host: dgr-il11-26.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Michael Hough wrote:

>   What games are you all working on? What do you like and dislike
> about the
> current crop of games available (both Yaroze and commercial) and in
> what
> ways can we craft a new, superior generation of games?

Wow, something to talk about!

For the many months that I've been using the Yaroze, I've been mostly
experimenting with the hardware. I finished a simple 2D scrolling
shooter about a month after the Yaroze program first started, but since
then, I have been extremely busy with school.

But right now, as I said before, I'm doing this Jeopardy-style game for
the Society of Hispanic Professional Engineers (www.shpe.org).
Basically, a bunch of college students compete for dinky prizes in front
of about 2000 people. I have done this for the last two years, each
time getting a considerable amount of dough, and a free round-trip
ticket to Seattle and Philadelphia.

This year, I'm using the Yaroze for the graphics. I have it worked out so that the whole game is controlled by the computer, electric buzzer systems and all, then the computer tells the Yaroze what to display on the screen. The graphics -at least I think- are very cool, as I was very picky about things like the font, which I spent two weeks and $60 tracking down. It's getting down to crunch time now, as this whole system needs to be working perfectly by the end of January. It's going to be in Orlando this year, and I'm going to try extra hard to take a bunch of pictures and make a nice video to show everyone.

Also, I don't think I'm legally allowed to make this program available for download, as companies like Amoco and Lucent Technologies have their corporate logos emblazoned on it (lots of stuff for me to sign). Very creepy stuff. But there will be screenshots!

Anyways, I plan to COMPLETELY blow off the final semester of school and concentrate 100% on a real game. After playing the entire Final Fantasy series on various emulators, I think I have a pretty good idea how they were made. I want to make a FF-style RPG, but with battle scenes that are way over the top... sort of like FF meets X-Men Vs. Street Fighter.

I'm working on a 5-level tile-based system (first: ground, second: charachters, third: things above characters, fourth: standing transparent layer, fifth: moving transparent layer) similar to the system used in games like Chrono Trigger and FF3. I just want to leave all that complicated 3D math to the adults and concentrate on gameplay.

That's just me. Someone out there probably already made their own Virtua Fighter 3...

Manny Najera

--MESSAGE FILE 17093 END: ./2 SCEA/yaroze/freetalk/000000302html.html

--MESSAGE FILE 17094 START: ./2 SCEA/yaroze/freetalk/000000303html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: games
Date: 14 Jan 1998 09:03:04 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 28
Sender: news@chuka.playstation.co.uk
Message-ID: <69hv08$bk91@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk

Hey there,

Have fun! Better start soon.....in order to actually complete it.

George@SCEE

>>

I want to make a FF-style RPG, but with battle scenes that are way over the top... sort of like FF meets X-Men Vs. Street Fighter. I'm working on a 5-level tile-based system (first: ground, second: charachters, third: things above characters, fourth: standing transparent layer, fifth: moving transparent layer) similar to the system used in games like Chrono Trigger and FF3. I just want to leave all that complicated 3D math to the adults and concentrate on gameplay. That's just me. Someone out there probably already made their own Virtua Fighter 3...
Manny Najera

--MESSAGE FILE 17094 END: ./2 SCEA/yaroze/freetalk/000000303html.html

--MESSAGE FILE 17095 START: ./2 SCEA/yaroze/freetalk/000000304html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Wed, 14 Jan 1998 08:20:51 GMT
Organization: SCEA News Server
Lines: 17
Message-ID: <34bc74d6.7168998@news.scea.sony.com>
References: <34bc3c52.1605849@205.149.189.29>
NNTP-Posting-Host: ip161.ts3.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

I will try and make it. I have class from 8:30Pm (Moutain) Which is 10:30(Eastern) Now you dont need any software for just the outside lobby chat correct when I downloaded the software it still dint do anything thats what I am worried about it never worked or gave me a window to sign in when I tried it :(. but I do hope it works.

On Wed, 14 Jan 1998 04:20:59 GMT, mperdue@l4software.com (Mario Perdue) wrote:

>OK, for anyone who may be interested, I'll be here Wednesday night to
>try things out. Hopefully we'll figure out how everything works so we
>can do it again one week later. Meet me in the Auditorium Lobby at
>10:00pm EST.
>
>Mario

--MESSAGE FILE 17095 END: ./2 SCEA/yaroze/freetalk/000000304html.html

--MESSAGE FILE 17096 START: ./2 SCEA/yaroze/freetalk/000000305html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: games
Date: Wed, 14 Jan 1998 01:14:11 -0800
Organization: SCEA News Server
Lines: 31
Message-ID: <69hvf7$4v11@scea>
References: <69cuqm$4382@scea> <34BC3ED3.7BFAC695@ix.netcom.com>
NNTP-Posting-Host: delirium.Stanford.EDU

X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Manny Najera wrote in message <34BC3ED3.7BFAC695@ix.netcom.com>...

>Anyways, I plan to COMPLETELY blow off the final semester of school and
>concentrate 100% on a real game. After playing the entire Final Fantasy
>series on various emulators, I think I have a pretty good idea how they
>were made. I want to make a FF-style RPG, but with battle scenes that
>are way over the top... sort of like FF meets X-Men Vs. Street Fighter.
>
>I'm working on a 5-level tile-based system (first: ground, second:
>charachters, third: things above characters, fourth: standing
>transparent layer, fifth: moving transparent layer) similar to the
>system used in games like Chrono Trigger and FF3. I just want to leave
>all that complicated 3D math to the adults and concentrate on gameplay.

  I'm not so sure about that; games like FF7 and Tekken 2 have made me a believer; it seems you have to be really compelling to stand a chance in 2D nowadays. 3D seems to have a lot more freedom.

  FWIW, the yaroze makes 3D fairly easy.

  Do you have any more details about your game? I'm particularly curious about the story; I think there's a lot of room for experimenting with neat things there. FF3 (6?) was really good about that, though it was overall fairly linear and the combat was a bit easy; they loved their special atacks a bit much (not to mention ultima).

mike

--MESSAGE FILE 17096 END: ./2 SCEA/yaroze/freetalk/000000305html.html

--MESSAGE FILE 17097 START: ./2 SCEA/yaroze/freetalk/000000306html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: games
Date: Wed, 14 Jan 1998 02:13:24 -0800
Organization: SCEA News Server
Lines: 33
Message-ID: <69i2ko$4v12@scea>
References: <69cuqm$4382@scea>
NNTP-Posting-Host: delirium.Stanford.EDU
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

me:

> I'll follow this shortly with a description of what I've been doing, and
>games I'm working on in various states of incompleteness, with most more
>incomplete than not; but it's late and I've problem sets due on the morrow.

Ok, it's now.

I've got a 3d fractal terrain thing; it's sorta generic--tmd construction on the fly, a generic plasma fractal. I'd planned to have gangs of ninja (and samurai, monks, et al) roam over it, doing battle. I'd almost forgotten about that; I might come back to it once I work out 3d folks.

This last summer I worked on a Vandal Hearts clone--it was fairly complete, with one playable level sorely in need of game balance and some decent combat equations, when it collapsed under the weight of ugly, ugly code. I might still post it, if people are willing to tolerate abomination. I'm slowly and painfully learing about coding style--the projects they give you in class are too conveniently laid-out ahead of time to go as horribly wrong as the things I create myself.

Once the novelty of 3d people overcame my dwindling interest in the disintegrating tactical game, I started work on a general-purpose 3d people library, in hopes of making a beat-em-up or a fighting game or perhaps both. It's mostly complete, but I need better routines for interpolation, as well as a finite state machinery I can feel comfortable with.

that's (a large part of) my story; until later,

mike

--MESSAGE FILE 17097 END: ./2 SCEA/yaroze/freetalk/000000306html.html

--MESSAGE FILE 17098 START: ./2 SCEA/yaroze/freetalk/000000307html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Wayne K. Werner" <wkwerner@con2.com>
Newsgroups: scea.yaroze.freetalk
Subject: About that chat thing
Date: 14 Jan 1998 10:12:17 GMT
Organization: WermX Software
Lines: 19
Message-ID: <01bd20d5$69514aa0$65bf43ce@wkwerner>
NNTP-Posting-Host: port01.con2.com
X-Newsreader: Microsoft Internet News 4.70.1161

I would love to participate in the chat on
Wednesday. Whenever I go to the lobby, I get
a warning window saying that my Placeware client
has expired. This is confirmed by the fact that
my talk button has been replaced by a button that
says "mic diabled". The text chat appears to be
working (we'll see tomorrow), but I really liked
that internet phone kind of thing on the one to
ones. Anyone know anything about my getting my
voice back?

I downloaded pwclient.exe again on the assumption
that a reinstall of the latest Placeware client
would fix me up, but, as I'm writing this, you
can guess how that turned out.
--
Wayne K. Werner
wkwerner@con2.com

--MESSAGE FILE 17098 END: ./2 SCEA/yaroze/freetalk/000000307html.html

--MESSAGE FILE 17099 START: ./2 SCEA/yaroze/freetalk/000000308html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@NOSPAMix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: games
Date: Wed, 14 Jan 1998 18:57:34 -0600
Organization: SCEA News Server

Lines: 36
Message-ID: <34BD5EFD.CDD10F75@ix.netcom.com>
References: <69cuqm$4382@scea> <34BC3ED3.7BFAC695@ix.netcom.com>
<69hvf7$4v11@scea>
NNTP-Posting-Host: dgr-il1-25.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Michael Hough wrote:

> FWIW, the yaroze makes 3D fairly easy.
>
> Do you have any more details about your game? I'm particularly
> curious
> about the story; I think there's a lot of room for experimenting with
> neat
> things there. FF3 (6?) was really good about that, though it was
> overall
> fairly linear and the combat was a bit easy; they loved their special
> atacks
> a bit much (not to mention ultima).

I've got no problem making a bunch of 3D objects dance on the screen. It's just that there's too much for one person to do. I haven't the tools or the patience for 3D. I know how to do it... I just don't have the tools or the time.

I know it sounds pretty silly when someone says that they are going to make an RPG. There are dozens of rag-tag groups of Qbasic-using laser-tag teens out there working on games with silly titles like "Legend of the Dark Moon of the Summer Sun" and "The Lunar Eclipse of the Fifth Kingdom".

I'll just see what I can do with a few months work. Start with a decent tile engine, then a "people" engine, then work on the battle system. The biggest challenge is creating versitile code to handle everything, lest the whole game become nothing more than spaghetti. I would like to create a scripting language similar to what the Bard's Tale Construction Set used. As far as the story goes... I don't have a clue.

My one goal, however, is to have a really cool version of Grand Train.

Manny Najera

--MESSAGE FILE 17099 END: ./2 SCEA/yaroze/freetalk/000000308html.html

--MESSAGE FILE 17100 START: ./2 SCEA/yaroze/freetalk/000000309html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Wed, 14 Jan 1998 21:07:14 -0600
Organization: SCEA News Server
Lines: 15
Message-ID: <34BD7D61.209BFAE1@ix.netcom.com>
References: <34bc3c52.1605849@205.149.189.29>
NNTP-Posting-Host: dgr-il9-44.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Mario Perdue wrote:

> OK, for anyone who may be interested, I'll be here Wednesday night to
> try things out. Hopefully we'll figure out how everything works so we
> can do it again one week later. Meet me in the Auditorium Lobby at
> 10:00pm EST.

It's exactly 10:03pm EST, and I am at
www.scea.sony.com/net/yaroze/aud.html, passing the time by playing
Parappa the Rapper, waiting for something to happen.

I still don't know how this thing is supposed to work.

Manny Najera

--MESSAGE FILE 17100 END: ./2 SCEA/yaroze/freetalk/000000309html.html

--MESSAGE FILE 17101 START: ./2 SCEA/yaroze/freetalk/000000310html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Wed, 14 Jan 1998 22:12:44 GMT
Organization: SCEA News Server
Lines: 30
Message-ID: <34bd374d.120430@news.scea.sony.com>
References: <34bc3c52.1605849@205.149.189.29> <34BD7D61.209BFAE1@ix.netcom.com>
NNTP-Posting-Host: client-119-12.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

  Hear, hear, Manny, it's 10:08 and my browser was going nuts
disconnecting and reconnecting to the lobby. This doesn't work the way
it did last August. It used to be if you loaded the 500 kb. stuff,
you would get a window to enter your name, and then your name would
appear with everyone elses name in the lobby window. Then, I think I
remember, you would hit the text chat link and the large window with
everyone one in one place would open. Hmmm....
   Matt

On Wed, 14 Jan 1998 21:07:14 -0600, Manny Najera
<mannyn@ix.netcom.com> wrote:

>Mario Perdue wrote:
>
>> OK, for anyone who may be interested, I'll be here Wednesday night to
>> try things out. Hopefully we'll figure out how everything works so we
>> can do it again one week later. Meet me in the Auditorium Lobby at
>> 10:00pm EST.
>
>It's exactly 10:03pm EST, and I am at
>www.scea.sony.com/net/yaroze/aud.html, passing the time by playing
>Parappa the Rapper, waiting for something to happen.
>
>I still don't know how this thing is supposed to work.
>
>Manny Najera
>

--MESSAGE FILE 17101 END: ./2 SCEA/yaroze/freetalk/000000310html.html

--MESSAGE FILE 17102 START: ./2 SCEA/yaroze/freetalk/000000311html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Wed, 14 Jan 1998 21:19:34 -0600
Organization: SCEA News Server
Lines: 16
Message-ID: <34BD8045.774957E9@ix.netcom.com>
References: <34bc3c52.1605849@205.149.189.29> <34BD7D61.209BFAE1@ix.netcom.com>
<34bd374d.120430@news.scea.sony.com>
NNTP-Posting-Host: dgr-il9-44.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Matthew Hulett wrote:

>   Hear, hear, Manny, it's 10:08 and my browser was going nuts
> disconnecting and reconnecting to the lobby. This doesn't work the way
>
> it did last August. It used to be if you loaded the 500 kb. stuff,
> you would get a window to enter your name, and then your name would
> appear with everyone elses name in the lobby window. Then, I think I
> remember, you would hit the text chat link and the large window with
> everyone one in one place would open. Hmmm....

The text chat button brings up nothing but an empty window. Maybe it's
broken...

Manny Najera

--MESSAGE FILE 17102 END: ./2 SCEA/yaroze/freetalk/000000311html.html

--MESSAGE FILE 17103 START: ./2 SCEA/yaroze/freetalk/000000312html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Wed, 14 Jan 1998 19:25:52 -0800
Organization: SCEA News Server
Lines: 24
Message-ID: <69jv4i$4v13@scea>
References: <34bc3c52.1605849@205.149.189.29> <34BD7D61.209BFAE1@ix.netcom.com>
<34bd374d.120430@news.scea.sony.com>
NNTP-Posting-Host: delirium.Stanford.EDU
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Matthew Hulett wrote in message <34bd374d.120430@news.scea.sony.com>...
>
> Hear, hear, Manny, it's 10:08 and my browser was going nuts
>disconnecting and reconnecting to the lobby. This doesn't work the way
>it did last August. It used to be if you loaded the 500 kb. stuff,
>you would get a window to enter your name, and then your name would
>appear with everyone elses name in the lobby window. Then, I think I
>remember, you would hit the text chat link and the large window with

>everyone one in one place would open. Hmmm....
>   Matt

  Hmm. I, too, am getting merely a white rectangle; the chat button brings up a worthless window.

  Is it possible to adjourn to an alternate channel? IRC? Is ICQ secure enough for such things (I've installed it, but never chatted by means of it--I'm 5032432). I might loiter on #yaroze for a few minutes, being careful to avoid NDA issues.

mike

--MESSAGE FILE 17103 END: ./2 SCEA/yaroze/freetalk/000000312html.html

--MESSAGE FILE 17104 START: ./2 SCEA/yaroze/freetalk/000000313html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Thu, 15 Jan 1998 03:34:15 GMT
Organization: L4 Software
Lines: 15
Message-ID: <34bd8365.10600748@205.149.189.29>
References: <34bc3c52.1605849@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

I'm here too! I've got my chat window open but I don't see anyone else. I don't understand what the problem is.

Mario

On Wed, 14 Jan 1998 04:20:59 GMT, mperdue@l4software.com (Mario Perdue) wrote:

>OK, for anyone who may be interested, I'll be here Wednesday night to
>try things out. Hopefully we'll figure out how everything works so we
>can do it again one week later. Meet me in the Auditorium Lobby at
>10:00pm EST.
>
>Mario

--MESSAGE FILE 17104 END: ./2 SCEA/yaroze/freetalk/000000313html.html

--MESSAGE FILE 17105 START: ./2 SCEA/yaroze/freetalk/000000314html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Thu, 15 Jan 1998 03:42:06 GMT
Organization: SCEA News Server
Lines: 2
Message-ID: <34bd8567.541698@news.scea.sony.com>
References: <34bc3c52.1605849@205.149.189.29>
NNTP-Posting-Host: ip152.ts3.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Anyone still around I am here too but nothing is happening I know I am late but I was hoping people would be chatting still
--MESSAGE FILE 17105 END: ./2 SCEA/yaroze/freetalk/000000314html.html

--MESSAGE FILE 17106 START: ./2 SCEA/yaroze/freetalk/000000315html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Thu, 15 Jan 1998 03:48:16 GMT
Organization: L4 Software
Lines: 14
Message-ID: <34bd86ae.11442188@205.149.189.29>
References: <34bc3c52.1605849@205.149.189.29>
<34bd8567.541698@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Yes, I'm still here. I'm trying to figure out what is going wrong. I think I'm going to need to talk with the guys at Sony about this. Maybe they need to enable something before this will work.

<sigh>

Mario

On Thu, 15 Jan 1998 03:42:06 GMT, dajudge@inficad.com (Michael Klucher) wrote:

>Anyone still around I am here too but nothing is happening I know I am
>late but I was hoping people would be chatting still

--MESSAGE FILE 17106 END: ./2 SCEA/yaroze/freetalk/000000315html.html

--MESSAGE FILE 17107 START: ./2 SCEA/yaroze/freetalk/000000316html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Thu, 15 Jan 1998 03:55:41 GMT
Organization: L4 Software
Lines: 9
Message-ID: <34bd88a5.11945319@205.149.189.29>
References: <34bc3c52.1605849@205.149.189.29>
<34bd8567.541698@news.scea.sony.com> <34be87a7.1117476@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

What's ICQ, and how does it work?

Mario
On Thu, 15 Jan 1998 03:51:39 GMT, dajudge@inficad.com (Michael Klucher) wrote:

>Well if anyone would like it my ICQ number is 2492037
>

--MESSAGE FILE 17107 END: ./2 SCEA/yaroze/freetalk/000000316html.html

--MESSAGE FILE 17108 START: ./2 SCEA/yaroze/freetalk/000000317html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Thu, 15 Jan 1998 03:58:16 GMT
Organization: SCEA News Server
Lines: 6
Message-ID: <34c08892.1352344@news.scea.sony.com>
References: <34bc3c52.1605849@205.149.189.29>
<34bd8567.541698@news.scea.sony.com> <34be87a7.1117476@news.scea.sony.com>
NNTP-Posting-Host: ip152.ts3.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Well if anyone would like it my ICQ number is 2492037
Also as note I have two accounts Pick the one with the nickname
"DaJudge" if you decide to look me up by name but if you just use the
number it will get to the right account

P.S. I canceled the prevous message so if you get this twice sorry
--MESSAGE FILE 17108 END: ./2 SCEA/yaroze/freetalk/000000317html.html

--MESSAGE FILE 17109 START: ./2 SCEA/yaroze/freetalk/000000318html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Wed, 14 Jan 1998 22:55:45 GMT
Organization: SCEA News Server
Lines: 28
Message-ID: <34bd4238.1148544@news.scea.sony.com>
References: <34bc3c52.1605849@205.149.189.29>
<34bd8567.541698@news.scea.sony.com> <34be87a7.1117476@news.scea.sony.com>
<34bd88a5.11945319@205.149.189.29>
NNTP-Posting-Host: client-119-46.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   I asked a friend the same thing yesterday, here are his words cut
and pasted:

ICQ is a chat program. For instance if you had ICQ and were online at
the same time I was we could chat in real time. ICQ lets you know if
the other person is online. If you are interested in this check out
http://www.mirabilis.com

   Matt

On Thu, 15 Jan 1998 03:55:41 GMT, mperdue@l4software.com (Mario
Perdue) wrote:

>What's ICQ, and how does it work?
>
>Mario
>On Thu, 15 Jan 1998 03:51:39 GMT, dajudge@inficad.com (Michael
>Klucher) wrote:
>

>>Well if anyone would like it my ICQ number is 2492037
>>
>

--MESSAGE FILE 17109 END: ./2 SCEA/yaroze/freetalk/000000318html.html

--MESSAGE FILE 17110 START: ./2 SCEA/yaroze/freetalk/000000319html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat Wednesday Jan 14, 1998 10:00pm EST
Date: Thu, 15 Jan 1998 04:11:12 GMT
Organization: L4 Software
Lines: 17
Message-ID: <34bd8be5.12777205@205.149.189.29>
References: <34bc3c52.1605849@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

I don't understand why this isn't working, but it's not so I'm going
to call it a night and check with Sony tomorrow. I quess I'll go play
a bit of Air Warrior III before I turn in. Thanks to everyone who
tried to attend tonight. Maybe we'll have better luck next week.

Mario

On Wed, 14 Jan 1998 04:20:59 GMT, mperdue@l4software.com (Mario
Perdue) wrote:

>OK, for anyone who may be interested, I'll be here Wednesday night to
>try things out. Hopefully we'll figure out how everything works so we
>can do it again one week later. Meet me in the Auditorium Lobby at
>10:00pm EST.
>
>Mario

--MESSAGE FILE 17110 END: ./2 SCEA/yaroze/freetalk/000000319html.html

--MESSAGE FILE 17111 START: ./2 SCEA/yaroze/freetalk/000000320html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Wed, 14 Jan 1998 23:37:57 -0600
Organization: (no organization)
Lines: 19
Message-ID: <34BDA0B5.14FC@charlie.cns.iit.edu>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
<34b99f91.2340700@news.scea.sony.com> <34ba1a80.10686421@www-
s.playstation.co.uk>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Gil Jaysmith wrote:

> Looking at it from a strictly technical viewpoint, the question of
> using C++ for Yaroze is dependent on someone porting the GNU C++
> compiler, since I don't think Metrowerks provides C++ support, and I'm
> sure Sony hasn't supplied cc1plus.exe. Has anyone done this yet, and
> would I be popular if I did it? :=)

Even though I know Metroworks has "unofficial" patches to allow
C++ on the Yaroze, you would still be popular (at least with ME! :-)
if you got the GNU C++ compiler working. I prefer the DOS build
environment. (Well, with the proper "extras" it's actually
somewhat Unix-like, which is what I actually like.)

I downloaded the GNU source, but have not yet tried building it,
let alone building the C++ part.

How about you and I have a race! (I bet you win ;-)

Ed Federmeyer
--MESSAGE FILE 17111 END: ./2 SCEA/yaroze/freetalk/000000320html.html

--MESSAGE FILE 17112 START: ./2 SCEA/yaroze/freetalk/000000321html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Thu, 15 Jan 1998 11:43:33 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <34bdf4c8.1418796@www-s.playstation.co.uk>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
<34b99f91.2340700@news.scea.sony.com> <34ba1a80.10686421@www-
s.playstation.co.uk> <34BDA0B5.14FC@charlie.cns.iit.edu>
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Wed, 14 Jan 1998 23:37:57 -0600, Ed Federmeyer
<fedeedw@charlie.cns.iit.edu> wrote:
>How about you and I have a race! (I bet you win ;-)

I bet I do as well :) But feel free to put up some creditable
opposition.

I'll fetch the source off the Yaroze site today and meddle with it
this evening. If it's basically an unaltered source tree then I should
have it for you tomorrow. It's tempting to ask myself why to bother
with the Yaroze site source, since the pro compiler is probably a
later source tree with better code generation, we give it away free
anyway, and I've already built it. But I feel like experimentation.

Are the Yaroze tools 16-bit builds at the moment? I might feel the
need to do 32-bit builds of everything if this is the case. Long
filenames!

I've never built as or ld before, though. Or the actual gcc driver for
that matter. Oh well, the pro compiler was getting too easy to build
anyway :)

- Gil
--MESSAGE FILE 17112 END: ./2 SCEA/yaroze/freetalk/000000321html.html

--MESSAGE FILE 17113 START: ./2 SCEA/yaroze/freetalk/000000322html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: 15 Jan 1998 12:10:21 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 14
Sender: news@chuka.playstation.co.uk
Message-ID: <69kubd$dn51@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk

Hey all,

Just so that not everyone has forgotten. Sony does not offer C++ support
to
professional developers and yaroze developers. I don't think too many
of you are clear on this.

George@SCEE

--MESSAGE FILE 17113 END: ./2 SCEA/yaroze/freetalk/000000322html.html

--MESSAGE FILE 17114 START: ./2 SCEA/yaroze/freetalk/000000323html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Thu, 15 Jan 1998 15:56:31 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <34be308b.2280548@www-s.playstation.co.uk>
References: <69kubd$dn51@emeka.playstation.co.uk>
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

On 15 Jan 1998 12:10:21 -0000, George_Bain@Playstation.sony.com wrote:
>Just so that not everyone has forgotten. Sony does not offer C++ support
>to
>professional developers and yaroze developers. I don't think too many
>of you are clear on this.

Hi George. I've often wondered exactly what that 'unsupported' means,
since we both know there are more than a couple of pro developers
using C++. I realise the most obvious meaning is that there's no
standard C++ library shipped for PSX (such as GNU libg++, or a port of
STL). But since the absence of iostream.h (for example) isn't exactly
going to hurt anyone, what does it mean in practice, specifically as
regards Yaroze owners? That technical support won't answer questions
concerning C++ code, or that the debugger and build tools have been
crippled and are unaware of the existence of C++ as a language and C++
extensions and symbols in the object files?

- Gil

--MESSAGE FILE 17114 END: ./2 SCEA/yaroze/freetalk/000000323html.html

--MESSAGE FILE 17115 START: ./2 SCEA/yaroze/freetalk/000000324html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: 15 Jan 1998 18:03:55 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 27
Sender: news@chuka.playstation.co.uk
Message-ID: <69lj2b$e6h1@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk

Hey Gil,

Yes no C++ stuff are shipped to developers, and yes lots of developers
are using C++ for PSX games. Well "unsupported" means that we don't
have to answer C++ support questions for either yaroze or pro developers.
But then again.......

George@SCEE
>>>
Hi George. I've often wondered exactly what that 'unsupported' means,
since we both know there are more than a couple of pro developers
using C++. I realise the most obvious meaning is that there's no
standard C++ library shipped for PSX (such as GNU libg++, or a port of
STL). But since the absence of iostream.h (for example) isn't exactly
going to hurt anyone, what does it mean in practice, specifically as
regards Yaroze owners? That technical support won't answer questions
concerning C++ code, or that the debugger and build tools have been
crippled and are unaware of the existence of C++ as a language and C++
extensions and symbols in the object files?
- Gil

--MESSAGE FILE 17115 END: ./2 SCEA/yaroze/freetalk/000000324html.html

--MESSAGE FILE 17116 START: ./2 SCEA/yaroze/freetalk/000000325html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Thu, 15 Jan 1998 15:30:50 GMT
Organization: SCEA News Server
Lines: 20
Message-ID: <34be2b03.37497909@news.scea.sony.com>
References: <69lj2b$e6h1@emeka.playstation.co.uk>
NNTP-Posting-Host: client-119-125.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Hey Gil,
>
>Yes no C++ stuff are shipped to developers,

>George@SCEE

   Hello George,
   Are you sure of this? Mike Fulton said this to me some time ago:

The compiler that we supply with the commercial developer's kit is not
the same as the one in the Yaroze package, and it fully supports C++.
However, Sony does not officially support this feature. The reason
has to do with the PlayStation-specific libraries, support files, and
C include files, but not the compiler itself.

    Just wondering...
   Matt

--MESSAGE FILE 17116 END: ./2 SCEA/yaroze/freetalk/000000325html.html

--MESSAGE FILE 17117 START: ./2 SCEA/yaroze/freetalk/000000326html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nelson Santos" <nsantos@total.net>
Newsgroups: scea.yaroze.freetalk
Subject: Let's start a C-64 scene!
Date: 15 Jan 1998 20:35:22 GMT
Organization: SCEA News Server
Lines: 29
Message-ID: <01bd220f$566d4f20$989dcdcd@nsantos>
NNTP-Posting-Host: ppp-annex-0470.tor.total.net
X-Newsreader: Microsoft Internet News 4.70.1160

Hello y'all,

Back when the Commodore 64 was a big thing, there were several programming
groups all around the world that was competing with each other by creating
fantastic graphics/music demos. I had a Commodore 64 and I had no idea
that all this action was going on behind my back and when I found out about
it, it was too late, the Amiga had replaced the C-64.

Now that the Yaroze is around, a scene like that can start up again. I
would love for everyone to be a part of it. I have already taken the first
few steps to starting my own coding group called ROGUE. (Visit us at
http://www.total.net/~nsantos). I am looking for a couple more members to
help with the building of good ideas and coding.

I would really like to urge all of you into forming similar groups with
each other rather than sticking with yourselves. I think we can advance
alot quicker this way, and at the same time, create friendly and FUN
competitions between us! Let's get moving, it's been over a year now that
Yaroze is available to North America so we should be seeing alot more than
we have right now.

Please answer this post by telling me what you guys think of this idea and
whether or not a Yaroze scene should be created.

See y'all!

Nelson Santos/Rogue

--MESSAGE FILE 17117 END: ./2 SCEA/yaroze/freetalk/000000326html.html

--MESSAGE FILE 17118 START: ./2 SCEA/yaroze/freetalk/000000327html.html

Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith (Telecommuting))
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Thu, 15 Jan 1998 22:16:41 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <34be87b9.1478696@news.playstation.co.uk>
References: <69lj2b$e6h1@emeka.playstation.co.uk>
<34be2b03.37497909@news.scea.sony.com>
NNTP-Posting-Host: th-eng11-124.pool.dircon.co.uk
X-Newsreader: Forte Free Agent 1.1/32.230

On Thu, 15 Jan 1998 15:30:50 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:
>   Are you sure of this? Mike Fulton said this to me some time ago:
>The compiler that we supply with the commercial developer's kit is not
>the same as the one in the Yaroze package, and it fully supports C++.
>However, Sony does not officially support this feature. The reason
>has to do with the PlayStation-specific libraries, support files, and
>C include files, but not the compiler itself.

Yus... the statements I've had from Sony on the matter are usually
along those lines, with no further explanation, which is why I thought
I'd ask.

In practice the only real problem you get with C++ on the pro kit is
that the final CD-based startup code forgets to call constructors, and
I both discovered and got around that today. In Yaroze terms, I don't
see the problem. You'd need to add extern "C" to the headers (in fact
its absence makes me wonder which version of the libraries was used
for Yaroze ;=). The Yaroze linker script already handles global
constructor collation; all you'd need is the right bit of startup
code, which should be somewhere in the GCC source already, and you're
away. The wording of that last Sony sentence is what's always confused
me; you don't *need* any support in the PlayStation-specific
libraries, support files, and C include files for C++ to work. Whether
it does a full ANSI C++ job is another thing, but it's not like
PlayStation C is ANSI-compliant. The GNU libg++ library could
conceivably be ported, but SN hasn't had the time yet, and no-one else
wants to spend the time and money on doing it - although I don't doubt
everyone would snap it up were we to do it :)

- Gil
--MESSAGE FILE 17118 END: ./2 SCEA/yaroze/freetalk/000000327html.html

--MESSAGE FILE 17119 START: ./2 SCEA/yaroze/freetalk/000000328html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Let's start a C-64 scene!
Date: Thu, 15 Jan 1998 18:26:53 -0600
Organization: SCEA News Server
Lines: 17
Message-ID: <34BEA94C.260AD91E@ix.netcom.com>
References: <01bd220f$566d4f20$989dcdcd@nsantos>
NNTP-Posting-Host: dgr-il3-13.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Nelson Santos wrote:

> Now that the Yaroze is around, a scene like that can start up again.
> I
> would love for everyone to be a part of it. I have already taken the
> first
> few steps to starting my own coding group called ROGUE. (Visit us at
> http://www.total.net/~nsantos). I am looking for a couple more
> members to
> help with the building of good ideas and coding.

It sounds like a good idea.

Before you do anything, however, someone needs to code an s3m player.

Manny Najera

--MESSAGE FILE 17119 END: ./2 SCEA/yaroze/freetalk/000000328html.html

--MESSAGE FILE 17120 START: ./2 SCEA/yaroze/freetalk/000000329html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick Porcino <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Thu, 15 Jan 1998 23:49:24 -0800
Organization: SCEA News Server
Lines: 42
Message-ID: <34BF10FF.13D7@bc.sympatico.ca>
References: <69cmja$7pn1@emeka.playstation.co.uk>
<34b9e34f.14105854@news.scea.sony.com>
NNTP-Posting-Host: vcta01m01-47.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

Chris is out of town this week. I work with him, so I'll throw in my two cents for what it's worth.

One note is that we only hire programmers fluent in C++.

As far as efficiency goes, I've taken a sprite rendering routine written in C, hand translated it and optimized it in assembly, then compiled the C code in Metrowerks C and in C++, and found that my routine was the fastest, no surprise, but the C version had almost equivalent performance because the compiler knew a few scheduling tricks I didn't. As for C++, the EXACT SAME CODE was generated. Mind you, I wasn't using any C++ specific language features, although the routine was a member of a class in the C++ version.

Some C++ constructs like exception handling can cause extreme performance degradation, depending on the vendor. Metrowerks generates very low overhead exception handling code. Visual C++ OTOH causes an overall 25% code bloat, and at least an overall 25% slow down in generated code. I kid you not.

Other problematic C++ features like the freakish amount of construction/destruction that goes on can be avoided if you understand the semantics of const references. If you use a clever memory allocator that doles out objects from an array, and never invokes construction/destruction code, C++ works just fine on consoles because you can avoid the biggest C++ bugaboo - memory fragmentation.

I've recompiled the BallTest demo using the Metrowerks C++ compiler and get the same framerate as compiling as a C project.

I'm 100% convinced that no matter what anyone says, it is possible to write C++ that executes as quickly as a decent C implementation would. Unfortunately, it took several years for me to get good enough to actually be able to say that.

Finally, my recommendation if you're just learning to program, is to learn C so you have a good solid language that you can get great mileage out of, then learn Java to get a good grounding in object oriented techniques, threading, and the like, then learn C++ if you are hoping to work in a shop that specializes in C++.

- nick
--MESSAGE FILE 17120 END: ./2 SCEA/yaroze/freetalk/000000329html.html

--MESSAGE FILE 17121 START: ./2 SCEA/yaroze/freetalk/000000330html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Paul_Holman@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: 16 Jan 1998 09:13:40 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 27
Sender: news@chuka.playstation.co.uk
Message-ID: <69n8c4$fav1@emeka.playstation.co.uk>
Reply-To: Paul_Holman@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Paul_Holman@Playstation.sony.com
To: news@playstation.co.uk

 To confirm some of the strands in this discussion:

Yes, SCE doesn't actively promote or support C++.   However
 the "professional" versions of the compilers do allow you
 to compile C++, and over the years the more glaring
problems with the #include files etc. have been fixed.

However, it does seem to be the case that its mainly
ports of games from PC that tend to use C++ ,, the only
exception that I am aware of is one of our (SCEE) own
soon-to-be-released titles .. "SpiceWorld".

The lead programmer for this project choose C++ mainly
because of a) his background b) time constraints on
the project.

I think language choices are like most things - choose
the one that fits the job at hand.

Paul.

--MESSAGE FILE 17121 END: ./2 SCEA/yaroze/freetalk/000000330html.html

--MESSAGE FILE 17122 START: ./2 SCEA/yaroze/freetalk/000000331html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com

From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Fri, 16 Jan 1998 04:05:33 GMT
Organization: SCEA News Server
Lines: 54
Message-ID: <34bedbca.12413714@news.scea.sony.com>
References: <69cmja$7pn1@emeka.playstation.co.uk>
<34b9e34f.14105854@news.scea.sony.com> <34BF10FF.13D7@bc.sympatico.ca>
NNTP-Posting-Host: client-119-23.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Nick,
Two cents? That answer was worth it's weight in gold. The only question I am left with is: Since a developer uses C++ for certain features, is his goal always to try to optimize it so that it's performance equals C, i.e. C++ does not offer any speed advantages per se, you only wish for the features it offers, and you must work to be able to use those features without compromising performance? I hope that is a clear question...
Gratefully,
Matt

>Chris is out of town this week. I work with him, so I'll throw in my two
>cents for what it's worth.
>
>One note is that we only hire programmers fluent in C++.
>
>As far as efficiency goes, I've taken a sprite rendering routine written
>in C, hand translated it and optimized it in assembly, then compiled the
>C code in Metrowerks C and in C++, and found that my routine was the
>fastest, no surprise, but the C version had almost equivalent
>performance because the compiler knew a few scheduling tricks I didn't.
>As for C++, the EXACT SAME CODE was generated. Mind you, I wasn't using
>any C++ specific language features, although the routine was a member of
>a class in the C++ version.
>
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>performance degradation, depending on the vendor. Metrowerks generates
>very low overhead exception handling code. Visual C++ OTOH causes an
>overall 25% code bloat, and at least an overall 25% slow down in
>generated code. I kid you not.
>
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>construction/destruction that goes on can be avoided if you understand
>the semantics of const references. If you use a clever memory allocator
>that doles out objects from an array, and never invokes
>construction/destruction code, C++ works just fine on consoles because
>you can avoid the biggest C++ bugaboo - memory fragmentation.
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>get the same framerate as compiling as a C project.
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>I'm 100% convinced that no matter what anyone says, it is possible to
>write C++ that executes as quickly as a decent C implementation would.
>Unfortunately, it took several years for me to get good enough to
>actually be able to say that.
>
>Finally, my recommendation if you're just learning to program, is to
>learn C so you have a good solid language that you can get great mileage
>out of, then learn Java to get a good grounding in object oriented
>techniques, threading, and the like, then learn C++ if you are hoping to
>work in a shop that specializes in C++.
>

>- nick

--MESSAGE FILE 17122 END: ./2 SCEA/yaroze/freetalk/000000331html.html

--MESSAGE FILE 17123 START: ./2 SCEA/yaroze/freetalk/000000332html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: 16 Jan 1998 09:39:04 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 22
Sender: news@chuka.playstation.co.uk
Message-ID: <69n9ro$fcc1@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk

From: Nick Porcino <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
Chris is out of town this week. I work with him, so I'll throw in my two
cents for what it's worth.
One note is that we only hire programmers fluent in C++.
>>

bc.sympatico.ca....hmmmm memories.. You must work for Radical
Entertainment....or
EA Canada in Vancouver, BC.

George@SCEE

--MESSAGE FILE 17123 END: ./2 SCEA/yaroze/freetalk/000000332html.html

--MESSAGE FILE 17124 START: ./2 SCEA/yaroze/freetalk/000000333html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <evans@fourny.demon.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Fri, 16 Jan 1998 20:01:10 -0000
Organization: Yaloozer
Lines: 13
Message-ID: <69oe26$9101@chuka.playstation.co.uk>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
<34b99f91.2340700@news.scea.sony.com> <34ba1a80.10686421@www-
s.playstation.co.uk> <34BDA0B5.14FC@charlie.cns.iit.edu> <34bdf4c8.1418796@www-
s.playstation.co.uk>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>I bet I do as well :) But feel free to put up some creditable
>opposition.
>

Hey Gil get with it. I built it in July and its been on my site for months.

GRaeme
----
strawberry.milkshake.kid@fourny.demon.co.uk
I checked my mailbox and you werent inside.

--MESSAGE FILE 17124 END: ./2 SCEA/yaroze/freetalk/000000333html.html

--MESSAGE FILE 17125 START: ./2 SCEA/yaroze/freetalk/000000334html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith (Telecommuting))
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Sat, 17 Jan 1998 21:54:34 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <34c12711.1078139@news.playstation.co.uk>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
<34b99f91.2340700@news.scea.sony.com> <34ba1a80.10686421@www-
s.playstation.co.uk> <34BDA0B5.14FC@charlie.cns.iit.edu> <34bdf4c8.1418796@www-
s.playstation.co.uk> <69oe26$9101@chuka.playstation.co.uk>
NNTP-Posting-Host: th-eng10-051.pool.dircon.co.uk
X-Newsreader: Forte Free Agent 1.1/32.230

On Fri, 16 Jan 1998 20:01:10 -0000, "Graeme Evans"
<evans@fourny.demon.co.uk> wrote:
>Hey Gil get with it. I built it in July and its been on my site for months.

Nice one Graeme. Well there you go then, Ed. And that means I get to
play games this weekend instead of build compilers :)

- Gil
--MESSAGE FILE 17125 END: ./2 SCEA/yaroze/freetalk/000000334html.html

--MESSAGE FILE 17126 START: ./2 SCEA/yaroze/freetalk/000000335html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Chris Blackwell <bespeed@smartt.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Sun, 18 Jan 1998 00:58:53 -0800
Organization: SCEA News Server
Lines: 36
Message-ID: <34C1C44D.D95D81D8@smartt.com>
References: <34b54e3d.9156136@news.scea.sony.com>
NNTP-Posting-Host: vict-mx0101111.smartt.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hi Matt. As promised I am taking a look at this thread, and I'll tell you right off the bat that I won't touch a C vs. C++ argument. For volumous information on this debate I'll refer you to the rec.games.programmer newsgroup where you'll find numerous threads discussing just this topic. You'll find that there is no easy answer.

Once again, I'm not interested in getting into a debate, but instead I'll tell you why I choose to program my games in C++ rather than C:

1) C++ provides a framework oriented towards object oriented programming. It makes it easier for me to write my programs in an object oriented manner, as my thinking process maps better to OOP than other methods. Since the much of the new C++ syntax allows me to more simply express OOP practices than C, I choose to use C++.

2) In my practical experience (I have shipped 12 commercial games and tools in my career), and based on data provided by profiling tools, if you are an experienced coder and optimiser there is no practical difference in the speed of code generated from C or C++. Since, to use an old addage, 1% of your code gets run 99% of the time, it is worth it to me to not deal with my percieved inadequacy of the C syntax to speed up things such as UI code. In time critical code I am not usually making function calls or dereferencing non-local variables, so the code generated by C or C++ is virtually identical where it counts.

3) Noting the above, C++ was designed not just as a C with classes, but also as a "better" C in the fact that it has features to protect from some common errors made by C programmers. For quality critical software that must be shipped to the market, any features which help avoid errors are nice.

So there you go. I hope this helps you!

-Chris Blackwell

--MESSAGE FILE 17126 END: ./2 SCEA/yaroze/freetalk/000000335html.html

--MESSAGE FILE 17127 START: ./2 SCEA/yaroze/freetalk/000000336html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Mark Jawad <jawad@uiuc.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: games
Date: Sun, 18 Jan 1998 04:40:41 -0600
Organization: Student at the University Of Illinois
Lines: 41
Message-ID: <34C1DC29.7199@uiuc.edu>
References: <69cuqm$4382@scea>
Reply-To: jawad@uiuc.edu
NNTP-Posting-Host: archbald-5.slip.uiuc.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (OS/2; I)

Michael Hough wrote:
>
> What do you like and dislike about the current crop of games
> available(both Yaroze and commercial) and in what
> ways can we craft a new, superior generation of games?
>

I own around 40 PlayStation games, and of everything I own, I have to

say that "ONE" is the most amazing of them all. I bought it two days ago, and I end up playing it for _hours_.. only quitting when my hands are numb and my whole body is shaking from the adrenaline overload. (Hey -- everyone needs a hobby.. :)
Anyways, ONE looks like the thing to beat.

Of all the NY games, I'd have to say that "The Appointed Station" (from Japan) has held my interest the longest. Interestingly enough, it was also one of the first NY games, wasn't it? How the heck did they make such a good game so soon after getting the system? Kinda makes me wonder...

>
>   It seems to me that there's been a lot of talk about various programming
> techniques and graphics, but little about higher-level things or game
> design. I--and I suspect many others--are at the point where I'm
> comfortable enough with the system to attempt a real project.
>
> mike

I'd love to work with other people on whatever I do next. I think that most people are doing their first game on their own, just to get ramped up on the Yaroze in general. It'd be cool if a few groups of people started getting together soon, pooling their knowledge & talent and making a team effort on a game. If somethig like that begins to happen, odds are we'll be seeing a major jump in quality (in all areas) in the stuff that's being produced.

Just my $0.02,
-Mark J.
--MESSAGE FILE 17127 END: ./2 SCEA/yaroze/freetalk/000000336html.html

--MESSAGE FILE 17128 START: ./2 SCEA/yaroze/freetalk/000000337html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Sun, 18 Jan 1998 12:18:11 -0600
Organization: (no organization)
Lines: 25
Message-ID: <34C24763.4ADB@charlie.cns.iit.edu>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
<34b99f91.2340700@news.scea.sony.com> <34ba1a80.10686421@www-
s.playstation.co.uk> <34BDA0B5.14FC@charlie.cns.iit.edu> <34bdf4c8.1418796@www-
s.playstation.co.uk> <69oe26$9101@chuka.playstation.co.uk>
<34c12711.1078139@news.playstation.co.uk>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Gil Jaysmith (Telecommuting) wrote:
>
> On Fri, 16 Jan 1998 20:01:10 -0000, "Graeme Evans"

> <evans@fourny.demon.co.uk> wrote:
> >Hey Gil get with it. I built it in July and its been on my site for months.
>
> Nice one Graeme. Well there you go then, Ed. And that means I get to
> play games this weekend instead of build compilers :)
>
> - Gil

Gotcha! I snarfed it up. Thanks guys! Next game will be C++,
promise! :-)

By the way: I compiled the GNU C from the Yaroze sources, and
there were a few little glitches. Does anyone know what system
it was intended to be compiled under? I was using "DJGPP v2"
under a DOS box in Win95. It almost looks like it was originally
built with "DJGPP v1".

For example: It couln't find stab.h, so I needed to edit the
makefile to -DNO_STAB_H. Also, the makefile wanted "go32",
instead of "go32-v2".

EdF
--MESSAGE FILE 17128 END: ./2 SCEA/yaroze/freetalk/000000337html.html

--MESSAGE FILE 17129 START: ./2 SCEA/yaroze/freetalk/000000338html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: What are you?
Date: Sun, 18 Jan 1998 12:24:00 -0600
Organization: (no organization)
Lines: 13
Message-ID: <34C248C0.6365@charlie.cns.iit.edu>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

I've read a few threads here and there proposing the creation
of "Yaroze coding groups", to make demos and/or games in
groups.

My thinking is that there are too many programmers, and not
enough artists or musicians.

I'm wondering what the ratio is here.

Anyway: I'm a "programmer".

What are you?
Ed Federmeyer
--MESSAGE FILE 17129 END: ./2 SCEA/yaroze/freetalk/000000338html.html

--MESSAGE FILE 17130 START: ./2 SCEA/yaroze/freetalk/000000339html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Sun, 18 Jan 1998 14:50:16 GMT
Organization: SCEA News Server

Lines: 61
Message-ID: <34c20b9a.32261515@news.scea.sony.com>
References: <34b54e3d.9156136@news.scea.sony.com> <34C1C44D.D95D81D8@smartt.com>
NNTP-Posting-Host: client-119-125.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Hello,
Awe, debates are fun when you don't hit below the belt...
Thanks for you reply. It has become clear to me that C++ is a language well worth learning, which was my original inquiry. On the other hand, it is also obvious that in my position, my best path is to get C down pat, work a whole lot with the yaroze, and then come back to C++ in the future after I've got the libgs, libraries in my head along with gaming algorithms, utilizing graphics and sound applications, etc... There is just so much for the beginner to learn! I'll be back to C++, after studying and learning a minimum of 5000 more pages of games related information. That's a low estimate too...
I will check out that newsgroup, thanks everyone for clarifying the issue to me. I wondered for months why some programmers would choose to stay with C when a new, 'improved' version of the language was available, while others would sing it's praises and claim that those who shunned it were 'blissfully ignorant'. Now I know that there are overhead issues, type-of-game issues, time constraint issues, working-as-a-team-with-different-modules issues, etc...
Thanks.
Cheers,
Matt

>Hi Matt. As promised I am taking a look at this thread, and I'll tell you
>right off the bat that I won't touch a C vs. C++ argument. For volumous
>information on this debate I'll refer you to the rec.games.programmer
>newsgroup where you'll find numerous threads discussing just this topic.
>You'll find that there is no easy answer.
>
>Once again, I'm not interested in getting into a debate, but instead I'll
>tell you why I choose to program my games in C++ rather than C:
>
>1) C++ provides a framework oriented towards object oriented programming.
>It makes it easier for me to write my programs in an object oriented
>manner, as my thinking process maps better to OOP than other methods.
>Since the much of the new C++ syntax allows me to more simply express OOP
>practices than C, I choose to use C++.
>
>2) In my practical experience (I have shipped 12 commercial games and
>tools in my career), and based on data provided by profiling tools, if you
>are an experienced coder and optimiser there is no practical difference in
>the speed of code generated from C or C++. Since, to use an old addage, 1%
>of your code gets run 99% of the time, it is worth it to me to not deal
>with my percieved inadequacy of the C syntax to speed up things such as UI
>code. In time critical code I am not usually making function calls or
>dereferencing non-local variables, so the code generated by C or C++ is
>virtually identical where it counts.
>
>3) Noting the above, C++ was designed not just as a C with classes, but
>also as a "better" C in the fact that it has features to protect from some
>common errors made by C programmers. For quality critical software that
>must be shipped to the market, any features which help avoid errors are
>nice.
>
>So there you go. I hope this helps you!
>
>-Chris Blackwell

>
>

--MESSAGE FILE 17130 END: ./2 SCEA/yaroze/freetalk/000000339html.html

--MESSAGE FILE 17131 START: ./2 SCEA/yaroze/freetalk/000000340html.html
Path: chuka.playstation.co.uk!news
From: Toby Sargeant <toby@forefront.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 19 Jan 1998 10:44:31 +1100
Organization: Forefront Software Services
Lines: 106
Message-ID: <34C293DF.6237DFF6@forefront.com.au>
References: <69cmja$7pn1@emeka.playstation.co.uk>
<34b9e34f.14105854@news.scea.sony.com> <34BF10FF.13D7@bc.sympatico.ca>
NNTP-Posting-Host: ws19.forefront.com.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

[sorry, some of this is a little off topic as far as the yaroze goes]

Nick Porcino wrote:

> As far as efficiency goes, I've taken a sprite rendering routine written
> in C, hand translated it and optimized it in assembly, then compiled the
> C code in Metrowerks C and in C++, and found that my routine was the
> fastest, no surprise, but the C version had almost equivalent
> performance because the compiler knew a few scheduling tricks I didn't.
> As for C++, the EXACT SAME CODE was generated. Mind you, I wasn't using
> any C++ specific language features, although the routine was a member of
> a class in the C++ version.

How does that compared to the code generated by GCC? Current wisdom seems
to be that the GCC codegen is really rather tight.

The identical code generation is pretty normal. Essentially if you
use C++ as nothing but C with classes, then you can expect that, as
a method call is little more than a function call with 'this' as an
additional parameter. if the function contains no references to 'this',
then the parameter will be optimised away, or if the equivalent C
version has to pass an extra struct pointer, then the result will be the
same.

> Some C++ constructs like exception handling can cause extreme
> performance degradation, depending on the vendor. Metrowerks generates
> very low overhead exception handling code. Visual C++ OTOH causes an
> overall 25% code bloat, and at least an overall 25% slow down in
> generated code. I kid you not.

> Other problematic C++ features like the freakish amount of
> construction/destruction that goes on can be avoided if you understand
> the semantics of const references. If you use a clever memory allocator
> that doles out objects from an array, and never invokes
> construction/destruction code, C++ works just fine on consoles because
> you can avoid the biggest C++ bugaboo - memory fragmentation.

Other things that will hurt performance and code size are:

* virtual methods
     These both increase the size and ctor code length of structures,

as well as force all method calls to go through an extra table lookup.

* passing classes by value
  This is an extension of the const problem. I'm pretty sure that the compiler can't optimise away const pass-by-value, as that requires making an assumption that the copy ctor doesn't have side-effects. If that's the case, then passing by value will cause much more code execution. Passing by const reference is much more preferable.

* templates
  Templates are evil. 'Nuff said. While they're kind of handy in some places, when memory is a premium, they're really nasty.

Other things to watch out for are poor quality 3rd party classes. This isn't a big issue for programming the yaroze, seeing as we don't by default get any. Having the simple stuff written for you in easy to reuse classes is one of the great advantages of object orientedness, which seems to me to be a reason not to write C++ on the yaroze.

About a year ago, there was a _great_ series of brainteaserish posts on comp.lang.c++ called 'Guru of the Week' about the pitfalls of C++. They're a great read, even though they're aimed at more general C++ programming. The writer provides C++ snippets with subtle bugs, inconsistencies and inefficiencies, and then, after discussion has calmed down a bit, follows them up with complete descriptions of the problems and suggested solutions. They're not a good way to learn C++, but they're certainly good for improving C++ skills.
There's an archive of GotW at http://www.cntc.com

> I'm 100% convinced that no matter what anyone says, it is possible to
> write C++ that executes as quickly as a decent C implementation would.
> Unfortunately, it took several years for me to get good enough to
> actually be able to say that.

I'll agree completely with this statement. Most of the old C++ compilers worked by converting the C++ to C anyway, and so anything you can think of that has a reasonably trivial mapping from C++ to C will generate similar, if not exactly the same, code.

One thing that must be said though, is that to write C++ for speed is often to write C++ like a C programmer, which in some ways defeats the purpose of OO programming. I didn't properly learn the distinction until I came back to OO programming via another language entirely.

> Finally, my recommendation if you're just learning to program, is to
> learn C so you have a good solid language that you can get great mileage
> out of, then learn Java to get a good grounding in object oriented
> techniques, threading, and the like, then learn C++ if you are hoping to
> work in a shop that specializes in C++.

To throw in another opinion here, Python is easily as good a language as Java, in terms of learning Object Oriented programming. While Java is one of the new buzzwords, and is more likely to get you a job (job? who on earth would want on of those...), it owes a lot of its inspiration to C++, and as such is likely to cause confusion and bad OO programming practices, just like moving from C to C++. Python is nice because it has a clean and simple syntax that is easy to learn, and encourages OO programming

Toby.
--
Toby Sargeant ----------+ The sun describes its lonely arc,
gothic@sirwal.mmcc.monash.edu.au | A brilliant ballet of red and blue,
[C|C++|perl|680x0|80x86|lisp|lml] | Drawing the soft mist of starlight

[HTML|vim|Linux|python|music|art] | Shivering expectantly in its wake.
--MESSAGE FILE 17131 END: ./2 SCEA/yaroze/freetalk/000000340html.html

--MESSAGE FILE 17132 START: ./2 SCEA/yaroze/freetalk/000000341html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Sun, 18 Jan 1998 15:15:32 -0800
Organization: SCEA News Server
Lines: 23
Message-ID: <69u351$73b1@scea>
References: <34C248C0.6365@charlie.cns.iit.edu>
NNTP-Posting-Host: delirium.Stanford.EDU
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Ed Federmeyer wrote in message <34C248C0.6365@charlie.cns.iit.edu>...
>I've read a few threads here and there proposing the creation
>of "Yaroze coding groups", to make demos and/or games in
>groups.
>
>My thinking is that there are too many programmers, and not
>enough artists or musicians.
>
>I'm wondering what the ratio is here.
>
>Anyway: I'm a "programmer".
>
>What are you?

I'm also a programmer, and a little bit of an artist.

Odds are that most of us who've actually purchased the Yaroze are
programmers; it's a programmers' tool.

mike

--MESSAGE FILE 17132 END: ./2 SCEA/yaroze/freetalk/000000341html.html

--MESSAGE FILE 17133 START: ./2 SCEA/yaroze/freetalk/000000342html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Sun, 18 Jan 1998 16:56:48 -0800
Organization: SCEA News Server
Lines: 5
Message-ID: <34C2A4D0.7EE4@concentric.net>
References: <34C248C0.6365@charlie.cns.iit.edu>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts011d44.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

I am a programmer first and a wannabe artist second. I can't
draw freehand, but with a 3D package I can get some decent
looking stuff.

Scott
--MESSAGE FILE 17133 END: ./2 SCEA/yaroze/freetalk/000000342html.html

--MESSAGE FILE 17134 START: ./2 SCEA/yaroze/freetalk/000000343html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 19 Jan 1998 11:12:01 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <34c33489.693181@www-s.playstation.co.uk>
References: <694s9m$2dh1@emeka.playstation.co.uk>
<34b61fe8.37406567@news.scea.sony.com>
<01bd1ee3$1f77db40$8fd449c2@Angela1.intelligent-group.com>
<34b9636a.174147@news.scea.sony.com>
<01bd1f3c$55a1ae40$71d449c2@Angela1.intelligent-group.com>
<34b99f91.2340700@news.scea.sony.com> <34ba1a80.10686421@www-
s.playstation.co.uk> <34BDA0B5.14FC@charlie.cns.iit.edu> <34bdf4c8.1418796@www-
s.playstation.co.uk> <69oe26$9101@chuka.playstation.co.uk>
<34c12711.1078139@news.playstation.co.uk> <34C24763.4ADB@charlie.cns.iit.edu>
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Sun, 18 Jan 1998 12:18:11 -0600, Ed Federmeyer
<fedeedw@charlie.cns.iit.edu> wrote:
>By the way: I compiled the GNU C from the Yaroze sources, and
>there were a few little glitches. Does anyone know what system
>it was intended to be compiled under? I was using "DJGPP v2"
>under a DOS box in Win95. It almost looks like it was originally
>built with "DJGPP v1".

v1 seems likely. v2 switched to using DPMI provided by something like
CWSDPMI as opposed to go32.

>For example: It couln't find stab.h, so I needed to edit the
>makefile to -DNO_STAB_H. Also, the makefile wanted "go32",
>instead of "go32-v2".

-DNO_STAB_H would work; so would renaming gstab.h to stab.h. Good old
stabs. Makes you wonder why more people don't use stabs as the debug
format. Or perhaps it doesn't :)

- Gil
--MESSAGE FILE 17134 END: ./2 SCEA/yaroze/freetalk/000000343html.html

--MESSAGE FILE 17135 START: ./2 SCEA/yaroze/freetalk/000000344html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Mon, 19 Jan 1998 11:15:58 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <34c33527.852132@www-s.playstation.co.uk>
References: <69cmja$7pn1@emeka.playstation.co.uk>
<34b9e34f.14105854@news.scea.sony.com> <34BF10FF.13D7@bc.sympatico.ca>
<34C293DF.6237DFF6@forefront.com.au>
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Mon, 19 Jan 1998 10:44:31 +1100, Toby Sargeant
<toby@forefront.com.au> wrote:
>Current wisdom seems to be that the GCC codegen is really rather tight.

The per-function code generation of GCC is okay (provided you have
lots of virtual memory). It's got bugger-all cross-function
optimisation and the code motion isn't up to much. It also sometimes
doesn't reoptimise the assembly if it breaks up single insns into
multiple ones in the hope that it can then peephole subsequent
instructions and weave them in; it should reform the original
instruction. This happens primarily with 32-bit register loads.

- Gil
--MESSAGE FILE 17135 END: ./2 SCEA/yaroze/freetalk/000000344html.html

--MESSAGE FILE 17136 START: ./2 SCEA/yaroze/freetalk/000000345html.html
Path: chuka.playstation.co.uk!ira.rainey
From: ira.rainey@btinternet.com (Ira Rainey)
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Tue, 20 Jan 1998 11:49:14 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <ira.rainey-2001981149140001@host5-99-61-232.btinternet.com>
References: <34C248C0.6365@charlie.cns.iit.edu>
NNTP-Posting-Host: host5-99-61-232.btinternet.com
X-Newsreader: MT-NewsWatcher 2.3.5

> What are you?

Programmer with Photoshop

Ira
--MESSAGE FILE 17136 END: ./2 SCEA/yaroze/freetalk/000000345html.html

--MESSAGE FILE 17137 START: ./2 SCEA/yaroze/freetalk/000000346html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nelson Santos" <nsantos@total.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: 20 Jan 1998 14:57:15 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <01bd25cd$f23ab8e0$119dcdcd@nsantos>
References: <34C248C0.6365@charlie.cns.iit.edu>
NNTP-Posting-Host: ppp-annex-0307.tor.total.net
X-Newsreader: Microsoft Internet News 4.70.1160

Pure programmer. My art sucks.

Nelson

--MESSAGE FILE 17137 END: ./2 SCEA/yaroze/freetalk/000000346html.html

--MESSAGE FILE 17138 START: ./2 SCEA/yaroze/freetalk/000000347html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?

Date: Tue, 20 Jan 1998 18:52:24 +0000
Organization: SCEA News Server
Lines: 7
Message-ID: <34C546C8.6A63F8E1@ix.netcom.com>
References: <34C248C0.6365@charlie.cns.iit.edu>
NNTP-Posting-Host: dgr-il4-09.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

game designer / musician

Programming bores me to death, but I'm willing to bet I've got some
degree of coding skill.

Manny Najera

--MESSAGE FILE 17138 END: ./2 SCEA/yaroze/freetalk/000000347html.html

--MESSAGE FILE 17139 START: ./2 SCEA/yaroze/freetalk/000000348html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James.Russell@peace.co.nz>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Let's start a C-64 scene!
Date: Thu, 22 Jan 1998 13:10:20 +1300
Organization: Peace Computers NZ Ltd
Lines: 12
Message-ID: <34C68E6C.794B@peace.co.nz>
References: <01bd220f$566d4f20$989dcdcd@nsantos>
<34BEA94C.260AD91E@ix.netcom.com>
NNTP-Posting-Host: intro.peace.co.nz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (X11; I; IRIX 6.2 IP22)

Manny Najera wrote:
>
> Before you do anything, however, someone needs to code an s3m player.

I'm on the case - I'm doing a FastTracker player. Don't wait up though.

--
==PEACE COMPUTERS
==James.Russell@peace.co.nz - 64(9)3730400 -Fax 64(9)3730401

System administration is a tough job
But someone made me do it
--MESSAGE FILE 17139 END: ./2 SCEA/yaroze/freetalk/000000348html.html

--MESSAGE FILE 17140 START: ./2 SCEA/yaroze/freetalk/000000349html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Chat
Date: Thu, 22 Jan 1998 02:53:08 GMT
Organization: L4 Software
Lines: 6
Message-ID: <34c6b419.40663706@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net

X-Newsreader: Forte Free Agent 1.11/32.235

I just had a problem that sounds like the one several of you have
reported. I went to the auditorium, and nothing happened. I cleared my
memory cache and disk cache in Netscape and went back to the
auditorium. Everything worked fine after the 500+ download completed.

Mario
--MESSAGE FILE 17140 END: ./2 SCEA/yaroze/freetalk/000000349html.html

--MESSAGE FILE 17141 START: ./2 SCEA/yaroze/freetalk/000000350html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Let's start a C-64 scene!
Date: Wed, 21 Jan 1998 03:53:22 -0600
Organization: SCEA News Server
Lines: 12
Message-ID: <34C5C592.ADF72241@ix.netcom.com>
References: <01bd220f$566d4f20$989dcdcd@nsantos>
<34BEA94C.260AD91E@ix.netcom.com> <34C68E6C.794B@peace.co.nz>
NNTP-Posting-Host: dgr-il1-13.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

James Russell wrote:

> I'm on the case - I'm doing a FastTracker player. Don't wait up
> though.

Hey, do you think the PlayStation is powerful enough for the new Impulse
Tracker format? I'm talking about the MMX only version that supports
cutoff and resonance filters. If I wish one feature for Sony's next
console (or any other), it would have to be cutoff and resonance...

Manny Najera

--MESSAGE FILE 17141 END: ./2 SCEA/yaroze/freetalk/000000350html.html

--MESSAGE FILE 17142 START: ./2 SCEA/yaroze/freetalk/000000351html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Wed, 21 Jan 1998 09:28:57 -0800
Organization: SCEA News Server
Lines: 14
Message-ID: <34C63059.252179B7@znet.com>
References: <34C248C0.6365@charlie.cns.iit.edu>
NNTP-Posting-Host: scts1-17.znet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Ed Federmeyer wrote:

>

> What are you?

Like, that's a heavy question, man.
I'm an artist, trapped in a programmer's body.
But actually,
"I am not a programmer! I am a human being!"
sorry...

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 17142 END: ./2 SCEA/yaroze/freetalk/000000351html.html

--MESSAGE FILE 17143 START: ./2 SCEA/yaroze/freetalk/000000352html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Wed, 21 Jan 1998 22:37:36 -0800
Organization: SCEA News Server
Lines: 74
Message-ID: <34C6E92E.1D33@bc.sympatico.ca>
References: <69cmja$7pn1@emeka.playstation.co.uk>
<34b9e34f.14105854@news.scea.sony.com> <34BF10FF.13D7@bc.sympatico.ca>
<34C293DF.6237DFF6@forefront.com.au>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m06-173.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

Toby wrote:
>How does [Metrowerks] compared to the code generated by GCC?
>Current wisdom seems to be that the GCC codegen is really rather
>tight.

My understanding is that Metrowerks isn't as tight as GCC, although a
REALLY interesting point which you can glean if you read Metrowerk's
annual report is that Metrowerks is donating work to the gcc project,
specifically updating the compilers to support ELF format and there
might be some compiler technology cross over as well. I've noticed
that gcc and Metrowerks share some of the same quirks (read "bugs")
which I wouldn't want to read TOO much in to.

>The identical code generation is pretty normal. Essentially if you
>use C++ as nothing but C with classes, then you can expect that, ...

Well put.

>* virtual methods
>   These both increase the size and ctor code length of structures,
>   as well as force all method calls to go through an extra table
>   lookup.

We only use pure virtual methods in game code, and we only did that
after we verified that pure virtual base classes do not
generate vtables under VC++ or Metrowerks. The reason we use
pure virtuals is to enforce an interface. Something you can nowadays
use templates for in some cases.

>* passing classes by value
 >   This is an extension of the const problem. I'm pretty sure that

the
 >   compiler can't optimise away const pass-by-value, as that requires
 >   making an assumption that the copy ctor doesn't have side-effects.
 >   If that's the case, then passing by value will cause much more
 >   code execution. Passing by const reference is much more
preferable.

Danger danger Will Robinson! Passing by const reference has a REALLY
EVIL side effect - the compiler will generate temp references galore!
In a recent game engine, we did a lot of const String& parameter passing
and discovered that VC++ and Metrowerks both generated hundreds of
thousands of copies of the string objects at run time just to make sure
nothing icky happened! This is the biggest C++ gotcha of all time, I
think.
P-YEW! We've banned const Object& parameters since then.

>* templates
>   Templates are evil. 'Nuff said. While they're kind of handy in some
>   places, when memory is a premium, they're really nasty.

They do have their place, but you really have to know what you're doing.
After the const ref fiasco, I'm doubly careful about static members in
templates, especially.

[...]

>One thing that must be said though, is that to write C++ for speed is
>often to write C++ like a C programmer, which in some ways defeats the
>purpose of OO programming. I didn't properly learn the distinction until
>I came back to OO programming via another language entirely.

I've started thinking of C++ as a souped up C, and am backing down on
a lot of supposedly good practices, like accessor methods.

[...]

>To throw in another opinion here, Python is easily as good a language as
>Java, in terms of learning Object Oriented programming....

A lot of guys in our shop swear by Python.

Thanks for your thoughtful comments,
- nick
--MESSAGE FILE 17143 END: ./2 SCEA/yaroze/freetalk/000000352html.html

--MESSAGE FILE 17144 START: ./2 SCEA/yaroze/freetalk/000000353html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Wed, 21 Jan 1998 22:42:41 -0800
Organization: SCEA News Server
Lines: 19
Message-ID: <34C6EA5F.3DFB@bc.sympatico.ca>
References: <69cmja$7pn1@emeka.playstation.co.uk>
<34b9e34f.14105854@news.scea.sony.com> <34BF10FF.13D7@bc.sympatico.ca>
<34bedbca.12413714@news.scea.sony.com>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m06-173.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

C++ doesn't offer any particular speed advantages unless you get into template meta-programs which allow massive inline optimizations of algorithms at compile time, at the cost of space of course.

What C++ does offer is higher productivity, things generally go together quicker with C++ especially after you have a few boilerplate classes kicking around. Having everything encapsulated in objects also helps more experienced programmers help less experienced programmers debug easier because the class structure tends to enforce certain coding practices. One thing you'll never have to tolerate again is magick (void*) casts because pure virtual base classes can be used in those cases.

I have less pain helping our jr programmers debug their C++ code, except for when they start relying on side effects of odd language features like operator overloading and const reference parameters! ;) (See other message in this thread).

-nick
--MESSAGE FILE 17144 END: ./2 SCEA/yaroze/freetalk/000000353html.html

--MESSAGE FILE 17145 START: ./2 SCEA/yaroze/freetalk/000000354html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Wed, 21 Jan 1998 22:52:19 -0800
Organization: SCEA News Server
Lines: 33
Message-ID: <6a6r1h$8n11@scea>
References: <34c6b419.40663706@205.149.189.29>
NNTP-Posting-Host: delirium.Stanford.EDU
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Mario Perdue wrote in message <34c6b419.40663706@205.149.189.29>...
>I just had a problem that sounds like the one several of you have
>reported. I went to the auditorium, and nothing happened. I cleared my
>memory cache and disk cache in Netscape and went back to the
>auditorium. Everything worked fine after the 500+ download completed.
>
>Mario

Cool! Unfortunately, that hasn't been my experience; I just got Netscape 3, thinking perhaps my IE4 was somehow barfing--but no amount of reloading and cache clearing sems to work. It loads the familiar box with buttons, but in the middle is a white rectangle; I don't get any names or prompts or anything. On the status bar, though, it says "Connect: Contacting host: www.scea.sony.com: 8057..." and then after a while it stops. My Java Console, however, is saying the following:

PlaceWare client 1.1b3 connecting to www.scea.sony.com:8057
Direct connection failed (java.net.SocketException: No error), falling back to HTTP
Error opening http response: java.io.IOException: There was no response. The server could be down
or is not responding.

If you are unable to connect again later, contact
the server's administrator.

Could it be that the server is somehow failing or misconfigured?

mike

--MESSAGE FILE 17145 END: ./2 SCEA/yaroze/freetalk/000000354html.html

--MESSAGE FILE 17146 START: ./2 SCEA/yaroze/freetalk/000000355html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Thu, 22 Jan 1998 07:31:14 GMT
Organization: SCEA News Server
Lines: 11
Message-ID: <34c6f440.2719312@news.scea.sony.com>
References: <34c6b419.40663706@205.149.189.29> <6a6r1h$8n11@scea>
NNTP-Posting-Host: client-119-24.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello,
   I did not realize you all were going to try to meet again. Oh well, I am a political junkie anyway, last night was a pretty interesting night.
   I just tried your approach Mario, and I too had the same experience as Micheal. The 500 kb. of apps. loads, and then my browser goes quiet. I can watch my modem trying to communicate back and forth with the Sony server, but they just keep communicating back and forth with no subsequent action. I never had to take any special steps to enter the lobby and auditorium last fall... Hmmm....
   Matt
--MESSAGE FILE 17146 END: ./2 SCEA/yaroze/freetalk/000000355html.html

--MESSAGE FILE 17147 START: ./2 SCEA/yaroze/freetalk/000000356html.html
Path: chuka.playstation.co.uk!news
From: Toby Sargeant <toby@forefront.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Fri, 23 Jan 1998 10:32:58 +1100
Organization: Forefront Software Services
Lines: 62
Message-ID: <34C7D72A.EA500AB0@forefront.com.au>
References: <69cmja$7pn1@emeka.playstation.co.uk>
<34b9e34f.14105854@news.scea.sony.com> <34BF10FF.13D7@bc.sympatico.ca>
<34C293DF.6237DFF6@forefront.com.au> <34C6E92E.1D33@bc.sympatico.ca>
NNTP-Posting-Host: ws19.forefront.com.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

Nick wrote:
<...>
> >* virtual methods
> >   These both increase the size and ctor code length of structures,
> >   as well as force all method calls to go through an extra table
> >   lookup.
>
> We only use pure virtual methods in game code, and we only did that
> after we verified that pure virtual base classes do not
> generate vtables under VC++ or Metrowerks. The reason we use

> pure virtuals is to enforce an interface. Something you can nowadays
> use templates for in some cases.

I can't see how this can help completely. Even if the entire base class
is virtual, code needs to be generated to determine the actual type
of the object called via a base class pointer. Of course if you were
writing OO C (don't laugh, depending on your definitions of OO, it's
possible), and you were dealing with unnamed types like this, then you'd
have to write the same code for yourself, so the loss is smaller than if
the compiler generates vtables.

> >* passing classes by value
> >   This is an extension of the const problem. I'm pretty sure that
> the
> >   compiler can't optimise away const pass-by-value, as that requires
> >   making an assumption that the copy ctor doesn't have side-effects.
> >   If that's the case, then passing by value will cause much more
> >   code execution. Passing by const reference is much more
> preferable.
>
> Danger danger Will Robinson! Passing by const reference has a REALLY
> EVIL side effect - the compiler will generate temp references galore!
> In a recent game engine, we did a lot of const String& parameter passing
> and discovered that VC++ and Metrowerks both generated hundreds of
> thousands of copies of the string objects at run time just to make sure
> nothing icky happened! This is the biggest C++ gotcha of all time, I
> think.
> P-YEW! We've banned const Object& parameters since then.

This makes me really really scared. I can't see any reason why a compiler
would generate code like that. The problem should be with references, and
not with the const. Did the compiler generate copies of the string, or
copies of the string reference? If it generated copies of the string, then
i would consider that a compiler bug, seeing as it means that const casts
won't have the correct effect. Passing by const ref is supposed to be
much more efficient. Quoting the GotW #2, which agrees with what my hons
C++ lecturer, among other people, said, the rules regarding temporaries
are supposed to be:

```
[Rule]      Prefer passing const& instead of copied values.
[Guideline] Prefer preincrement, avoid postincrement.
[Guideline] Watch out for hidden temporaries created by
            implicit conversions.  One good way to avoid this
            is to make ctors explicit when possible.
[Rule]      Follow the single-entry/single-exit rule.  Never
            write multiple return statements in the same
[Rule]      Never, ever, EVER return references to local
            objects.
```

Is it possible to see some code that demonstrates this?

toby
--MESSAGE FILE 17147 END: ./2 SCEA/yaroze/freetalk/000000356html.html

--MESSAGE FILE 17148 START: ./2 SCEA/yaroze/freetalk/000000357html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Sean Kennedy <skennedy@admin.humberc.on.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Thu, 22 Jan 1998 22:12:53 -0400
Organization: Humber College A.A.T.
Lines: 33
Message-ID: <34C7FCA3.7A10@admin.humberc.on.ca>

References: <34C248C0.6365@charlie.cns.iit.edu> <34C63059.252179B7@znet.com>
Reply-To: kennedy@moe.acad.humberc.on.ca
NNTP-Posting-Host: panther.humberc.on.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Macintosh; I; PPC)

A wizened old man trapped in a body of a 26 year old...

This 26 Year old thinks he can do a bit of art, a lot of photoshop, a lot of 3dstudio_max, and some real kick-ass assembly when he gets the chance.

As for me, I'm a tech. I design things and make them work.

I barely get to see daylight, and my forepaws are larger than my feet..
Wait, that was the bad trip I took back in October...

I network computers for a living, and I love to snowboard.

I wish to succeed in writing some games on my NY if the environment will co-operate. Like CodeWarrior.. On A 68K MacIIfx.
I do now have a PowerPC 6100/60 to try out, but I can lose it at a moments notice.

See my web-page at http://panther.humberc.on.ca/~kennedy/index.html
,
and look at some of the projects I want to get going on.

Personnally I think the Great Space Battles would be the best seller of all.
3D Studio implemented technology by several programming authours
Each segment and domain programmed by a different producer.

Kind-of like the way the move Ghost In The Shell was produced.
Take a peek at the credits some time and you see what I mean.

I'd love to be that.

-sean
--MESSAGE FILE 17148 END: ./2 SCEA/yaroze/freetalk/000000357html.html

--MESSAGE FILE 17149 START: ./2 SCEA/yaroze/freetalk/000000358html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: I/O on the Yaroze [non-blocking]
Date: Fri, 23 Jan 1998 00:03:12 -0600
Organization: (no organization)
Lines: 132
Message-ID: <34C832A0.1C35@charlie.cns.iit.edu>
References: <34B29D0E.5D23@snrc.uow.edu.au> <34B4300A.3DD5@playstation.sony.com>
<34B43B9E.4585@concentric.net> <34B50CA8.88D@playstation.sony.com>
<34B70118.2D76@ix.netcom.com>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Spellweaver wrote:

> It would be truly useful to know how to access the SIO port
> directly, as the Yaroze libraries are not particularly swift at
> times. This would also allow non-blocking polling of the port,
> etc.; if anyone has figured out how to do this (or if Sony might
> be persuaded to release some info regarding this), let me know
> (or better yet, post it here or in the .hardware group so that
> everyone can work on this underused but potentially very
> interesting area of PSX development).

If you've already figured this out, never mind. If not: here goes!
Below is a demo program that polls the "tty" device, without blocking.
The key is to "open" the device with the O_NBLOCK attribute.

The only problem I've seen so far is that CTRL-S and CTRL-Q are used
for flow control, so those characters need to be avoided. Maybe
using a different program then "siocons" with "hardware flow control"
enabled and "software flow control" disabled will get around this?
Maybe there are "siocons" params that turn off Xon/Xoff? (software
flow control)

I'll also leave it to you to see if the "write" works simmilarly (ie,
what happens if you write so much so fast the output buffer fills?),
and to measure performance to see if it'll be truly useful. This
example is written for clarity not speed.

Hey, it's a start!
Ed Federmeyer

---------- cut here ----------

```
/*
 * Demo of NON-BLOCKING serial I/O on the Net Yaroze.
 * By: Ed Federmeyer
 */


#include <libps.h>
#include <sys/file.h>
#include <stdio.h>


/*
 * For some reason, the <ctype.h> macros reference _ctype_, which
 * doesn't exist in the libps.a.  So we do this the hard/kludgy way.
 * If someone knows the trick to making <ctype.h> work in the
 * Yaroze-world, let me know...
 */
int
isprint( char inchar )
{
    if ( (inchar >= 0x20) && (inchar <= 0x7E) ) {
        /* The character is 'printable'. */
        return( 1 );
    }

    /* The character is NOT 'printable'. */
    return( 0 );
}


int
main( void )
{
    int    ifd;
```

```
int    status;
unsigned char inbyte;
int    toggle = 0;

/*
 * Open the "tty" device in NON-BLOCKING mode, meaning when you
 * call "read" on it, if there are no characters, it will return
 * immediatly (with a status of "0", meaning "0" characters read),
 * instead of waiting for characters.
 */
ifd = open( "tty", O_RDWR | O_NBLOCK );
if ( ifd < 0 ) {
    printf( "Cannot open tty\n" );
    return( -1 );
}

printf( "Type characters (~ to exit):\n" );

while ( 1 ) {

    /*
     * Poll the 'tty' device to see if data has arrived.
     */
    status = read( ifd, &inbyte, 1 );
    if ( status < 0 ) {
        printf( "error in read.  status=%d\n", status );
        close( ifd );
        return( -1 );
    }

    if ( status == 1 ) {
        /*
         * Yay!  Got a byte!  Maybe do something cool like
         * build a protocol packet or something.  We'll just
         * print it out for this demo though.
         */
        printf( "got 0x%02X '%c'\n", inbyte,
            (isprint(inbyte) ? inbyte : '.') );
        if ( inbyte == '~' ) {
            printf( "Exiting.\n" );
            close( ifd );
            return( 0 );
        }
    } else if ( status == 0 ) {
        /*
         * Normally, do nothing.  But for demonstration,
         * print some stuff so you know we're not blocked
         * on the 'read'.
         */
        if ( ++toggle > 1000 ) {
            toggle = 0;
            printf( "." );
        }
    } else {
        /*
         * I don't see how this could ever happen.  :-)
         */
        printf( "unexpected status=%d\n", status );
        close( ifd );
        return( 0 );
    }
}

/* We should never really get here... */
```

```
    close( ifd );
    return( 0 );
}
--MESSAGE FILE 17149 END: ./2 SCEA/yaroze/freetalk/000000358html.html


--MESSAGE FILE 17150 START: ./2 SCEA/yaroze/freetalk/000000359html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Fri, 23 Jan 1998 23:31:40 GMT
Organization: L4 Software
Lines: 6
Message-ID: <34c927ff.28169462@205.149.189.29>
References: <34c6b419.40663706@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

I've just found out that the Auditorium program expired and a new
version will be uploaded soon. With luck, this will cure the problems
with the lobby. I'll post a message here when we're ready to try
again.

Mario
--MESSAGE FILE 17150 END: ./2 SCEA/yaroze/freetalk/000000359html.html


--MESSAGE FILE 17151 START: ./2 SCEA/yaroze/freetalk/000000360html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Mark Jawad <jawad@uiuc.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Tue, 27 Jan 1998 03:25:26 -0600
Organization: Student at the University Of Illinois
Lines: 9
Message-ID: <34CDA806.7908@uiuc.edu>
References: <34C248C0.6365@charlie.cns.iit.edu>
Reply-To: jawad@uiuc.edu
NNTP-Posting-Host: istanbul-6.slip.uiuc.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (OS/2; I)

I have to totally agree w/ Ed on this one. I'm a programmer (hacker?
developer?) 100%, and have no developed artistic or musical skills. I
_do_ have a boatload of managerial drive / experience in me, though. If
anybody needs a project leader...

:-)

-Mark J., who thinks we all need to find some good art & music folks
soon...
--MESSAGE FILE 17151 END: ./2 SCEA/yaroze/freetalk/000000360html.html


--MESSAGE FILE 17152 START: ./2 SCEA/yaroze/freetalk/000000361html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Mark Jawad <jawad@uiuc.edu>
Newsgroups: scea.yaroze.freetalk
Subject: By the way...    (was "Re: What are you?")
Date: Tue, 27 Jan 1998 03:29:04 -0600
Organization: Student at the University Of Illinois
```

Lines: 9
Message-ID: <34CDA8E0.78DE@uiuc.edu>
References: <34C248C0.6365@charlie.cns.iit.edu> <34CDA806.7908@uiuc.edu>
Reply-To: jawad@uiuc.edu
NNTP-Posting-Host: istanbul-6.slip.uiuc.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (OS/2; I)

> -Mark J., who thinks we all need to find some good art
> & music folks soon...

BTW, does anybody know what the going rates are for contracting out art
and music people? I have a feeling that its expensive to hire an agency
(ie, a local industrial art business)... Does anybody know offhand what
an artist would charge to do some simple models or a few songs?

-Mark J.
--MESSAGE FILE 17152 END: ./2 SCEA/yaroze/freetalk/000000361html.html

--MESSAGE FILE 17153 START: ./2 SCEA/yaroze/freetalk/000000362html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Mark Jawad <jawad@uiuc.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: I/O on the Yaroze [non-blocking]
Date: Tue, 27 Jan 1998 03:46:29 -0600
Organization: Student at the University Of Illinois
Lines: 101
Message-ID: <34CDACF5.6CA@uiuc.edu>
References: <34B29D0E.5D23@snrc.uow.edu.au> <34B4300A.3DD5@playstation.sony.com>
<34B43B9E.4585@concentric.net> <34B50CA8.88D@playstation.sony.com>
<34B70118.2D76@ix.netcom.com> <34C832A0.1C35@charlie.cns.iit.edu>
Reply-To: jawad@uiuc.edu
NNTP-Posting-Host: istanbul-6.slip.uiuc.edu
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------616DE6931F8"
X-Mailer: Mozilla 2.02 (OS/2; I)

This is a multi-part message in MIME format.

--------------616DE6931F8
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Ed Federmeyer wrote:
> * For some reason, the <ctype.h> macros reference _ctype_,
> * which doesn't exist in the libps.a. So we do this the
> * hard/kludgy way.
> * If someone knows the trick to making <ctype.h> work in the
> * Yaroze-world, let me know...
> */

I caught that bug back in September, but didn't bother to post my
changes which fix it. Anyways, here's my modified ctype.h file. Its not
Sony Certified or anything, but it works just fine (as far as I'm aware,
at least ;) ...

Enjoy!
-Mark J.

--------------616DE6931F8
Content-Type: text/plain; charset=us-ascii; name="CTYPE.H"

```
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="CTYPE.H"


/*****************************************************************
 *
 * Copyright (c) 1996 Sony Computer Entertainment Inc.
 * All Rights Reserved.
 *
 *                                  Ver 1.00
 *
 *****************************************************************/

#ifndef   _CTYPE_H
#define   _CTYPE_H

#define   _U  0x01   /* upper case letter */
#define   _L  0x02   /* lower case letter */
#define   _N  0x04   /* digit */
#define   _S  0x08   /* space, tab, newline, vertical tab, formfeed, or
            carriage return */
#define _P 0x10   /* punctuation character */
#define _C 0x20   /* control character or delete */
#define _X 0x40   /* hexadecimal digit [0-9a-fA-F]*/
#define   _B  0x80   /* blank (space) */

extern char   _ctype_[];
#if defined(_LANGUAGE_C_PLUS_PLUS)||defined(__cplusplus)||defined(c_plusplus)
extern "C" {
#endif
extern    char   toupper(char);
extern    char   tolower(char);
#if defined(_LANGUAGE_C_PLUS_PLUS)||defined(__cplusplus)||defined(c_plusplus)
}
#endif
/* Original Sony Stuff
#define   isalpha(c) ((_ctype_+1)[(unsigned char)(c)]&(_U|_L))
#define   isupper(c) ((_ctype_+1)[(unsigned char)(c)]&_U)
#define   islower(c) ((_ctype_+1)[(unsigned char)(c)]&_L)
#define   isdigit(c) ((_ctype_+1)[(unsigned char)(c)]&_N)
#define   isxdigit(c)   ((_ctype_+1)[(unsigned char)(c)]&(_X|_N))
#define   isspace(c) ((_ctype_+1)[(unsigned char)(c)]&_S)
#define ispunct(c)   ((_ctype_+1)[(unsigned char)(c)]&_P)
#define isalnum(c)   ((_ctype_+1)[(unsigned char)(c)]&(_U|_L|_N))
#define isprint(c)   ((_ctype_+1)[(unsigned char)(c)]&(_P|_U|_L|_N|_B))
#define isgraph(c)   ((_ctype_+1)[(unsigned char)(c)]&(_P|_U|_L|_N))
#define iscntrl(c)   ((_ctype_+1)[(unsigned char)(c)]&_C)
#define isascii(c)   ((unsigned)(c)<=0x7f)
#define toascii(c)   ((unsigned char)(c)&0x7f)
#define _toupper(c)  ((unsigned char)(c)-'a'+'A')
#define _tolower(c)  ((unsigned char)(c)-'A'+'a')
*/


// Fixed by MAJ 9/25/97

#define   isalpha(c) ((unsigned char)(c)&(_U|_L))
#define   isupper(c) ((unsigned char)(c)&_U)
#define   islower(c) ((unsigned char)(c)&_L)
#define   isdigit(c) ((unsigned char)(c)&_N)
#define   isxdigit(c)   ((unsigned char)(c)&(_X|_N))
#define   isspace(c) ((unsigned char)(c)&_S)
#define ispunct(c)   ((unsigned char)(c)&_P)
#define isalnum(c)   ((unsigned char)(c)&(_U|_L|_N))
```

```
#define isprint(c)   ((unsigned char)(c)&(_P|_U|_L|_N|_B))
#define isgraph(c)   ((unsigned char)(c)&(_P|_U|_L|_N))
#define iscntrl(c)   ((unsigned char)(c)&_C)
#define isascii(c)   ((unsigned)(c)<=0x7f)
#define toascii(c)   ((unsigned char)(c)&0x7f)
#define _toupper(c)  ((unsigned char)(c)-'a'+'A')
#define _tolower(c)  ((unsigned char)(c)-'A'+'a')

#endif _CTYPE_H


--------------616DE6931F8--

--MESSAGE FILE 17153 END: ./2 SCEA/yaroze/freetalk/000000362html.html


--MESSAGE FILE 17154 START: ./2 SCEA/yaroze/freetalk/000000363html.html
Path: chuka.playstation.co.uk!news
From: gil@snsys.com (Gil Jaysmith)
Newsgroups: scea.yaroze.freetalk
Subject: Re: I/O on the Yaroze [non-blocking]
Date: Wed, 28 Jan 1998 13:48:31 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <34cf36cc.1007409@www-s.playstation.co.uk>
References: <34B29D0E.5D23@snrc.uow.edu.au> <34B4300A.3DD5@playstation.sony.com>
<34B43B9E.4585@concentric.net> <34B50CA8.88D@playstation.sony.com>
<34B70118.2D76@ix.netcom.com> <34C832A0.1C35@charlie.cns.iit.edu>
NNTP-Posting-Host: trish.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235

On Fri, 23 Jan 1998 00:03:12 -0600, Ed Federmeyer
<fedeedw@charlie.cns.iit.edu> wrote:
>/*
> * For some reason, the <ctype.h> macros reference _ctype_, which
> * doesn't exist in the libps.a.  So we do this the hard/kludgy way.
> * If someone knows the trick to making <ctype.h> work in the
> * Yaroze-world, let me know...
> */

I presume this what the ctype.c file in the Libraries area is for. It
contains a definition of char _ctype_[].

- Gil
--MESSAGE FILE 17154 END: ./2 SCEA/yaroze/freetalk/000000363html.html


--MESSAGE FILE 17155 START: ./2 SCEA/yaroze/freetalk/000000364html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Wed, 28 Jan 1998 23:47:59 GMT
Organization: SCEA News Server
Lines: 41
Message-ID: <34d0c366.1032835@news.scea.sony.com>
References: <34c6b419.40663706@205.149.189.29> <6a6r1h$8n11@scea>
NNTP-Posting-Host: ip3.ts5.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

This is exactly what happenes with mine it tries to contact this thing
```

but never gets ahold of it I wonder if the server is only on during
the day or somthing weird so if we can get this to work are we going
to try chatting again??

On Wed, 21 Jan 1998 22:52:19 -0800, "Michael Hough"
<mhough@stanford.edu> wrote:

>Mario Perdue wrote in message <34c6b419.40663706@205.149.189.29>...
>>I just had a problem that sounds like the one several of you have
>>reported. I went to the auditorium, and nothing happened. I cleared my
>>memory cache and disk cache in Netscape and went back to the
>>auditorium. Everything worked fine after the 500+ download completed.
>>
>>Mario
>
>Cool! Unfortunately, that hasn't been my experience; I just got Netscape 3,
>thinking perhaps my IE4 was somehow barfing--but no amount of reloading and
>cache clearing sems to work. It loads the familiar box with buttons, but in
>the middle is a white rectangle; I don't get any names or prompts or
>anything. On the status bar, though, it says "Connect: Contacting host:
>www.scea.sony.com: 8057..." and then after a while it stops. My Java
>Console, however, is saying the following:
>
>----
>PlaceWare client 1.1b3 connecting to www.scea.sony.com:8057
>Direct connection failed (java.net.SocketException: No error), falling back
>to HTTP
>Error opening http response: java.io.IOException: There was no response. The
>server could be down
>or is not responding.
>
>If you are unable to connect again later, contact
>the server's administrator.
>----
>
>Could it be that the server is somehow failing or misconfigured?
>
>mike
>

--MESSAGE FILE 17155 END: ./2 SCEA/yaroze/freetalk/000000364html.html

--MESSAGE FILE 17156 START: ./2 SCEA/yaroze/freetalk/000000365html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Wed, 28 Jan 1998 23:49:34 GMT
Organization: SCEA News Server
Lines: 3
Message-ID: <34d1c3c4.1126329@news.scea.sony.com>
References: <34C248C0.6365@charlie.cns.iit.edu>
NNTP-Posting-Host: ip3.ts5.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Well I guess I am a graphics person I cant draw but I am going to
school for animation like in 3D Studio Max/SoftImage/Alias Wavefront
type stuff. I am desprately trying to learn C
--MESSAGE FILE 17156 END: ./2 SCEA/yaroze/freetalk/000000365html.html

--MESSAGE FILE 17157 START: ./2 SCEA/yaroze/freetalk/000000366html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: pcarrott@notes.cc.bellcore.com ("Phil Carrotta")
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Thu, 29 Jan 1998 20:07:04 GMT
Organization: SCEA News Server
Lines: 31
Message-ID: <6aqcf3$c0f2@scea>
References: <34C248C0.6365@charlie.cns.iit.edu>
NNTP-Posting-Host: 128.96.177.101
X-Newsreader: Forte Free Agent 1.0.82

Ed Federmeyer <fedeedw@charlie.cns.iit.edu> wrote:

>I've read a few threads here and there proposing the creation
>of "Yaroze coding groups", to make demos and/or games in
>groups.

>My thinking is that there are too many programmers, and not
>enough artists or musicians.

I would say that I am a programmer. I am fairly capable at C coding with some dabbling in C++ (Not on Yaroze). I can generate adequate 3D models using Lightwave 3D 5.5. My main obstacles are time and an inability to focus my attempts. The old concept of starting small and working up is lost on me and thus I have nothing yet to show :-(.

On a separate but related note (well, related to LW3D at least). Has anyone found a simple way to generate MIMe data (as used in the Dino demo). I have considered writing a small program to generate the differentials between 2 models (assuming points are ordered the same but that's a different story) but hate doing redundant work if such a thing already exists. A company in Japan called D-Storm seems to have some Lightwave Plugins to facilitate Playstation Animation but I can not read the info on their webpage to learn about the details. Can anyone translate (roughly) some of the info on the following sites?

http://www.dstorm.co.jp/ps/ps.html
http://www.dstorm.co.jp/ps/readme.htm

Thanks,
    Phil

--MESSAGE FILE 17157 END: ./2 SCEA/yaroze/freetalk/000000366html.html

--MESSAGE FILE 17158 START: ./2 SCEA/yaroze/freetalk/000000367html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Anyone in Florida?
Date: Thu, 29 Jan 1998 22:26:26 -0600
Organization: SCEA News Server
Lines: 7
Message-ID: <34D15671.8D62B554@ix.netcom.com>
NNTP-Posting-Host: dgr-il3-15.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Do any of you live in Orlando, Florida? I'm going to be there all next
week with my little Yaroze quiz game.

Just wondering...

Manny Najera

--MESSAGE FILE 17158 END: ./2 SCEA/yaroze/freetalk/000000367html.html

--MESSAGE FILE 17159 START: ./2 SCEA/yaroze/freetalk/000000368html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: C versus C++
Date: Tue, 03 Feb 1998 00:32:32 -0800
Organization: SCEA News Server
Lines: 54
Message-ID: <34D6D61E.4103@bc.sympatico.ca>
References: <69cmja$7pn1@emeka.playstation.co.uk>
<34b9e34f.14105854@news.scea.sony.com> <34BF10FF.13D7@bc.sympatico.ca>
<34C293DF.6237DFF6@forefront.com.au> <34C6E92E.1D33@bc.sympatico.ca>
<34C7D72A.EA500AB0@forefront.com.au>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m01-68.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

>I can't see how this can help completely. Even if the entire base class
>is virtual, code needs to be generated to determine the actual type
>of the object called via a base class pointer. Of course if you were
>writing OO C (don't laugh, depending on your definitions of OO, it's
>possible), and you were dealing with unnamed types like this, then you'd
>have to write the same code for yourself, so the loss is smaller than if
>the compiler generates vtable

Pure virtuals only help if you avoid polymorphism, which I know is one
of the big selling points of OO. eg:

```
class VFile { ... }; // pure virtual base class
class RealFile : public VFile { ... };
RealFile var;
var.Read();
```

Read is invoked directly, and no vtable is generated. Like I said, we
only use this feature to enforce interfaces, much like Java's interface
keyword. Yes, now that I'm typing it, I wonder what's the point,
documentation and a whip to enforce the interface would accomplish the
same thing. I guess it's just a lazy way to get the compiler to make
sure you're doing the right thing. Lazy.

>[The const ref thing] makes me really really scared. I can't see any reason why
a >compiler
>would generate code like that. The problem should be with references, and
>not with the const. Did the compiler generate copies of the string, or
>copies of the string reference?

Copies of the string. The problem is that with a complicated enough
class (like a full feature string) the compiler is unable to determine
whether or not the string might be modified by a method (the halting
problem in a different form), and since the const keyword is there, the
compiler is compelled to guarantee absolutely that the string will not

be modified, so it has no choice but to generate a duplicate. If you want to see the problem in action, get a nice complicated string class like the one in MFC, get a nice complicated function which uses a string, and pass the string in as a const ref. Unless they've done something marvelous in MFC, the compiler will likely dup it.

Giving it a little thought, the problem boils down to the fact that complicated string classes typically reference count a string representation, and assign the same rep pointer to any string that takes a copy. The reference count has to be incremented, which violates the const rule that the object passed in via the reference cannot be modified. So maybe the compiler is barfing because of the overloaded = operator. So that would be the code example - a class that has non const overloaded = operators, and a method that assigns an instance of the passed in const ref class to another instance. So maybe it's not the halting problem, maybe the compiler can detect that combination and try to protect against it.

Performance wise, passing by & is exactly equivalent to pass by pointer.

- nick
--MESSAGE FILE 17159 END: ./2 SCEA/yaroze/freetalk/000000368html.html

--MESSAGE FILE 17160 START: ./2 SCEA/yaroze/freetalk/000000369html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.libraries,scee.yaroze.freetalk.engl
ish
Subject: My own siocons
Date: Wed, 4 Feb 1998 08:57:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <6b96ms$b210@chuka.playstation.co.uk>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:369
scea.yaroze.programming.libraries:6 scee.yaroze.freetalk.english:307

Hi there,

I'm writing my own siocons program (win95) which encloses a project in which the tim/tmd/exe-files are kept. This project can be uploaded to the Yaroze. Just like the load-batch functionality of siocons. It is also able to load a 'normal' siocons-batch file. This is 95% working. But now I want to extend my program with upload and download functionality from within a psx-exe. I have tried to implement it but I encountered some odd problems. Small files (to 10k) seem to work, but larger files fail. It seems like there is a problem with reading/writing to tty. How does ioctl() work. I can set the baud to 115200. Need I set the handshake method, if so : how?

Help me and I create the homepage and upload my console program including source. (This is not blackmail but crap-grammar).

Thank you!

--MESSAGE FILE 17160 END: ./2 SCEA/yaroze/freetalk/000000369html.html

--MESSAGE FILE 17161 START: ./2 SCEA/yaroze/freetalk/000000370html.html
Path: chuka.playstation.co.uk!news
From: Luca Cotta Ramusino <lcotta@systemy.it>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.libraries,scee.yaroze.freetalk.engl
ish
Subject: Re: My own siocons
Date: Wed, 04 Feb 1998 17:18:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <34D894BE.5A829402@systemy.it>
References: <6b96ms$b210@chuka.playstation.co.uk>
NNTP-Posting-Host: 151.85.242.49
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [it] (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:370
scea.yaroze.programming.libraries:7 scee.yaroze.freetalk.english:308

Maurice Sibrandi ha scritto:

> I'm writing my own siocons program (win95) which encloses a

<...>

> I can set the baud to 115200. Need I set the handshake method, if so :
> how?

For high speeds (ie >38400) you should set the handshake to "HARDWARE",
otherwise you get a lot of dropped bytes. XON/XOFF can't manage this
speed. This should also explain why your app chokes on large files. Best
of luck

Luca Cotta Ramusino

--MESSAGE FILE 17161 END: ./2 SCEA/yaroze/freetalk/000000370html.html

--MESSAGE FILE 17162 START: ./2 SCEA/yaroze/freetalk/000000371html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.libraries,scee.yaroze.freetalk.engl
ish
Subject: Re: My own siocons
Date: Thu, 5 Feb 1998 09:06:28 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <6bbrj2$b212@chuka.playstation.co.uk>
References: <6b96ms$b210@chuka.playstation.co.uk> <34D894BE.5A829402@systemy.it>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:371
scea.yaroze.programming.libraries:8 scee.yaroze.freetalk.english:309

Luca Cotta Ramusino wrote in message <34D894BE.5A829402@systemy.it>...

>For high speeds (ie >38400) you should set the handshake to "HARDWARE",
>otherwise you get a lot of dropped bytes. XON/XOFF can't manage this

>speed. This should also explain why your app chokes on large files. Best
>of luck

How does one do that? With ioctl() I presume, but that function isn't
documented very well

--MESSAGE FILE 17162 END: ./2 SCEA/yaroze/freetalk/000000371html.html

--MESSAGE FILE 17163 START: ./2 SCEA/yaroze/freetalk/000000372html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Your oppinion??
Date: Thu, 05 Feb 1998 08:15:29 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <34d9744b.299060@news.scea.sony.com>
NNTP-Posting-Host: ip40.ts1.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Hello! I have a question to pose to you in my game that I am doing I
think I may not have room for all the levels and images now I know
codewarrior has a thing where you can download stuff to put new stuff
in memory but that would mean only people with codewarrior could play
it so what I was thinking is after the first few levels put a save
game on a memory card then let the people dowload the new levels and
have it retive the save game from the memory card so everyone can play
it does this sound like a good plan??
--MESSAGE FILE 17163 END: ./2 SCEA/yaroze/freetalk/000000372html.html

--MESSAGE FILE 17164 START: ./2 SCEA/yaroze/freetalk/000000373html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "E!" <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Thu, 05 Feb 1998 00:24:30 -0800
Organization: SCEA News Server
Lines: 11
Message-ID: <34D9773E.C66792E3@netmagic.net>
References: <34C248C0.6365@charlie.cns.iit.edu>
NNTP-Posting-Host: ppp1-20.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)

Ed Federmeyer wrote:

> Anyway: I'm a "programmer".

Mostly a programmer, but also an Net musician and a so-so artist. :P

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/

--MESSAGE FILE 17164 END: ./2 SCEA/yaroze/freetalk/000000373html.html

--MESSAGE FILE 17165 START: ./2 SCEA/yaroze/freetalk/000000374html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "E!" <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Let's start a C-64 scene!
Date: Thu, 05 Feb 1998 00:28:22 -0800
Organization: SCEA News Server
Lines: 28
Message-ID: <34D97825.499CC533@netmagic.net>
References: <01bd220f$566d4f20$989dcdcd@nsantos>
<34BEA94C.260AD91E@ix.netcom.com> <34C68E6C.794B@peace.co.nz>
<34C5C592.ADF72241@ix.netcom.com>
NNTP-Posting-Host: ppp1-20.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)

Manny Najera wrote:

> James Russell wrote:
>
> > I'm on the case - I'm doing a FastTracker player. Don't wait up
> > though.
>
> Hey, do you think the PlayStation is powerful enough for the new Impulse
> Tracker format? I'm talking about the MMX only version that supports
> cutoff and resonance filters. If I wish one feature for Sony's next
> console (or any other), it would have to be cutoff and resonance...
>
> Manny Najera

Unlikely that it could do the things that IT 2.14p3 does. The
resonance and freq cutoff (including surround) would mean you'd
have to take the hardware output from the SPU, apply your
algo to it, and then feed it back to the mixer. After reading
about what the SPU has in it, it reminds me almost exactly
of a GUS classic, except that it has a reverb buffer. :P

If it is possible, that would be most awesome. ^_^

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/

--MESSAGE FILE 17165 END: ./2 SCEA/yaroze/freetalk/000000374html.html

--MESSAGE FILE 17166 START: ./2 SCEA/yaroze/freetalk/000000375html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Your oppinion??
Date: 5 Feb 1998 09:30:51 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 30
Sender: news@chuka.playstation.co.uk

Message-ID: <6bc0sb$mku1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

Hello! I have a question to pose to you in my game that I am doing I think I may not have room for all the levels and images now I know codewarrior has a thing where you can download stuff to put new stuff in memory but that would mean only people with codewarrior could play it

Yes, if it used CodeWarrior's dynamic loading into RAM, it would mean that anyone
without CodeWarrior couldn't play it.

so what I was thinking is after the first few levels put a save game on a memory card then let the people dowload the new levels and have it retive the save game from the memory card so everyone can play it does this sound like a good plan??

Sounds most reasonable. You don't need to use a memory card however; could just use a program-defined resource file (eg plain text) that is saved up
to PC/Mac using the printf/logging feature; this removes the need for writing
to and reading from memory card, it may be a quicker and easier method.

Lewis

--MESSAGE FILE 17166 END: ./2 SCEA/yaroze/freetalk/000000375html.html

--MESSAGE FILE 17167 START: ./2 SCEA/yaroze/freetalk/000000376html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@micronetics.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Your oppinion??
Date: Thu, 05 Feb 1998 10:47:38 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <34D998CA.9609945D@micronetics.com>
References: <34d9744b.299060@news.scea.sony.com>
NNTP-Posting-Host: 193.132.195.245
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)

I was thinking of doing something similar, have the levels multiload. Rather than saving to memory card (which should be no problem anyway) how about a password
style system to access each level. Get a password to access the next level after completing the current.

Otherwise sounds cool.

/Jim

Michael Klucher wrote:

> Hello! I have a question to pose to you in my game that I am doing I
> think I may not have room for all the levels and images now I know
> codewarrior has a thing where you can download stuff to put new stuff
> in memory but that would mean only people with codewarrior could play
> it so what I was thinking is after the first few levels put a save
> game on a memory card then let the people dowload the new levels and
> have it retive the save game from the memory card so everyone can play
> it does this sound like a good plan??

--MESSAGE FILE 17167 END: ./2 SCEA/yaroze/freetalk/000000376html.html

--MESSAGE FILE 17168 START: ./2 SCEA/yaroze/freetalk/000000377html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Chat
Date: Sat, 07 Feb 1998 01:06:22 GMT
Organization: L4 Software
Lines: 5
Message-ID: <34dbb33a.13814420@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

New Auditorium software has been installed, so we should be able to
try a chat again. Let's try for Wednesday night at 10:00pm EST.

Mario

--MESSAGE FILE 17168 END: ./2 SCEA/yaroze/freetalk/000000377html.html

--MESSAGE FILE 17169 START: ./2 SCEA/yaroze/freetalk/000000378html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Did you hear?
Date: Mon, 09 Feb 1998 06:21:03 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <34df9fe0.17356627@news.scea.sony.com>
NNTP-Posting-Host: ip15.ts16.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

I was just wondering if anyone read the article in the new issue of
PSM abou sony giving away silver memory cards and some midnight blue
playstations they also had black dual-shock analog controlers (Man I
could use those to go with my yaroze) Haha!
--MESSAGE FILE 17169 END: ./2 SCEA/yaroze/freetalk/000000378html.html

--MESSAGE FILE 17170 START: ./2 SCEA/yaroze/freetalk/000000379html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Wed, 11 Feb 1998 00:31:44 GMT

Organization: L4 Software
Lines: 5
Message-ID: <34e0f0fd.30715760@205.149.189.29>
References: <34dbb33a.13814420@205.149.189.29>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Just a reminder that I will be in the Auditorium lobby at 10:00pm EST
on Wednesday, Feb 11, 1998. Hopefully some of you will be able to get
in this time and we can 'talk' for awhile.

Mario
--MESSAGE FILE 17170 END: ./2 SCEA/yaroze/freetalk/000000379html.html

--MESSAGE FILE 17171 START: ./2 SCEA/yaroze/freetalk/000000380html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: omigod
Date: Tue, 10 Feb 1998 20:20:40 -0600
Organization: SCEA News Server
Lines: 8
Message-ID: <34E10AF7.F024308@ix.netcom.com>
NNTP-Posting-Host: dgr-il2-16.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

That Hover Racing game is so good, it makes me want to vomit in terror.
Does anyone know how it was made? I refuse to believe it was all the
work of one person...

... those guys have to be professionals.

Manny Najera

--MESSAGE FILE 17171 END: ./2 SCEA/yaroze/freetalk/000000380html.html

--MESSAGE FILE 17172 START: ./2 SCEA/yaroze/freetalk/000000381html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Wed, 11 Feb 1998 16:25:54 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <34e1d0ce.3234328@news.scea.sony.com>
References: <34E10AF7.F024308@ix.netcom.com>
NNTP-Posting-Host: client-120-240.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello,

>That Hover Racing game is so good...

   Which game are you referring to?

-Matt

--MESSAGE FILE 17172 END: ./2 SCEA/yaroze/freetalk/000000381html.html

--MESSAGE FILE 17173 START: ./2 SCEA/yaroze/freetalk/000000382html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Wed, 11 Feb 1998 17:21:00 -0600
Organization: SCEA News Server
Lines: 17
Message-ID: <34E2325C.351026B8@ix.netcom.com>
References: <34E10AF7.F024308@ix.netcom.com>
<34e1d0ce.3234328@news.scea.sony.com>
NNTP-Posting-Host: dgr-il9-14.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Matthew Hulett wrote:

>   Hello,
>
> >That Hover Racing game is so good...
>
>   Which game are you referring to?

It's a game from a Japanese Yaroze member. It's at:

http://www1.scei.co.jp/forum/program/archive/pssoft/HOVER120.LZH

I know words are cheap, but as God as my witness, I'm going to rip this
game a new one.

Manny Najera

--MESSAGE FILE 17173 END: ./2 SCEA/yaroze/freetalk/000000382html.html

--MESSAGE FILE 17174 START: ./2 SCEA/yaroze/freetalk/000000383html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Wed, 11 Feb 1998 23:01:38 -0600
Organization: (no organization)
Lines: 37
Message-ID: <34E28232.746@charlie.cns.iit.edu>
References: <34dbb33a.13814420@205.149.189.29>
<34e0f0fd.30715760@205.149.189.29>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Mario Perdue wrote:
>
> Just a reminder that I will be in the Auditorium lobby at 10:00pm EST
> on Wednesday, Feb 11, 1998. Hopefully some of you will be able to get
> in this time and we can 'talk' for awhile.

>
> Mario

I dunno if this came up before, I don't remember seeing this,
but I needed to un-install the placeware audio client from my
PC before I could use the auditorium. (I kept getting that
pesky "Youre placeware client has expired" message box.)

I (wrongly) assumed that it was telling me that the downloaded
Java applet was expired, and that there was nothing I could do
about it, since SCEA is the one who would have to change the
Applet on thier server... Wrong.

I looked for "place*.*" on my hard drive (it was under my
Netscape "PLUGINS" directory, and just deleted everything
under that "placeware" directory, and one .DLL file named
(n3_placeware.dll, I think).

Next time I started Netscape and went into the auditorium I got
the message box asking me to sign in! Yay!

I didn't realize until now what it meant by "You may uninstall
your placeware client, but then you won't get audio support".
It would have been nice it it told me "how" to uninstall it.
Or better, let me continue the text-chat part without needing
to uninstall the audio support. Maybe I just missed a readme
somewhere.

I hope this helps some of you others who still get that
"Placeware client expired" message.

EdF
--MESSAGE FILE 17174 END: ./2 SCEA/yaroze/freetalk/000000383html.html

--MESSAGE FILE 17175 START: ./2 SCEA/yaroze/freetalk/000000384html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Thu, 12 Feb 1998 00:18:42 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <34e23e5b.31283335@news.scea.sony.com>
References: <34dbb33a.13814420@205.149.189.29>
<34e0f0fd.30715760@205.149.189.29> <34E28232.746@charlie.cns.iit.edu>
NNTP-Posting-Host: client-119-22.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello all,
   Well, five, and then three of us were chatting for over an hour
tonight. It was cool, but it would be more fun if more of you had
shown up. If more of you don't show up, I think the idea will be
cancelled due to lack of interest. That would be lame...

-Matt

--MESSAGE FILE 17175 END: ./2 SCEA/yaroze/freetalk/000000384html.html

--MESSAGE FILE 17176 START: ./2 SCEA/yaroze/freetalk/000000385html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)

Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Thu, 12 Feb 1998 01:38:58 GMT
Organization: SCEA News Server
Lines: 16
Message-ID: <34e24c9c.34933330@news.scea.sony.com>
References: <34E10AF7.F024308@ix.netcom.com>
<34e1d0ce.3234328@news.scea.sony.com> <34E2325C.351026B8@ix.netcom.com>
NNTP-Posting-Host: client-119-22.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello again,
   Well, I downloaded said file, dying to try it after hearing the
Sony staff sing it's praises, and I learned very quickly that files
with extension .LZH require-

  LZH files are manipulated by the LHA program from Haruyasu
Yoshizaki. LHA won the October 1991 PC Magazine Editor's Choice award
as the best data compression utility.

Here's a link for those who do not have the WinZip utility to extract
these files;

http://www.themerchant.com/inetinfo/html/winzip_utilities.html

-Matt

--MESSAGE FILE 17176 END: ./2 SCEA/yaroze/freetalk/000000385html.html

--MESSAGE FILE 17177 START: ./2 SCEA/yaroze/freetalk/000000386html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dsyaroze <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Wed, 11 Feb 1998 23:04:17 -0800
Organization: SCEA News Server
Lines: 12
Message-ID: <34E29EF1.6DC8@concentric.net>
References: <34dbb33a.13814420@205.149.189.29>
<34e0f0fd.30715760@205.149.189.29> <34E28232.746@charlie.cns.iit.edu>
<34e23e5b.31283335@news.scea.sony.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts029d08.sto-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C (Win95; I)

I would have shown up, but I was entertaining guests at the house.
I didn't want to be anti-social :)

Scott

>   Hello all,
>   Well, five, and then three of us were chatting for over an hour
> tonight. It was cool, but it would be more fun if more of you had
> shown up. If more of you don't show up, I think the idea will be
> cancelled due to lack of interest. That would be lame...
>
> -Matt
--MESSAGE FILE 17177 END: ./2 SCEA/yaroze/freetalk/000000386html.html

--MESSAGE FILE 17178 START: ./2 SCEA/yaroze/freetalk/000000387html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Chat
Date: Thu, 12 Feb 1998 08:04:25 GMT
Organization: SCEA News Server
Lines: 17
Message-ID: <34e2acb1.412963@news.scea.sony.com>
References: <34dbb33a.13814420@205.149.189.29>
<34e0f0fd.30715760@205.149.189.29> <34E28232.746@charlie.cns.iit.edu>
<34e23e5b.31283335@news.scea.sony.com>
NNTP-Posting-Host: ip18.ts1.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

I was there for a little while but I have class at 8:00 MST so I only
stayed till about 7:50 But I chatted with a few people we need to do
it on like friday or something I really want to do this but college
must come before everything.

On Thu, 12 Feb 1998 00:18:42 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:

>   Hello all,
>   Well, five, and then three of us were chatting for over an hour
>tonight. It was cool, but it would be more fun if more of you had
>shown up. If more of you don't show up, I think the idea will be
>cancelled due to lack of interest. That would be lame...
>
>-Matt
>

--MESSAGE FILE 17178 END: ./2 SCEA/yaroze/freetalk/000000387html.html

--MESSAGE FILE 17179 START: ./2 SCEA/yaroze/freetalk/000000388html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <j.t.rutherford@sms.ed.ac.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Thu, 12 Feb 1998 13:25:43 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <34E2F857.714@sms.ed.ac.uk>
References: <34E10AF7.F024308@ix.netcom.com>
NNTP-Posting-Host: atl4-028.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Manny Najera wrote:

> Does anyone know how it was made? I refuse to believe it was all the
> work of one person...

A whole host of people worked on Hover Racing - unfortunately Sato
Tomukazu's name is the only one that is available in non-Kanji.
As far as I can tell, one guy ('Lynx' - I found his homepage a while
ago, but have forgotten the address) wrote the tunes and if I remember
rightly, the team was roughly the same size as the one that worked on

Mario 4 (and that ilk).
For some reason, Sato's Yaroze homepage seems to be kaput. Bit of a shame really.

> ... those guys have to be professionals.

If they weren't before, I bet they are now!

James Rutherford. (~mrfrosty/SCEE).
--MESSAGE FILE 17179 END: ./2 SCEA/yaroze/freetalk/000000388html.html

--MESSAGE FILE 17180 START: ./2 SCEA/yaroze/freetalk/000000389html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Fri, 13 Feb 1998 10:08:36 -0500
Organization: SCEA News Server
Lines: 29
Message-ID: <6c1n9l$4706@scea>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
NNTP-Posting-Host: 209.45.215.42
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>> ... those guys have to be professionals.
>
>If they weren't before, I bet they are now!

    I don't know about that... I would say the biggest thing that separates them from us is the amount of time they are willing to spend working on something..

    I hope that with groups forming we will be able to make products that can achive the same kind of success.. I must say the program was EXTREMELY impressive.. If it can make my wife say 'WOW!' then it had to be good... :)
Then always comes the crappy question of 'can you do that?'... Usually at that point I kick her out of the room while mumbling something along the lines of 'what the f... do you know....'

    Anyhow, I hope that now I have a little more time I will be able to start coding on my Yaroze a lot more.. Put that little black machine to some serious use... With the WIN95/NT IDE pretty much complete (or as complete as I'll make it for awhile) I will now start on my Yaroze projects...

Regards,

  Jeff
/Rogue\

--MESSAGE FILE 17180 END: ./2 SCEA/yaroze/freetalk/000000389html.html

--MESSAGE FILE 17181 START: ./2 SCEA/yaroze/freetalk/000000390html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Next chat meeting...
Date: Fri, 13 Feb 1998 14:09:49 -0500

Organization: SCEA News Server
Lines: 27
Message-ID: <6c25e0$4708@scea>
NNTP-Posting-Host: 209.45.215.42
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

  I would love to attend a chat session with other Yaroze members, but alas during the week is difficult for me, as I am sure it is hard for a lot of other people...

How about we try it on the weekend, during the day or in the evening sometime..

Let me suggest the following times.. And if it works maybe it is something we can do every weekend.. A place we can all talk about our current projects, and discuss problems we may be having...

Sat - 9pm EST

Sun - 7pm EST

Both days would be cool, maybe we would have a better showing at one over the other.

Anyone else want to hook up on weekends? If so let me know the times so we can all hook up.

Regards,

  Jeff
/Rogue\

--MESSAGE FILE 17181 END: ./2 SCEA/yaroze/freetalk/000000390html.html

--MESSAGE FILE 17182 START: ./2 SCEA/yaroze/freetalk/000000391html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Next chat meeting...
Date: Fri, 13 Feb 1998 11:46:38 -0800
Organization: .
Lines: 26
Message-ID: <34E4A31E.1E0648FB@netmagic.net>
References: <6c25e0$4708@scea>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Jeff Lawton wrote:
>
>   I would love to attend a chat session with other Yaroze members, but alas
> during the week is difficult for me, as I am sure it is hard for a lot of
> other people...
>
> How about we try it on the weekend, during the day or in the evening
> sometime..

Weekends would probably be more convenient for most people---especially

if non-North American people want to join in.

> Let me suggest the following times.. And if it works maybe it is something
> we can do every weekend.. A place we can all talk about our current
> projects, and discuss problems we may be having...
>
> Sat - 9pm EST
>
> Sun - 7pm EST
   [...]

At least for me, 9pm EST is good (6pm PST).

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17182 END: ./2 SCEA/yaroze/freetalk/000000391html.html

--MESSAGE FILE 17183 START: ./2 SCEA/yaroze/freetalk/000000392html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Next chat meeting...
Date: Fri, 13 Feb 1998 23:15:00 GMT
Organization: L4 Software
Lines: 35
Message-ID: <34e4d360.27677480@205.149.189.29>
References: <6c25e0$4708@scea>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Fri, 13 Feb 1998 14:09:49 -0500, "Jeff Lawton" <jlawton@groupz.net>
wrote:

> I would love to attend a chat session with other Yaroze members, but alas
>during the week is difficult for me, as I am sure it is hard for a lot of
>other people...
>
>How about we try it on the weekend, during the day or in the evening
>sometime..
>
>Let me suggest the following times.. And if it works maybe it is something
>we can do every weekend.. A place we can all talk about our current
>projects, and discuss problems we may be having...
>
>Sat - 9pm EST
>
>Sun - 7pm EST
>
>Both days would be cool, maybe we would have a better showing at one over
>the other.
>
>Anyone else want to hook up on weekends? If so let me know the times so we
>can all hook up.
>
>Regards,
>
Jeff,

Weekends are fine for me as well. However, 7:00pm on Sunday is out of
the question; there's too much of a chance that it will interfere with
"King of the Hill" and "The X-Files."

Anyone else have an opinion on this?

Mario
--MESSAGE FILE 17183 END: ./2 SCEA/yaroze/freetalk/000000392html.html

--MESSAGE FILE 17184 START: ./2 SCEA/yaroze/freetalk/000000393html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nathan" <nmiller@igalaxy.net>
Newsgroups: scea.yaroze.freetalk
Subject: Awsome Game
Date: Fri, 13 Feb 1998 15:24:07 -0800
Organization: SCEA News Server
Lines: 6
Message-ID: <6c2kjo$5bj1@scea>
NNTP-Posting-Host: usr-x2-hub1.ppp-33.bak.igalaxy.net
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

I keep hearing about this really good game programmed by our friends in Japan. My problem is that I cannot access the site to get to it. SCEE lets me on, but SCEI will not let me get on! I have been a member for 5 months now, how do I get on???????

--MESSAGE FILE 17184 END: ./2 SCEA/yaroze/freetalk/000000393html.html

--MESSAGE FILE 17185 START: ./2 SCEA/yaroze/freetalk/000000394html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nathan" <nmiller@igalaxy.net>
Newsgroups: scea.yaroze.freetalk
Subject: Awsome Game
Date: Fri, 13 Feb 1998 15:25:54 -0800
Organization: SCEA News Server
Lines: 7
Message-ID: <6c2kjq$5bj2@scea>
NNTP-Posting-Host: usr-x2-hub1.ppp-33.bak.igalaxy.net
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

I keep hearing about a really cool game programmed by the guys in Japan. The SCEI server will not let me on! I have been a member for 5 months and SCEE allows me on, can anyone help?

Nathan

--MESSAGE FILE 17185 END: ./2 SCEA/yaroze/freetalk/000000394html.html

--MESSAGE FILE 17186 START: ./2 SCEA/yaroze/freetalk/000000395html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Awsome Game
Date: Sat, 14 Feb 1998 01:14:26 GMT
Organization: L4 Software
Lines: 17
Message-ID: <34e4ef7e.34876685@205.149.189.29>
References: <6c2kjo$5bj1@scea>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

We're totally at the mercy of the other webmasters to add access to our members. Hopefully they'll address it soon. As far as this game goes, I'll be converting it to a zip file and posting it here soon. It really is good.

Mario

On Fri, 13 Feb 1998 15:24:07 -0800, "Nathan" <nmiller@igalaxy.net> wrote:

>I keep hearing about this really good game programmed by our friends in
>Japan. My problem is that I cannot access the site to get to it. SCEE lets
>me on, but SCEI will not let me get on! I have been a member for 5 months
>now, how do I get on???????
>
>

--MESSAGE FILE 17186 END: ./2 SCEA/yaroze/freetalk/000000395html.html

--MESSAGE FILE 17187 START: ./2 SCEA/yaroze/freetalk/000000396html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Awsome Game
Date: Fri, 13 Feb 1998 17:59:06 -0800
Organization: SCEA News Server
Lines: 17
Message-ID: <6c2t9r$5bj3@scea>
References: <6c2kjq$5bj2@scea>
NNTP-Posting-Host: delirium.Stanford.EDU
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Nathan wrote in message <6c2kjq$5bj2@scea>...
>I keep hearing about a really cool game programmed by the guys in Japan.
>The SCEI server will not let me on! I have been a member for 5 months and
>SCEE allows me on, can anyone help?
>
>Nathan

  I think the SCEE dudes mirror the other two servers at their site--so if you can access there, follow the links to their copy of the Japan site. I'm not sure how often it's updated, though there's fairly recent stuff on there.

mike

--MESSAGE FILE 17187 END: ./2 SCEA/yaroze/freetalk/000000396html.html

--MESSAGE FILE 17188 START: ./2 SCEA/yaroze/freetalk/000000397html.html
Path: chuka.playstation.co.uk!news
From: Ivo Wubbels <wubbels@worldaccess.nl>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.libraries,scee.yaroze.freetalk.engl
ish
Subject: Re: My own siocons
Date: Sat, 14 Feb 1998 15:27:38 +0100
Organization: Engine Software
Lines: 35

Message-ID: <34E5A9DA.40B9@worldaccess.nl>
References: <6b96ms$b210@chuka.playstation.co.uk>
Reply-To: wubbels@worldaccess.nl
NNTP-Posting-Host: sht3-10.worldaccess.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C (Win95; U)
To: Maurice Sibrandi <sibrandi@orion.nl>
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:397
scea.yaroze.programming.libraries:10 scee.yaroze.freetalk.english:328

Maurice Sibrandi wrote:
>
> Hi there,
>
> I'm writing my own siocons program (win95) which encloses a
> project in which the tim/tmd/exe-files are kept. This project can
> be uploaded to the Yaroze. Just like the load-batch functionality
> of siocons. It is also able to load a 'normal' siocons-batch file.
> This is 95% working. But now I want to extend my
> program with upload and download functionality from within a
> psx-exe. I have tried to implement it but I encountered some odd
> problems. Small files (to 10k) seem to work, but larger files fail.
> It seems like there is a problem with reading/writing to tty.
> How does ioctl() work. I can set the baud to 115200. Need I set
> the handshake method, if so : how?
>
> Help me and I create the homepage and upload my console program
> including source. (This is not blackmail but crap-grammar).
>
> Thank you!

Does your communication protocol have some checksum protection?? A high
speed connection may result in errors during transfer! I do need a
runtime communication between my executable and the PC to, maybe we can
join the project?? I do have some communication between the PC and my
program, I however do not know the SIOCONS protocol, so I need the
siocons application to lauch my communication program, start a PC
communication program.... Not the way it should be!

Greetinx
Ivo Wubbels

ps: Een Nederlands emailadres zou moeten betekenen dat we beide dezelfde
taal spreken, dat is een stuk makkelijker !!!! (sorry for not Dutch
people...)
--MESSAGE FILE 17188 END: ./2 SCEA/yaroze/freetalk/000000397html.html

--MESSAGE FILE 17189 START: ./2 SCEA/yaroze/freetalk/000000398html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.libraries,scee.yaroze.freetalk.engl
ish
Subject: Re: My own siocons
Date: Sat, 14 Feb 1998 10:19:04 -0500
Organization: SCEA News Server
Lines: 23
Message-ID: <6c4c1n$5bj4@scea>
References: <6b96ms$b210@chuka.playstation.co.uk> <34E5A9DA.40B9@worldaccess.nl>
NNTP-Posting-Host: pool4.groupz.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:398
scea.yaroze.programming.libraries:11 scee.yaroze.freetalk.english:329

>Does your communication protocol have some checksum protection?? A high
>speed connection may result in errors during transfer! I do need a
>runtime communication between my executable and the PC to, maybe we can
>join the project?? I do have some communication between the PC and my
>program, I however do not know the SIOCONS protocol, so I need the
>siocons application to lauch my communication program, start a PC
>communication program.... Not the way it should be!

I have already coded a front end SIOCONS for win95/NT it also includes an IDE and it will build and compile files via GNU. The IDE is done (mostly) just waiting to hear back from a couple of beta people. Once I do I will upload it.

I am almost finished a COMM server that will include Libs for the Yaroze and a front end on the PC. Hopfully I'll have it completed in the next week or so.

Regards,

Jeff / ROGUE

--MESSAGE FILE 17189 END: ./2 SCEA/yaroze/freetalk/000000398html.html

--MESSAGE FILE 17190 START: ./2 SCEA/yaroze/freetalk/000000399html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Sat, 14 Feb 1998 22:13:10 GMT
Organization: SCEA News Server
Lines: 14
Message-ID: <34e616d4.284338@news.scea.sony.com>
References: <34E10AF7.F024308@ix.netcom.com>
NNTP-Posting-Host: ip66.ts2.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

I cant get this hover race game to work it freezes at the screen that says checking memory card.

On Tue, 10 Feb 1998 20:20:40 -0600, Manny Najera
<mannyn@ix.netcom.com> wrote:

>That Hover Racing game is so good, it makes me want to vomit in terror.
>Does anyone know how it was made? I refuse to believe it was all the
>work of one person...
>
>... those guys have to be professionals.
>
>Manny Najera

--MESSAGE FILE 17190 END: ./2 SCEA/yaroze/freetalk/000000399html.html

--MESSAGE FILE 17191 START: ./2 SCEA/yaroze/freetalk/000000400html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nathan" <nmiller@igalaxy.net>
Newsgroups: scea.yaroze.freetalk
Subject: Yaroze->PC Communication
Date: Sat, 14 Feb 1998 22:11:00 -0800
Organization: SCEA News Server
Lines: 22
Message-ID: <6c60nb$5bj5@scea>
NNTP-Posting-Host: usr-x2-hub1.ppp-41.bak.igalaxy.net
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

I don't like the way the Yaroze requires you to define your model addresses as constants in the program. I have been messing around with an alternative, but have run into a few problems. If you can open a "tty" connection using the open() command, and the manuals say that the read() and write() commands can be use with the "tty" connection, I am assuming that you can open files, allocate memory, and fill the memory with the file data. I have been able to open the connection, but I have been looking at the read() command and it doesn't allow for a file name!? Am I missing something here or is it just not possible to read a file in this way. This might all sound very much like a new programmer question, but I haven't worried about it until now, since I am attempting to allow for dynamic files so that I can have numerous, large levels.

 Your assistance would be appreciated,

Nathan Miller
Ryu-Ki Software

nmiller@igalaxy.net

--MESSAGE FILE 17191 END: ./2 SCEA/yaroze/freetalk/000000400html.html

--MESSAGE FILE 17192 START: ./2 SCEA/yaroze/freetalk/000000401html.html
Path: chuka.playstation.co.uk!news
From: "Craig Graham" <cgraham@intelligent-group.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze->PC Communication
Date: 15 Feb 1998 11:24:25 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <01bd3a04$fb0f3540$98d449c2@Angela1.intelligent-group.com>
References: <6c60nb$5bj5@scea>
NNTP-Posting-Host: l152.mistral.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Nathan <nmiller@igalaxy.net> wrote in article <6c60nb$5bj5@scea>...
> I don't like the way the Yaroze requires you to define your model
addresses
> as constants in the program. I have been messing around with an
> alternative, but have run into a few problems. If you can open a "tty"
> connection using the open() command, and the manuals say that the read()
and
> write() commands can be use with the "tty" connection, I am assuming that
> you can open files, allocate memory, and fill the memory with the file
data.
> I have been able to open the connection, but I have been looking at the
> read() command and it doesn't allow for a file name!? Am I missing

> something here or is it just not possible to read a file in this way.
This
> might all sound very much like a new programmer question, but I haven't
> worried about it until now, since I am attempting to allow for dynamic
files
> so that I can have numerous, large levels.

CodeWarrior provides a fileserver (dynamic load from PC) over the serial
port. My ARS library provides the same sort of functionality over the
parallel port, using an Action Replay / Game Shark cartridge (it's faster
than the serial port). You could convert the fileserver in ARS to use
the serial port and change the file io library to put the protocol over the
serial
port with read & write to get the effect you're looking for....

> Nathan Miller
> nmiller@igalaxy.net

Craig.

--MESSAGE FILE 17192 END: ./2 SCEA/yaroze/freetalk/000000401html.html

--MESSAGE FILE 17193 START: ./2 SCEA/yaroze/freetalk/000000402html.html
Path: chuka.playstation.co.uk!news
From: Michael Voegeli <michael@access.ch>
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Assigning texture maps to 3D objects at runtime?
Date: Sun, 15 Feb 1998 19:00:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 61
Message-ID: <34E72D24.691CD1E4@access.ch>
Reply-To: michael@access.ch
NNTP-Posting-Host: line137-basel.datacomm.ch
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 (Macintosh; I; PPC)
To: michael@datacomm.ch
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:330
scee.yaroze.beginners:133 scea.yaroze.freetalk:402

Hi there

After almost one year as a yaroze member, I finally have the time to
have a closer look at playstation programming and am trying to catch up
a bit.

I studied the paper manuals and thought they are quite useful.

I created some dxf files in some Mac modeler, converted them to rsd and
tmd on the PC and downloaded them togeteher with TMDVIEW from my Mac
again, since this is my working Platform (Code Warrior, etc.).

Everything worked pretty well and I began to think about what to do as
some first 3d project...

Obviously, my dxf files don't contain any color and texture information
but I'm not shure if this is because my modeler doesn't export them or
because DXF doesn't support them. (???)

I probably have to assign them by editing the RSD File...

However, I would rather like to assign colors and textures to my 3D Objects at runtime anyway.

I checked the manuals for some info about runtime object manipulation and especially texture map and color assignment. It apears the manual is very very thin at this subject. There are things mentioned about texture pages and alignment but this is more like an overview and I couldn't find any specific information about working with these features...

The Library Reference manual lists no functions for texture or color assignment to 3D Objects in RAM. Are there none? Am I blind?

Do I have to study the file format stuff and hack it myself?

Sure, I will check out all the demos and source I can grab but I wonder If there is some other, more coherent information available on the subject.

Thank you for any hints

MV

?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?
 Michael Voegeli   Interactive Media Programming
  mail: michael@access.ch   vox: +41-61-331-4729
   snail: Neuensteinerstrasse 28 - 4053 Basel - Switzerland
    !-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!

--MESSAGE FILE 17193 END: ./2 SCEA/yaroze/freetalk/000000402html.html

--MESSAGE FILE 17194 START: ./2 SCEA/yaroze/freetalk/000000403html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nathan" <nmiller@igalaxy.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze->PC Communication
Date: Sun, 15 Feb 1998 13:38:16 -0800
Organization: SCEA News Server
Lines: 20
Message-ID: <6c7n20$5bj7@scea>
References: <6c60nb$5bj5@scea> <01bd3a04$fb0f3540$98d449c2@Angela1.intelligent-group.com>
NNTP-Posting-Host: usr-x2-hub1.ppp-3.bak.igalaxy.net
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Craig Graham wrote in message
<01bd3a04$fb0f3540$98d449c2@Angela1.intelligent-group.com>...
>CodeWarrior provides a fileserver (dynamic load from PC) over the serial
>port. My ARS library provides the same sort of functionality over the

>parallel port, using an Action Replay / Game Shark cartridge (it's faster
>than the serial port). You could convert the fileserver in ARS to use
>the serial port and change the file io library to put the protocol over the
>serial

I don't use codewarrior, I use Visual C++ because I also program windows and opengl. My question is, where do I get your code?

Thanks,

Nathan Miller

--MESSAGE FILE 17194 END: ./2 SCEA/yaroze/freetalk/000000403html.html

--MESSAGE FILE 17195 START: ./2 SCEA/yaroze/freetalk/000000404html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nathan Miller" <nmiller@igalaxy.net>
Newsgroups: scea.yaroze.freetalk
Subject: Game Programming Library
Date: Sun, 15 Feb 1998 16:27:06 -0800
Organization: SCEA News Server
Lines: 25
Message-ID: <6c80uj$5bj9@scea>
NNTP-Posting-Host: 207.126.85.43
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

I am currently developing my game library that I will use for all of my games on the Yaroze. I am attempting to design it much after an opengl type lib (with a nStartDraw() and a nEndDraw() function). I am including a collision detection system that I believe is slightly innovative, and plan on supporting special effects like lens flares, glowing objects, and possibly motion blur. I also am working on a skeleton system, particle system, and soon will start a physics model. Wow, that is a LOT of work... oh yeah, I am thinking of adding L.O.D. support also. I will be able to understand all of my functions with little reference material, I would like to know how many people would be interested in such a lib. If I get enough response I will also start on a detailed guide to the lib. It is currently 25% done, and I expect that the rest will not take too much longer! I am also looking for someone to help write a skeletal/mesh deformation system for the lib, as of right now I only plan on supporting animation via a skeleton connected to separate meshes representing different parts of the char's body.

Your input will be greatly appreciated,

Nathan Miller
Ryu-Ki Software
nmiller@igalaxy.net

--MESSAGE FILE 17195 END: ./2 SCEA/yaroze/freetalk/000000404html.html

--MESSAGE FILE 17196 START: ./2 SCEA/yaroze/freetalk/000000405html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Next chat meeting...

Date: Mon, 16 Feb 1998 00:23:40 -0800
Organization: SCEA News Server
Lines: 15
Message-ID: <34E7F78C.5FA4@concentric.net>
References: <6c25e0$4708@scea> <34e4d360.27677480@205.149.189.29>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts019d22.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C (Win95; I)

Heh heh. A man's gotta have his priorities huh? Although I can't
believe you didn't include "Simpsons" in there too. :)

Scott

> Jeff,
>
> Weekends are fine for me as well. However, 7:00pm on Sunday is out of
> the question; there's too much of a chance that it will interfere with
> "King of the Hill" and "The X-Files."
>
> Anyone else have an opinion on this?
>
> Mario
--MESSAGE FILE 17196 END: ./2 SCEA/yaroze/freetalk/000000405html.html

--MESSAGE FILE 17197 START: ./2 SCEA/yaroze/freetalk/000000406html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <j.t.rutherford@sms.ed.ac.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Mon, 16 Feb 1998 17:45:56 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <34E87B54.B3@sms.ed.ac.uk>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea>
NNTP-Posting-Host: atl4-030.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Jeff Lawton wrote:

> >If they weren't before, I bet they are now!
>
>   I don't know about that... I would say the biggest thing
> that separates them from us is the amount of time they are willing
> to spend working on something..

This is true to an extent, but there's no denying that those guys have
shown a talent for spotting what worked in the games of that genre and
boiling them down into something that gelled together really well.

I'm sure there are a lot of people who can do that among our ranks - and
I look forward to seeing the results, but I reckon it's more than just
time - Talent, passion and dedication are right up there as well.

Here's to the games of the future (and their authors)...

James (~mrfrosty / SCEE)
--MESSAGE FILE 17197 END: ./2 SCEA/yaroze/freetalk/000000406html.html

--MESSAGE FILE 17198 START: ./2 SCEA/yaroze/freetalk/000000407html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: SaacNet System User <bogus@humberc.on.ca>
Newsgroups: scea.yaroze.freetalk
Subject: How does SCEA feel about glabrec@vmlabs & brehbock@vmlabs.com?
Date: Mon, 16 Feb 1998 15:06:31 -0500
Organization: Humber College A.A.T.
Lines: 42
Message-ID: <34E89C47.1821@humberc.on.ca>
Reply-To: bogus@humberc.on.ca
NNTP-Posting-Host: 142.214.101.133
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Win95; I)
CC: j_patton@interactive.sony.com

Hello from Sean Kennedy.
    Being in education I keep tabs on who is doing what with this, and what with that.
Then I saw Bill & Greg LEFT!
{a while ago that is...}

At first, I thought that the Yaroze programm was going down the Proverbial toilet. But now action has picked up for those Die-Hards who still set out to do some coding.

Me, I want to do some writing first. {Word-Processing, not coding.}
Since I got the RTOS misc codes from my past functioning.
I can sit back, relax play some IQ or Ghost in the shell, and think about the story for "Great Space Battles".
As well, I would like to put on a Hobbyist Conference at Humber College for those who want to get into programming and interfacing Electronic Entertainment Media.

There is the Computer Game Developers Conference in Long Beach California happening at the beginning of May, but CGDC is HUGE!
It is mainly geared toward Production publishers of software titles, and is a "must attend" for a lot of leading edge companies.

But what about the hobbyist? Or the student programmer? What about the music student interested in MIDI? Or the Creative Artist who wants to make an entertainment Statement?

The Net Yaroze is a great mechanism to do just that.
But then there is Bill & Greg? The founding fathers of SCEA's Net Yaroze.
Are they 'persona non grata' at SCEA?
Or would people like to hear from them about games development in general?

I'd like to hear all opinions from Yaroze members if possible:

So Write me:
kennedy@moe.acad.humberc.on.ca

Sean Kennedy
Humber College of Applied Arts & Technology.
Toronto, Ontario, CA

--MESSAGE FILE 17198 END: ./2 SCEA/yaroze/freetalk/000000407html.html

--MESSAGE FILE 17199 START: ./2 SCEA/yaroze/freetalk/000000408html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: How does SCEA feel about glabrec@vmlabs & brehbock@vmlabs.com?
Date: Mon, 16 Feb 1998 16:05:07 GMT
Organization: SCEA News Server
Lines: 34
Message-ID: <34e8611e.53718549@news.scea.sony.com>
References: <34E89C47.1821@humberc.on.ca>
NNTP-Posting-Host: client-120-158.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>The Net Yaroze is a great mechanism to do just that.
>But then there is Bill & Greg? The founding fathers of SCEA's Net
>Yaroze.
>Are they 'persona non grata' at SCEA?
>Or would people like to hear from them about games development in
>general?
>
>I'd like to hear all opinions from Yaroze members if possible:

>Sean Kennedy
>Humber College of Applied Arts & Technology.
>Toronto, Ontario, CA

   Hello,
   I was quite curious about this situation when it occured myself. It came as quite a surprise when my e-mail to Greg came back to me undelivered, and then I read about their move to VM Labs. This should explain to all the break in our auditorium classes, and the fact that there has not been more activity to date. But, if you take notice, the download times from the SCEA server are really cooking of late, because Peter Alau has been hard at work learning Unix and upgrading our site.
   I don't think anyone should bear any ill will towards Bill and Greg, they did what was best for their own careers. These guys are all old friends and I don't think there is any ill will between them. There is also a story behind the scenes for why they left Sony, but I don't know it. I just know it is there from inquiries I made.
   They had their reasons, no one at Sony bears a grudge, so that is enough for me to believe none of us should bear one either. I would throughly enjoy their presence at any conference you organize.

-Matt

--MESSAGE FILE 17199 END: ./2 SCEA/yaroze/freetalk/000000408html.html

--MESSAGE FILE 17200 START: ./2 SCEA/yaroze/freetalk/000000409html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Mon, 16 Feb 1998 17:40:24 -0500
Organization: SCEA News Server
Lines: 51
Message-ID: <6caek3$5bj13@scea>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk>

NNTP-Posting-Host: pool4.groupz.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

James Rutherford wrote in message <34E87B54.B3@sms.ed.ac.uk>...
>>   I don't know about that... I would say the biggest thing
>> that separates them from us is the amount of time they are willing
>> to spend working on something..
>
>This is true to an extent, but there's no denying that those guys have
>shown a talent for spotting what worked in the games of that genre and
>boiling them down into something that gelled together really well.

>I'm sure there are a lot of people who can do that among our ranks - and
>I look forward to seeing the results, but I reckon it's more than just
>time - Talent, passion and dedication are right up there as well.

Kinda left all the yammering in there... Just so people know what we are talking about...

Anyhow... I agree that they have talent... Wasn't in question was it? Was it unmentioned, or maybe I thought that went without saying.. I would think that almost anyone that has a Yaroze figures they have the 'talent', I was just trying to state that it was a matter of time more so than talent. I think that only core coders that truely enjoy coding as more than a job are the ones with Yarozes, and the ones that are probably the future of gaming...

Even though we have talent, we tend to also look upon personal lives as important, and many times the goals we set for ourselves tend to be more than the 'one' can handle. I strongly believe that teams will make the difference, as far as Yaroze coding goes...

I just feel that people in the US seem to keep things to themselves.. I don't know how many conversations I have had with people where they tell me they haven't published source, or they don't want to post anything in the news groups because they feel intimidated by some of the posts.... Don't know why that is, but it is there... I hope that in the future more of us can start banding together to try to make something decent...

As for time... Hopfully if we form groups we can work together on creating products, and in the end give ourselves a better understanding of the machine through communication. Only time will tell... :)

>Here's to the games of the future (and their authors)...

Agreed! To the future, and their respected authors!

Regards,

Jeff / ROGUE

--MESSAGE FILE 17200 END: ./2 SCEA/yaroze/freetalk/000000409html.html

--MESSAGE FILE 17201 START: ./2 SCEA/yaroze/freetalk/000000410html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Re: Assigning texture maps to 3D objects at runtime?

Date: Mon, 16 Feb 1998 21:24:46 -0600
Organization: (no organization)
Lines: 24
Message-ID: <34E902FE.4224@charlie.cns.iit.edu>
References: <34E72D24.691CD1E4@access.ch>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:339
scee.yaroze.beginners:139 scea.yaroze.freetalk:410

Michael Voegeli wrote:
> Obviously, my dxf files don't contain any color and texture information
> but I'm not shure if this is because my modeler doesn't export them or
> because DXF doesn't support them. (???)
>
> I probably have to assign them by editing the RSD File...

There is an excellent Windows/PC tool called "rsdtool.exe", that you
can download from the "Utilities" page that lets you load an .RSD model
and color and texture the faces of your model.

This is one very usefull program. My only question about it is:
Is there a way to make some faces "goraud shaded" while not "goraud
shading" some other faces?

For example, I want a model with some "roundish" parts, where shading
will help it look smoother, with fewer polys, but other parts of the
same model are "squarish and pointy", where shading would be out of
place.

Any ideas? (currently I use the "-g" option on dxf2rsd.exe to turn
shading on for the whole model).

EdF
--MESSAGE FILE 17201 END: ./2 SCEA/yaroze/freetalk/000000410html.html

--MESSAGE FILE 17202 START: ./2 SCEA/yaroze/freetalk/000000411html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Tue, 17 Feb 1998 01:37:08 GMT
Organization: SCEA News Server
Lines: 34
Message-ID: <34e8e217.6157106@news.scea.sony.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
NNTP-Posting-Host: client-120-79.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>I just feel that people in the US seem to keep things to themselves.. I
>don't know how many conversations I have had with people where they tell me
>they haven't published source, or they don't want to post anything in the
>news groups because they feel intimidated by some of the posts.... Don't
>know why that is, but it is there... I hope that in the future more of us
>can start banding together to try to make something decent...

   Sorry, I am a little off topic, but I just wanted to react to this

paragraph:
   Yes, I have had numerous conversations along these same lines.
I tried to voice this opinion up above in the C versus C++ thread I
started, and I got criticized for it. I also got no support from other
members, as if it is not our problem. It is, the program is
user-driven, and if 75% of members don't participate, it just isn't as
rewarding as it could be. Go hit the random choice link on our
"member's page's" page if you don't believe me...
   The reason why that is is human nature. No one likes to feel
unable, no one likes to be stepped on or insulted. I assume you really
understand this, but you did say you don't know why they shun the
groups.
   And for the members who are reading this and who never post and who
have not posted their pages:
   I wish you would begin to post your opinions, your member page, and
your demos with sloppy source code and all, etc... We have all been
playing games for decades, just because you can't do x, y, or z as
well as others does not mean your opinions are not interesting and
worthwhile. Besides, 99% of people in the program are cool and will
only encourage you.
   O.k. guys, this is where you don't ignore me, and you post a little
thing saying, "Yeah, I want everyone who is not involved to start
posting..."

-Matt
--MESSAGE FILE 17202 END: ./2 SCEA/yaroze/freetalk/000000411html.html

--MESSAGE FILE 17203 START: ./2 SCEA/yaroze/freetalk/000000412html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Tue, 17 Feb 1998 14:16:46 -0500
Organization: SCEA News Server
Lines: 63
Message-ID: <6ccnav$5bj17@scea>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34e8e217.6157106@news.scea.sony.com>
NNTP-Posting-Host: 209.45.215.42
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Matthew Hulett wrote in message
>   Yes, I have had numerous conversations along these same lines.
>I tried to voice this opinion up above in the C versus C++ thread I
>started, and I got criticized for it. I also got no support from other
>members, as if it is not our problem.

Well, perhaps along the lines of the C vs C++ thread, and in my own
defence.. I had nothing to add... I tend not to post unless there is
something worth responding to (ie something I can have some input on), or I
have a question. If I can't help the topic, I won't post. I certainly
don't think anyone should be criticized for doing/trying odd things, more
power to you, and in the end if it worked you would be able to pass the
knowledge aquired along to the rest of us lowly peons.. :)

>>It is, the program is
>user-driven, and if 75% of members don't participate, it just isn't as
>rewarding as it could be. Go hit the random choice link on our
>"member's page's" page if you don't believe me...

I never questioned it.. I too was guilty of not posting or updating my page.. I have been EXTREMELY busy the last 6mths and my personal life and hobbies had to be placed on hold.. But alas I am back, and I can assure you my page will start recieving regular update.. (before some of you ask.. Yes there is a new version of the GNU IDE/SIOCONS for Win95/NT.. I'll put it up in the next cpl of days).. The last thing I could do on my Yaroze was move sprites... I can assure you 1000's of questions will be posted over the next cpl of weeks.

>   The reason why that is is human nature. No one likes to feel
>unable, no one likes to be stepped on or insulted. I assume you really
>understand this, but you did say you don't know why they shun the
>groups.

I don't think it was a question really... More of something I had noticed... I think that the Yaroze community as a whole will not belittle anyone for trying.. Even something like displaying an object for the first time is a very daunting task.. one that pissed me off for a few days... Also confused the crap out of me on why they required an ordering table... Kinda cool once you figure it out.. but alas I might not have if I didn't post questions about it.

>playing games for decades, just because you can't do x, y, or z as
>well as others does not mean your opinions are not interesting and
>worthwhile. Besides, 99% of people in the program are cool and will
>only encourage you.

I agree with you there.

>   O.k. guys, this is where you don't ignore me, and you post a little
>thing saying, "Yeah, I want everyone who is not involved to start
>posting..."

Would be nice..

Regards,

Jeff / ROGUE

--MESSAGE FILE 17203 END: ./2 SCEA/yaroze/freetalk/000000412html.html

--MESSAGE FILE 17204 START: ./2 SCEA/yaroze/freetalk/000000413html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Tue, 17 Feb 1998 15:24:50 GMT
Organization: SCEA News Server
Lines: 62
Message-ID: <34e9a3cb.13518793@news.scea.sony.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34e8e217.6157106@news.scea.sony.com> <6ccnav$5bj17@scea>
NNTP-Posting-Host: client-120-201.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Well, perhaps along the lines of the C vs C++ thread, and in my own
>defence.. I had nothing to add... I tend not to post unless there is

>something worth responding to (ie something I can have some input on), or I
>have a question. If I can't help the topic, I won't post. I certainly
>don't think anyone should be criticized for doing/trying odd things, more
>power to you, and in the end if it worked you would be able to pass the
>knowledge aquired along to the rest of us lowly peons.. :)

   I was agreeing with your previous observation on non-participants, I in no way was addressing you directly. It was more an open opinion prompted by the first reference to the topic I have seen besides my own. And we are not lowly peons. <BG>

>>>It is, the program is
>>user-driven, and if 75% of members don't participate, it just isn't as
>>rewarding as it could be. Go hit the random choice link on our
>>"member's page's" page if you don't believe me...
>
>
>I never questioned it.. I too was guilty of not posting or updating my
>page.. I have been EXTREMELY busy the last 6mths...

   Like I said, I am sorry you misunderstood my intent, I was not addressing you directly. I appreciate your efforts. I remember reading a comment somewheres that appeared to doubt my guesstimate that someodd 75% of members are not participating. I can't remember where, oh well...

>>   The reason why that is is human nature. No one likes to feel
>>unable, no one likes to be stepped on or insulted. I assume you really
>>understand this, but you did say you don't know why they shun the
>>groups.
>
>
>I don't think it was a question really... More of something I had
>noticed...

   But you did say you don't see why more members don't feel free to participate. Nope, it was not a question, I was just reacting to your opinions.

> I think that the Yaroze community as a whole will not belittle
> anyone for trying..

   True, but I would agree more wholeheartedly if people did not feel the need to preface their questions with things like:
   1) This may be a stupid question, but...
   2) I may be being thick, but...
   3) I realized I was talking out of my !@#$%, so...
There are no dumb questions, just rude attitudes towards those who are

farther behind on the learning curve. I am sure you can pick out the entries that have a certain condenscending tone about them.

   Well, that is one other voice who would like to see more members feel free and easy to participate. Anyone else care to take the time to encourage people to feel free to join in?

-Matt

--MESSAGE FILE 17204 END: ./2 SCEA/yaroze/freetalk/000000413html.html

--MESSAGE FILE 17205 START: ./2 SCEA/yaroze/freetalk/000000414html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com

From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Game Programming Library
Date: Tue, 17 Feb 1998 21:46:34 GMT
Organization: SCEA News Server
Lines: 30
Message-ID: <34ea0524.2026333@news.scea.sony.com>
References: <6c80uj$5bj9@scea>
NNTP-Posting-Host: ip92.ts2.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Sound really cool too me would live to try it out when you get it
going
On Sun, 15 Feb 1998 16:27:06 -0800, "Nathan Miller"
<nmiller@igalaxy.net> wrote:

>I am currently developing my game library that I will use for all of my
>games on the Yaroze. I am attempting to design it much after an opengl type
>lib (with a nStartDraw() and a nEndDraw() function). I am including a
>collision detection system that I believe is slightly innovative, and plan
>on supporting special effects like lens flares, glowing objects, and
>possibly motion blur. I also am working on a skeleton system, particle
>system, and soon will start a physics model. Wow, that is a LOT of work...
>oh yeah, I am thinking of adding L.O.D. support also. I will be able to
>understand all of my functions with little reference material, I would like
>to know how many people would be interested in such a lib. If I get enough
>response I will also start on a detailed guide to the lib. It is currently
>25% done, and I expect that the rest will not take too much longer! I am
>also looking for someone to help write a skeletal/mesh deformation system
>for the lib, as of right now I only plan on supporting animation via a
>skeleton connected to separate meshes representing different parts of the
>char's body.
>
>Your input will be greatly appreciated,
>
>Nathan Miller
>Ryu-Ki Software
>nmiller@igalaxy.net
>
>

--MESSAGE FILE 17205 END: ./2 SCEA/yaroze/freetalk/000000414html.html

--MESSAGE FILE 17206 START: ./2 SCEA/yaroze/freetalk/000000415html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Tue, 17 Feb 1998 21:09:17 -0600
Organization: (no organization)
Lines: 14
Message-ID: <34EA50DD.81C@charlie.cns.iit.edu>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34e8e217.6157106@news.scea.sony.com> <6ccnav$5bj17@scea>
<34e9a3cb.13518793@news.scea.sony.com>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Matthew Hulett wrote:
>   Well, that is one other voice who would like to see more members
> feel free and easy to participate. Anyone else care to take the time
> to encourage people to feel free to join in?

I agree!

I'd like to see more people posting more of thier attempts. Even if
it's not the greatest game in the world, it's still something to
show off. We're all in the same boat in that this is a hobby, and
everyone understands that "Real Life(tm)" takes precidence,
and even small progress is a "Great Thing(tm)".

EdF
--MESSAGE FILE 17206 END: ./2 SCEA/yaroze/freetalk/000000415html.html

--MESSAGE FILE 17207 START: ./2 SCEA/yaroze/freetalk/000000416html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Tue, 17 Feb 1998 22:08:51 -0600
Organization: SCEA News Server
Lines: 16
Message-ID: <34EA5ED3.83C0C414@ix.netcom.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34e8e217.6157106@news.scea.sony.com> <6ccnav$5bj17@scea>
<34e9a3cb.13518793@news.scea.sony.com> <34EA50DD.81C@charlie.cns.iit.edu>
NNTP-Posting-Host: dgr-il3-11.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Ed Federmeyer wrote:

> I'd like to see more people posting more of thier attempts. Even if
> it's not the greatest game in the world, it's still something to
> show off. We're all in the same boat in that this is a hobby, and
> everyone understands that "Real Life(tm)" takes precidence,
> and even small progress is a "Great Thing(tm)".

Not only would I like to see people posting their games, but I would
like to see the source posted as well. (like how to use that damned
neGcon)

But maybe that's just the leech in me talking.

Manny Najera

--MESSAGE FILE 17207 END: ./2 SCEA/yaroze/freetalk/000000416html.html

--MESSAGE FILE 17208 START: ./2 SCEA/yaroze/freetalk/000000417html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk

Subject: Re: Assigning texture maps to 3D objects at runtime?
Date: Wed, 18 Feb 1998 18:01:09 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 56
Message-ID: <6cf7fj$beo39@chuka.playstation.co.uk>
References: <34E72D24.691CD1E4@access.ch> <34E902FE.4224@charlie.cns.iit.edu>
<34E96F7C.3E149E37@access.ch>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:353
scee.yaroze.beginners:143 scea.yaroze.freetalk:417

Hi,

If you want to apply an animated texture to a TMD, the easiest way is probally to have the animation frames in main ram, and download one frame at a time (using LoadImage) before drawing, so the GPU draws the same TMD each time with the same VRAM info, but the graphics change.
Any other way does involve poking around with the innards of the TMD structure...

Cheers,

Colin.

Michael Voegeli wrote in message <34E96F7C.3E149E37@access.ch>...
>
>
>Ed Federmeyer wrote:
>
>> Michael Voegeli wrote:
>> > Obviously, my dxf files don't contain any color and texture information
>> > but I'm not shure if this is because my modeler doesn't export them or
>> > because DXF doesn't support them. (???)
>> >
>> > I probably have to assign them by editing the RSD File...
>>
>> There is an excellent Windows/PC tool called "rsdtool.exe", that you
>> can download from the "Utilities" page that lets you load an .RSD model
>> and color and texture the faces of your model.
>>
>
>Thank you for your reply.
>I downloaded rsdtool.exe but didn't try it yet.
>
>Actually I would like to downloaded some TMD File with watever
>color, texture and shading and then change these during RUNTIME.
>
>Obvoiously this is not the standard way to go but it would allow great
>flexibility and reduce my download time.
>
>Any (secret) library functions available for manipulating 3d object data
>?
>Will I have to go down to the bits and bytes to code it one my own?
>
>
>
>
> ?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?-*-?
> Michael Voegeli   Interactive Media Programming
>   mail: michael@access.ch   vox: +41-61-331-4729
>   snail: Neuensteinerstrasse 28 - 4053 Basel - Switzerland

>   !-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!-*-!
>
>

--MESSAGE FILE 17208 END: ./2 SCEA/yaroze/freetalk/000000417html.html

--MESSAGE FILE 17209 START: ./2 SCEA/yaroze/freetalk/000000418html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Wed, 18 Feb 1998 13:09:59 -0800
Organization: .
Lines: 22
Message-ID: <34EB4E27.711D6BB4@netmagic.net>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34e8e217.6157106@news.scea.sony.com> <6ccnav$5bj17@scea>
<34e9a3cb.13518793@news.scea.sony.com> <34EA50DD.81C@charlie.cns.iit.edu>
<34EA5ED3.83C0C414@ix.netcom.com>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Manny Najera wrote:
    [...]
> Not only would I like to see people posting their games, but I would
> like to see the source posted as well. (like how to use that damned
> neGcon)
>
> But maybe that's just the leech in me talking.
>
> Manny Najera

Naw, you're right. I was hoping that some of the Yaroze games
(like Hover) would include source code. I don't want to rip their
code, but rather learn from it. You know, to see how they do it
and/or maybe improve upon it. Maybe a new group called
scea.yaroze.sourcecode wouldn't be a bad place to post this stuff.

At least for me, I will be providing all source code, sounds, graphics,
etc. for most projects I do. Check my code/games page for more info...

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17209 END: ./2 SCEA/yaroze/freetalk/000000418html.html

--MESSAGE FILE 17210 START: ./2 SCEA/yaroze/freetalk/000000419html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Re: Assigning texture maps to 3D objects at runtime?
Date: Wed, 18 Feb 1998 15:25:26 -0600
Organization: SCEA News Server
Lines: 17
Message-ID: <34EB51C5.D3D4F3E@ix.netcom.com>

References: <34E72D24.691CD1E4@access.ch> <34E902FE.4224@charlie.cns.iit.edu>
<34E96F7C.3E149E37@access.ch> <6cf7fj$beo39@chuka.playstation.co.uk>
NNTP-Posting-Host: dgr-il1-21.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:355
scee.yaroze.beginners:144 scea.yaroze.freetalk:419

SCEE wrote:

> If you want to apply an animated texture to a TMD, the easiest way is
> probally to have the animation frames in main ram, and download one
> frame at
> a time (using LoadImage) before drawing, so the GPU draws the same
> TMD
> each time with the same VRAM info, but the graphics change.
> Any other way does involve poking around with the innards of the TMD
> structure...

What do I have to do if I want to draw a regular sprite, instead of
using LoadImage?

Manny Najera

--MESSAGE FILE 17210 END: ./2 SCEA/yaroze/freetalk/000000419html.html

--MESSAGE FILE 17211 START: ./2 SCEA/yaroze/freetalk/000000420html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: omigod
Date: Wed, 18 Feb 1998 17:42:19 -0500
Organization: SCEA News Server
Lines: 44
Message-ID: <6cfnoa$7691@scea>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34e8e217.6157106@news.scea.sony.com> <6ccnav$5bj17@scea>
<34e9a3cb.13518793@news.scea.sony.com> <34EA50DD.81C@charlie.cns.iit.edu>
<34EA5ED3.83C0C414@ix.netcom.com> <34EB4E27.711D6BB4@netmagic.net>
NNTP-Posting-Host: 209.45.215.42
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Elliott Lee wrote in message <34EB4E27.711D6BB4@netmagic.net>...

>Naw, you're right. I was hoping that some of the Yaroze games
>(like Hover) would include source code. I don't want to rip their
>code, but rather learn from it. You know, to see how they do it
>and/or maybe improve upon it. Maybe a new group called
>scea.yaroze.sourcecode wouldn't be a bad place to post this stuff.

I don't think people should post the source to all the games they write
unless of course they are little demo games.. I think that if someone
requests info though that you should supply it. If we can help one another
we should.. There is no reason to keep tons of info to yourself.

I just wouldn't want to see the same game come out with new images, and

someone calling it his/her own. I'm not saying that Yaroze people rip each other off or anything, so please don't take it that way. What I am saying is people will download the source do some modification then release it saying look what I did... and totally forget about the original author.

Although if I ever did a 2nd version of a game, that was better than the first, I would probably release version 1 source to the public. I don't care about people using my source too much, as long as people remember who to give credit too, it doesn't matter.. I can just understand keeping somethings to yourself..

If I had a cool routine that people wanted to include in their program if they asked for it, I would provide them with a little demo using the code. I won't on the other hand give away the source to a game that I have worked extremely hard on either.. Or atleast not right away, but eventually I would release the source.. I'm not saying never...

Hmmm, hope this came out right...   I guess the msg I'm trying to get across is I would not be opposed to releasing source, but I can understand why the source isn't always released right away. Some people want recognition first, before someone else rips it.

Regards,

Jeff / ROGUE

--MESSAGE FILE 17211 END: ./2 SCEA/yaroze/freetalk/000000420html.html

--MESSAGE FILE 17212 START: ./2 SCEA/yaroze/freetalk/000000421html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Re: Assigning texture maps to 3D objects at runtime?
Date: Wed, 18 Feb 1998 19:56:33 -0600
Organization: SCEA News Server
Lines: 27
Message-ID: <34EB9150.B3BDED04@ix.netcom.com>
References: <34E72D24.691CD1E4@access.ch> <34E902FE.4224@charlie.cns.iit.edu>
<34E96F7C.3E149E37@access.ch> <6cf7fj$beo39@chuka.playstation.co.uk>
<34EB51C5.D3D4F3E@ix.netcom.com>
NNTP-Posting-Host: dgr-il9-34.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:356
scee.yaroze.beginners:146 scea.yaroze.freetalk:421

Manny Najera wrote:

> > If you want to apply an animated texture to a TMD, the easiest way
> is
> > probally to have the animation frames in main ram, and download one
> > frame at
> > a time (using LoadImage) before drawing, so the GPU draws the same
>
> > TMD
> > each time with the same VRAM info, but the graphics change.

> > Any other way does involve poking around with the innards of the TMD
>
> > structure...
>
> What do I have to do if I want to draw a regular sprite, instead of
> using LoadImage?

Forget it, I just figured it out:

You create a second OT, with it's own workbase and such. You change the clip property of the GsDRAWENV to point to the place that you want to draw to in VRAM. Then you sort your sprites and whatnot into the second OT, which is then drawn into the area you specified. The next time you draw your TMD, it will be drawn with the changed textures.

Manny Najera

--MESSAGE FILE 17212 END: ./2 SCEA/yaroze/freetalk/000000421html.html

--MESSAGE FILE 17213 START: ./2 SCEA/yaroze/freetalk/000000422html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Adding music to games
Date: Wed, 18 Feb 1998 22:14:51 -0600
Organization: SCEA News Server
Lines: 8
Message-ID: <34EBB1BB.87A351D8@ix.netcom.com>
NNTP-Posting-Host: dgr-il3-04.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Has anyone out there made their own midi music, specifically for the Yaroze? I want to add my own music to my game, but I don't want to use the general midi instruments. I want to make music with samples and drum loops. I need to know what programs I can use to make midi music with samples, and how to change that over to the SEQ and VAB formats.

Manny Najera

--MESSAGE FILE 17213 END: ./2 SCEA/yaroze/freetalk/000000422html.html

--MESSAGE FILE 17214 START: ./2 SCEA/yaroze/freetalk/000000423html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <j.t.rutherford@sms.ed.ac.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Game Programming Library
Date: Thu, 19 Feb 1998 11:56:31 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <34EC1DEF.5CB2@sms.ed.ac.uk>
References: <6c80uj$5bj9@scea>
NNTP-Posting-Host: atl5-022.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Nathan Miller wrote:

> I would like to know how many people would be interested in such a
> lib. If I get enough response I will also start on a detailed guide
> to the lib...

I think a great deal of people will be interested when it's released.

Good luck with it - you're doing a great job!

James (~mrfrosty / SCEE)
--MESSAGE FILE 17214 END: ./2 SCEA/yaroze/freetalk/000000423html.html

--MESSAGE FILE 17215 START: ./2 SCEA/yaroze/freetalk/000000424html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: Game Programming Library
Date: 19 Feb 1998 17:19:40 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 47
Sender: news@chuka.playstation.co.uk
Message-ID: <6chpjc$kjo1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

To: Lewis Evans
cc:
From: news @ playstation.co.uk
Subject: Re: Game Programming Library:scea.yaroze.freetalk

From: James Rutherford <j.t.rutherford@sms.ed.ac.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Game Programming Library
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Nathan Miller wrote:
> I would like to know how many people would be interested in such a
> lib. If I get enough response I will also start on a detailed guide
> to the lib...
I think a great deal of people will be interested when it's released.
Good luck with it - you're doing a great job!

James (~mrfrosty / SCEE)

Couldn't agree more. One of the main things that I (and I'm sure many
others) would like to see from the Yaroze program is the continued
creation of many sets of object / library sets; reusable modules
whose ability to speed up later development simply cannot
be overstated.

The more that are made, the more choice people have and the

less low-level code people need to write, and the better and more numerous the games will become.

Nice One

Lewis

--MESSAGE FILE 17215 END: ./2 SCEA/yaroze/freetalk/000000424html.html

--MESSAGE FILE 17216 START: ./2 SCEA/yaroze/freetalk/000000425html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Stan Weaver <stan_weaver@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Adding music to games
Date: Thu, 19 Feb 1998 11:39:23 -0800
Organization: Sony Computer Entertainment America
Lines: 62
Message-ID: <34EC8A63.40B1@interactive.sony.com>
References: <34EBB1BB.87A351D8@ix.netcom.com>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Macintosh; I; PPC)

Manny Najera wrote:

"Has anyone out there made their own midi music, specifically for the Yaroze? I want to add my own music to my game, but I don't want to use the general midi instruments. I want to make music with samples and drum loops. I need to know what programs I can use to make midi music with samples, and how to change that over to the SEQ and VAB formats."

Hi Manny,

In general, the process goes something like this....

1) Find a sound source you want to use (i.e. keyboard patch, CD, screaming "BLARGH!!!" into a microphone, whatever). If you're doing MIDI music, now's the time to compose that using a sequencer of some kind (Performer, Vision, or some warez program). You can also use a MOD player if you prefer, but it must be able to save out the sequence as a Standard MIDI File Type 1 AND save out the sample as either an AIFF or .WAV.

2) Convert the sound file to something you can manipulate on your computer by using a sampler or some other digital recording system (like ProTools, SoundBlaster, or something like that).

3) Manipulate the sound file in a waveform editor of some kind (SoundDesigner II, Alchemy, CoolEdit, etc.). If you want the sound to be looping (like for instruments or whatever), now's the time when you find the best loop points and assign the loop markers (making sure they are on 28 sample boundaries, of course).

4) If it isn't already in the necessary format, convert the sound file to that format (.WAV, AIFF) and convert the file to the Sony VAG format using AIFF2VAG or WAV2VAG.

6) Pack your VAGs into a VAB using VAB Tool (or roll your own by creating DEF file, etc.).

7) Double check your work, if possible, using VAB Tool and a Sound Card of some type. If you don't have VAB Tool already, you can get it on the Yaroze web site (at SCEA it is in files/utilities).

8) If your using a MIDI and if it isn't already in the necessary format, convert the sequence file to that format (SMF1) and convert the file to the Sony SEQ format using SMF2SEQ.

Now you're ready to load the files using the procedures outlined in the manuals.

Hope this helps! Let me know if you have any other questions.

All the best,

Stan

Stan Weaver
Audio Tools Technician
SCEA
--MESSAGE FILE 17216 END: ./2 SCEA/yaroze/freetalk/000000425html.html

--MESSAGE FILE 17217 START: ./2 SCEA/yaroze/freetalk/000000426html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Adding music to games
Date: Thu, 19 Feb 1998 11:34:24 -0800
Organization: .
Lines: 22
Message-ID: <34EC8940.744D8A08@netmagic.net>
References: <34EBB1BB.87A351D8@ix.netcom.com>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Manny Najera wrote:
>
> Has anyone out there made their own midi music, specifically for the
> Yaroze? I want to add my own music to my game, but I don't want to use
> the general midi instruments. I want to make music with samples and
> drum loops. I need to know what programs I can use to make midi music
> with samples, and how to change that over to the SEQ and VAB formats.
>
> Manny Najera

Yeah, I've been waiting for something like this, too. I have been strongly considering creating a thin S3M player and converter utils if a MIDI one can't be found.

Has anyone attempted to use a SoundBlaster AWE and create a sample set? In the multimedia properties, you can define your own sound

banks. Maybe that's one way to go?

Pondering,
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17217 END: ./2 SCEA/yaroze/freetalk/000000426html.html

--MESSAGE FILE 17218 START: ./2 SCEA/yaroze/freetalk/000000427html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Adding music to games
Date: Thu, 19 Feb 1998 11:43:43 -0800
Organization: .
Lines: 55
Message-ID: <34EC8B6F.C0D44C5C@netmagic.net>
References: <34EBB1BB.87A351D8@ix.netcom.com>
<34EC8A63.40B1@interactive.sony.com>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Stan Weaver wrote:
    [...]
> In general, the process goes something like this....
>
> 1) Find a sound source you want to use (i.e. keyboard patch, CD,
> screaming "BLARGH!!!" into a microphone, whatever). If you're doing
> MIDI music, now's the time to compose that using a sequencer of some
> kind (Performer, Vision, or some warez program). You can also use a MOD
> player if you prefer, but it must be able to save out the sequence as a
> Standard MIDI File Type 1 AND save out the sample as either an AIFF or
> .WAV.
>
> 2) Convert the sound file to something you can manipulate on your
> computer by using a sampler or some other digital recording system (like
> ProTools, SoundBlaster, or something like that).
    [...]
> 8) If your using a MIDI and if it isn't already in the necessary format,
> convert the sequence file to that format (SMF1) and convert the file to
> the Sony SEQ format using SMF2SEQ.
>
> Now you're ready to load the files using the procedures outlined in the
> manuals.
>
> Hope this helps! Let me know if you have any other questions.
>
> All the best,
>
> Stan
>
> Stan Weaver
> Audio Tools Technician
> SCEA

Too much work. :(If it could be put into a batch file to make it
more automated, then the problem subsides.

Can anyone at SCEA/Sony:

  - publicize the exact formats of VAG/VAB/SEQ files?
    The Yaroze File Formats doc does a decent job of showing the
    structure but not the ADPCM packing or the sequencer stuff.
    Converting from something->MIDI 1->SEQ is tedious.

  - create a sound function which has a channel parameter?
    (This question was also brought up in another newsgroup.)
    It would make life a lot easier if we could tell specific
    voices to key on/off instead of having SsUtKeyOn() pick
    the voice for us---more control is better.

MOD tracker progs are some of the best digital music sequencers
out there.

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17218 END: ./2 SCEA/yaroze/freetalk/000000427html.html

--MESSAGE FILE 17219 START: ./2 SCEA/yaroze/freetalk/000000428html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Sean Kennedy <skennedy@bconnex.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How does SCEA feel about glabrec@vmlabs & brehbock@vmlabs.com?
Date: Thu, 19 Feb 1998 22:31:27 -0500
Organization: Wooden Tulip Ltd.
Lines: 43
Message-ID: <34ECF910.1943@bconnex.net>
References: <34E89C47.1821@humberc.on.ca> <34e8611e.53718549@news.scea.sony.com>
Reply-To: skennedy@bconnex.net
NNTP-Posting-Host: pro1-162.barrie.connex.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03Gold (Macintosh; I; 68K)

Matthew Hulett wrote:
>
> >The Net Yaroze is a great mechanism to do just that.
> >But then there is Bill & Greg? The founding fathers of SCEA's Net
> >Yaroze.
> >I'd like to hear all opinions from Yaroze members if possible:
> >Sean Kennedy
>
>   Hello,
>   I was quite curious about this situation when it occured myself.
> It came as quite a surprise when my e-mail to Greg came back to me
> undelivered, and then I read about their move to VM Labs. This should
> explain to all the break in our auditorium classes, and the fact that
> there has not been more activity to date. But, if you take notice, the
> download times from the SCEA server are really cooking of late,
> because Peter Alau has been hard at work learning Unix and upgrading
> our site.

I second the Motion! Great Job Peter! Some more Dated Tidbits on the
Members main page would be cool too. Maybe some PSX RTOS bits and bytes.

>   I don't think anyone should bear any ill will towards Bill and
> Greg, they did what was best for their own careers. These guys are
> all old friends and I don't think there is any ill will between them.

That was what I was hoping for. It would be only a detriment to all of

the hobbyist game developers/designers if it were otherwise.

>   They had their reasons, no one at Sony bears a grudge, so that is
> enough for me to believe none of us should bear one either. I would
> throughly enjoy their presence at any conference you organize.
> -Matt

I am now trying as hard as I can to do just that. Mostly I'm going to
focus on the Game Designer part of the Yaroze or similar Gaming Platform
paradigm. I have no details as yet, but I'm trying hard just the same.

E-mail me for your support. Hopefully I will be able to get a posting
with more detail.
I'm also hoping to be at the E3 at the end of May. So if there is anyone
coming let me know. Atlanta is a fun town. Conferences there are always
a HUGE deal.
-sean
--MESSAGE FILE 17219 END: ./2 SCEA/yaroze/freetalk/000000428html.html

--MESSAGE FILE 17220 START: ./2 SCEA/yaroze/freetalk/000000429html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.codewarrior,scea.yaroze.programming
.gnu_compiler,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.pro
gramming.codewarrior,scee.yaroze.programming.gnu_compiler
Subject: Datel PC Comms card on NT
Date: Sat, 21 Feb 1998 13:31:27 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <6cmkup$ao5@chuka.playstation.co.uk>
NNTP-Posting-Host: userm340.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:429
scea.yaroze.programming.codewarrior:280 scea.yaroze.programming.gnu_compiler:82
scee.yaroze.beginners:148 scee.yaroze.freetalk.english:372
scee.yaroze.programming.codewarrior:164 scee.yaroze.programming.gnu_compiler:168

Has anyone got this to work under NT(4).

If you have, please let me know

Thanks in advance.

Steve Dunn

--MESSAGE FILE 17220 END: ./2 SCEA/yaroze/freetalk/000000429html.html

--MESSAGE FILE 17221 START: ./2 SCEA/yaroze/freetalk/000000430html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Check out SCEE
Date: Sun, 22 Feb 1998 00:22:29 -0600
Organization: SCEA News Server
Lines: 6
Message-ID: <34EFC425.7B2A4FA9@ix.netcom.com>
NNTP-Posting-Host: dgr-il3-09.ix.netcom.com
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

I just looked over at the SCEE site. They've got a contest (open only
to SCEE members), and they're giving away cool prizes. Digital camera,
minidisk player, and computer speakers.

Manny Najera

--MESSAGE FILE 17221 END: ./2 SCEA/yaroze/freetalk/000000430html.html

--MESSAGE FILE 17222 START: ./2 SCEA/yaroze/freetalk/000000431html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Check out SCEE
Date: Sun, 22 Feb 1998 19:49:12 -0500
Organization: SCEA News Server
Lines: 17
Message-ID: <6cqgcq$9864@scea>
References: <34EFC425.7B2A4FA9@ix.netcom.com>
NNTP-Posting-Host: pool4.groupz.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Ya I know... Kinda sucks that SCEA doesn't offer anything... Like the
discounted Yarozes, the contests, etc... Maybe it would get some us moving
if they did...

Regards,

Jeff / ROGUE

Manny Najera wrote in message <34EFC425.7B2A4FA9@ix.netcom.com>...
>I just looked over at the SCEE site. They've got a contest (open only
>to SCEE members), and they're giving away cool prizes. Digital camera,
>minidisk player, and computer speakers.
>
>Manny Najera
>

--MESSAGE FILE 17222 END: ./2 SCEA/yaroze/freetalk/000000431html.html

--MESSAGE FILE 17223 START: ./2 SCEA/yaroze/freetalk/000000432html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: If you liked Hover...
Date: Mon, 23 Feb 1998 16:55:20 +1300
Organization: Sidhe Interactive
Lines: 19
Message-ID: <6cqrac$as1@chuka.playstation.co.uk>
NNTP-Posting-Host: p14-max3.well.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:432
scee.yaroze.freetalk.english:378

Take a look at AirBob, another Japanese demo that has been upped in the past

week.

http://www.netyaroze-europe.com/yaroze_scei/Forum/program/archive/pssoft/

Looks more and more like we have a bit of catching up to do!

Mario Wynands

Director/Project Coordinator, Sidhe Interactive
Sony Playstation Software Development House

Email mario@sidhe.co.nz Website www.sidhe.co.nz

--MESSAGE FILE 17223 END: ./2 SCEA/yaroze/freetalk/000000432html.html

--MESSAGE FILE 17224 START: ./2 SCEA/yaroze/freetalk/000000433html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Best of Yaroze
Date: Mon, 23 Feb 1998 10:19:43 -0800
Organization: .
Lines: 7
Message-ID: <34F1BDBF.342C0447@netmagic.net>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Is there yet a compilation of all the "top" Yaroze games, demos,
and docs from SCEA/SCEE/SCEI yet?

Curious,
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17224 END: ./2 SCEA/yaroze/freetalk/000000433html.html

--MESSAGE FILE 17225 START: ./2 SCEA/yaroze/freetalk/000000434html.html
Path: chuka.playstation.co.uk!news
From: Peter Passmore <p.passmore@mdx.ac.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Speed Optimisation
Date: Mon, 23 Feb 1998 19:57:59 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 40
Message-ID: <34F1D4C7.6C33@mdx.ac.uk>
Reply-To: p.passmore@mdx.ac.uk
NNTP-Posting-Host: dynws25.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)

Hi,

I've been mailed about speed optimisation and decided I didn't have a comprehensive answer. Obviously different games may implement different game specific optimisation and optimisation for speed will often be at the cost of space. However there should be a generic set of optimisations that should apply to the PSX and its libraries. Off the top of my head I came up with the following, probably wrong in part, and certainly incomplete suggestions. Can anybody add to it?

- Set the stack to use the D-cache if possible (set scott evans' http://www.netyaroze-europe.com/~sevans/tech.htm scee page for a detailed account on this).
- Reduce the number of polygons in models to the absolute minimum.
- Make textures as small as possible.
- Only draw the part of the world that is immediately visible (in 3D games).
- Define small often called functions as macros wherever possible.
- Use variables which are the same size as the registers (eg unsigned long) where ever possible.
- Use lookup tables to replace calculations where calculations are expensive (eg: floating point, trig functions etc)
- Otherwise avoid any floating point arithmetic.
- Avoid texturing and shading models where unneccessary (in 3D games).
- Clump functions that call each other together in the code in the hope that they get compiled contiguously in memory and they have more chance of being loaded into the cache together - (actually this is supersition, I haven't proved to myself that this works on the PSX).
- Use bit shift operations for maths where possible.

And its possible that some traditional optimisation techniques may be inappropriate:
- eg: loop unrolling was a good optimisation on primitive architectures but not neccessarily more modern ones.

Peter.

--MESSAGE FILE 17225 END: ./2 SCEA/yaroze/freetalk/000000434html.html

--MESSAGE FILE 17226 START: ./2 SCEA/yaroze/freetalk/000000435html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Check out SCEE
Date: Mon, 23 Feb 1998 15:31:28 -0600
Organization: SCEA News Server
Lines: 13
Message-ID: <34F1EAAF.D55810DC@ix.netcom.com>
References: <34EFC425.7B2A4FA9@ix.netcom.com> <6cqgcq$9864@scea>
NNTP-Posting-Host: dgr-il4-04.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Jeff Lawton wrote:

> Ya I know... Kinda sucks that SCEA doesn't offer anything... Like
> the
> discounted Yarozes, the contests, etc... Maybe it would get some us

> moving
> if they did...

The contest is sponsored by some sort of European magazine, not SCEE.
Maybe Next-Generation could sponsor one?

Manny Najera

--MESSAGE FILE 17226 END: ./2 SCEA/yaroze/freetalk/000000435html.html

--MESSAGE FILE 17227 START: ./2 SCEA/yaroze/freetalk/000000436html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Mon, 23 Feb 1998 19:18:05 -0600
Organization: SCEA News Server
Lines: 25
Message-ID: <34F21FCD.BCFD8F77@ix.netcom.com>
References: <6cqrac$as1@chuka.playstation.co.uk>
NNTP-Posting-Host: dgr-il9-37.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:436
scee.yaroze.freetalk.english:382

Mario Wynands wrote:

> Take a look at AirBob, another Japanese demo that has been upped in
> the past
> week.
>
> http:
> /www.netyaroze-europe.com/yaroze_scei/Forum/program/archive/pssoft/
>
> Looks more and more like we have a bit of catching up to do!

I dunno. It seems like their sole advantage is that everyone has
Lightwave 3D.

Think about it. Everyone is using the same graphics package. All they
needed was for one person to code an interface for Lightwave's motion
system. The supposed "hard stuff", being a hierarchical system of
object movement, being used now to crank out demo after Japanese demo,
is based entierely around that kind of interface.

For example, if everyone here used MOD files on a daily basis, a MOD to
SEQ converter would have been coded ages ago.

Manny Najera

--MESSAGE FILE 17227 END: ./2 SCEA/yaroze/freetalk/000000436html.html

--MESSAGE FILE 17228 START: ./2 SCEA/yaroze/freetalk/000000437html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Tue, 24 Feb 1998 21:36:25 +1300

Organization: Sidhe Interactive
Lines: 37
Message-ID: <6cu057$as3@chuka.playstation.co.uk>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com>
NNTP-Posting-Host: p53-max3.well.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:437
scee.yaroze.freetalk.english:385

Manny Najera wrote in message <34F21FCD.BCFD8F77@ix.netcom.com>...
>Mario Wynands wrote:
>
>> Looks more and more like we have a bit of catching up to do!
>
>I dunno. It seems like their sole advantage is that everyone has
>Lightwave 3D.
>
>Think about it. Everyone is using the same graphics package. All they
>needed was for one person to code an interface for Lightwave's motion
>system. The supposed "hard stuff", being a hierarchical system of
>object movement, being used now to crank out demo after Japanese demo,
>is based entierely around that kind of interface.
>
>For example, if everyone here used MOD files on a daily basis, a MOD to
>SEQ converter would have been coded ages ago.

That is the point - they can crank out demo after demo because (I assume) they have a suite of tools and solid reusable code. I don't think we are at that stage yet - we really don't have the sort of foundation where programmers can concentrate on a game without dealing with the nitty-gritty.

That being said, useful libraries, flashy code routines, and informative Yaroze member documentation has appeared here over the past few months with more work being planned by their authours. I still think we have to catch up, but at least we are gaining :)

Mario Wynands

Director/Project Coordinator, Sidhe Interactive
Sony Playstation Software Development House

Email mario@sidhe.co.nz Website www.sidhe.co.nz

--MESSAGE FILE 17228 END: ./2 SCEA/yaroze/freetalk/000000437html.html

--MESSAGE FILE 17229 START: ./2 SCEA/yaroze/freetalk/000000438html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Speed Optimisation
Date: Tue, 24 Feb 1998 09:35:51 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 86
Message-ID: <6cu42m$as4@chuka.playstation.co.uk>
References: <34F1D4C7.6C33@mdx.ac.uk>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Hi,

General optimisations (PS)

Don't unroll loops...

Group loads and stores together.
(PS can perform multiple loads at 2 cycle per long on same DRAM page, and writes are queued to operate at 2 cycles per long as well)

Always load longs and split in registers...

ie.
lb cpu cpu cpu lb cpu cpu cpu lb cpu cpu cpu lb cpu cpu cpu
is better as

lw cpu cpu cpu extract cpu cpu cpu extract etc...

Sort primitives in TMD's...

Group textures for models together, and try to use texture cache (64x64 for 4 bit, 64x32 for 8 bit, 32x32 for 16 bit)
ie. For football pitch or ground plane, render first in seperate OT.

For added accuracy in models make bigger and scale...

ie. For model with range -256 to +255, scale (X,Y,Z) values by 128, and increase OT shift by 7. (Screen XY values will still be the same as 128X/128Z is same as X/Z, only Z distance needs changing to fit OT)

If building TMD's on the fly try building the structure into D-cache.

I think the compiler generates bit shifts automatically, but FP is definitely bad news.

Use higher res (512x rather than 320x) where possible, as GPU drawing hit is negligable. (For small polygons line set up time is larger than pixel draw time, so increasing X res doesn't impact draw time)

Colin.

Peter Passmore wrote in message <34F1D4C7.6C33@mdx.ac.uk>...
>Hi,
>
>I've been mailed about speed optimisation and decided I didn't have a
>comprehensive answer. Obviously different games may implement different
>game specific optimisation and optimisation for speed will often be at
>the cost of space. However there should be a generic set of
>optimisations that should apply to the PSX and its libraries. Off the
>top of my head I came up with the following, probably wrong in part, and
>certainly incomplete suggestions. Can anybody add to it?
>
>   - Set the stack to use the D-cache if possible (set scott evans'
>http://www.netyaroze-europe.com/~sevans/tech.htm scee page for a
>detailed account on this).
>   - Reduce the number of polygons in models to the absolute
>minimum.
>   - Make textures as small as possible.
>   - Only draw the part of the world that is immediately visible
>(in 3D games).
>   - Define small often called functions as macros wherever

>possible.
>   - Use variables which are the same size as the registers (eg
>unsigned long) where ever possible.
>   - Use lookup tables to replace calculations where calculations
>are expensive (eg: floating point, trig functions etc)
>   - Otherwise avoid any floating point arithmetic.
>   - Avoid texturing and shading models where unneccessary (in 3D
>games).
>   - Clump functions that call each other together in the code in
>the hope that they get compiled contiguously in memory and they have
>more chance of being loaded into the cache together - (actually this is
>supersition, I haven't proved to myself that this works on the PSX).
> - Use bit shift operations for maths where possible.
>
>And its possible that some traditional optimisation techniques may be
>inappropriate:
>   - eg: loop unrolling was a good optimisation on primitive
>architectures but not neccessarily more modern ones.
>
>Peter.
>

--MESSAGE FILE 17229 END: ./2 SCEA/yaroze/freetalk/000000438html.html

--MESSAGE FILE 17230 START: ./2 SCEA/yaroze/freetalk/000000439html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dblee <dblee@netmagic.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Mine Field Preview available...
Date: Tue, 24 Feb 1998 03:29:57 -0800
Organization: SCEA News Server
Lines: 56
Message-ID: <34F2AF35.31DC@netmagic.net>
Reply-To: dblee@netmagic.net
NNTP-Posting-Host: ppp1-23.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:439
scee.yaroze.freetalk.english:386

Hiya all,

My latest project has been a conversion of Windows Minesweeper to
the Yaroze. Finally, in the past few days, I've gotten the core
code to run without errors and so I've assembled a playable demo
of it. The "production" release is still at least 2 weeks away.
This post is a little long because I haven't gotten around to writing
the README file yet... :P

What the Preview has:
    - a compiled binary (minefld.psx) and its batch file
      (auto)
    - logo, menu, death, and winning screens
    - fully-playable game loop with the first level installed
      (10x10 grid with 10 bombs)
    - a decent mouse cursor :P
    - the main graphics---there's going to be a lot more
    - pseudo scrolling of backgrounds and playfield
    - most of the source code---my extra sprite/pad/printing
      libraries are not included and the ones on my web site

are incompatible
- synced to 60 fps---sorry, no 50 fps PAL version yet

The basic controls:
- tap O or START to jump to the main menu
- highlight PLAY and tap O
- move the cursor around with the pad. Tap L1 or L2 to increase/decrease speed, respectively.
- tap O to clear a tile
- tap /\ (triangle) to toggle the marking on a tile
- tap [] (square) to Power Clear a 1-tile radius around the cursor---see minefld.c for info on how that works.
- tap START during the game to bring up the QUIT/RESUME "dialog"

The objective of the game (in case you don't know) is to clear out every tile in the playfield without uncovering a bomb. Start out by picking any tile (and pray it isn't a bomb). It should uncover a number which indicates how many bombs are in the 1-tile radius surrounding the cleared tile. Using those numbers, you should be able to tell which tiles are hiding the bombs. It really helps if you mark the tiles you think have bombs in them---hit /\. A checkmark means you think it has a bomb, and the question mark means you think there is a bomb there but aren't sure. Not only is it easier to avoid making mistakes by marking the playfield, if you have uncovered a tile (which shows a number) and the surrounding tiles in a 1-tile radius are marked only with the same number of checkmarks, you can quickly clear out that area with the Power Clear function.

Anyways, if you want to get it, please e-mail me. You'll get a ZIP file of about 70k which expands to 200k. There's about 138k that gets downloaded to the Yaroze. Takes about 20-30 seconds at 115200.

- e!
tenchi@netmagic.net
http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17230 END: ./2 SCEA/yaroze/freetalk/000000439html.html

--MESSAGE FILE 17231 START: ./2 SCEA/yaroze/freetalk/000000440html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Mine Field Preview available...
Date: Tue, 24 Feb 1998 03:34:24 -0800
Organization: SCEA News Server
Lines: 9
Message-ID: <34F2B040.3DBB@netmagic.net>
References: <34F2AF35.31DC@netmagic.net>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: ppp1-23.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:440
scee.yaroze.freetalk.english:387

DOH.

Please send email to tenchi@netmagic.net. dblee@netmagic.net is NOT my address---I forgot to reset the identity while using the "family computer". ^_^

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17231 END: ./2 SCEA/yaroze/freetalk/000000440html.html

--MESSAGE FILE 17232 START: ./2 SCEA/yaroze/freetalk/000000441html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jonathan Calvert <jonathan.calvertNO-SPAM@mindspring.com>
Newsgroups: scea.yaroze.freetalk
Subject: Talent vs. Time [was Re: omigod]
Date: Tue, 24 Feb 1998 21:40:07 -0500
Organization: SCEA News Server
Lines: 87
Message-ID: <34F38487.6C2C@mindspring.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
Reply-To: jonathan.calvertNO-SPAM@mindspring.com
NNTP-Posting-Host: user-37kb0f7.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

Jeff Lawton wrote:

[snip - re: talent vs. time issue for Japan Yaorze Members]

> Anyhow... I agree that they have talent... Wasn't in question was it? Was
> it unmentioned, or maybe I thought that went without saying.. I would think
> that almost anyone that has a Yaroze figures they have the 'talent', I was
> just trying to state that it was a matter of time more so than talent. I
> think that only core coders that truely enjoy coding as more than a job are
> the ones with Yarozes, and the ones that are probably the future of
> gaming...

I think that I have talent...heck I get paid every day to write C++
applications for the telecommunications industry. I do not know if
I have talent to write games, but I figure the Yaroze gives me my best
chance of discovering my abilities at writing entertainment software.

I plan to use my Yaroze as a tool to understanding what is involved
in game creation.

> Even though we have talent, we tend to also look upon personal lives as
> important, and many times the goals we set for ourselves tend to be more
> than the 'one' can handle. I strongly believe that teams will make the
> difference, as far as Yaroze coding goes...

This is really my biggest problem. I simply do not have enough time to
write code for the Yaroze. This makes learning how to code for the
little
black box kind of difficult. It is really amazing to me that I
purchased
this thing back in late Aug. and I am just now having time to try to
write
my first simple demo/app. Heck, I am just now starting to have time to
really read some the various groups.

> I just feel that people in the US seem to keep things to themselves.. I
> don't know how many conversations I have had with people where they tell me
> they haven't published source, or they don't want to post anything in the
> news groups because they feel intimidated by some of the posts.... Don't
> know why that is, but it is there... I hope that in the future more of us

> can start banding together to try to make something decent...

I am not really sure how I feel about this. I have talked to a couple of
other members who say that others are intimidated to the point that they
do not post. Is this kind of like not wanting to ask questions in a college
class because you feel that everyone else already knows the answer?

If I ever get around to making something (I better or I will be in deep do
do with my wife <grin>), I will post the source in demo form. I can
understand that some people may be reluctant to release the source to
something they have worked on for many hours. I am not really sure how I
feel about this since I am not at that point.

[snip]

If anyone cares to post, I would love to see the answers to the following
questions:

1 - Do you feel that you have enough time to dedicate to Yaroze programming?
2 - Do you regularly read the various news groups?
3 - Do you contribute to the various news groups?
4 - Have you created a working program?
5 - Have you posted the program and/or source to your member page?
6 - Do you regularly visit other member pages?
7 - Do you look at the resources on the other Yaroze sites (i.e. Europe
    and Japan)

I can answer by saying:
1 - no
2 - infrequently - because of the time issue, but I am trying to catch
3 - see above
4 - not yet
5 - no program to post
6 - only in the last two weeks
7 - not really, but it looks like I may be missing out on some good stuff.

Thanks for your time.
--
Jonathan
[Please remove NO-SPAM to email me]
--MESSAGE FILE 17232 END: ./2 SCEA/yaroze/freetalk/000000441html.html

--MESSAGE FILE 17233 START: ./2 SCEA/yaroze/freetalk/000000442html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jonathan Calvert <jonathan.calvertNO-SPAM@mindspring.com>
Newsgroups: scea.yaroze.freetalk
Subject: E3 Information and Who will be attending this year?
Date: Tue, 24 Feb 1998 22:14:07 -0500
Organization: SCEA News Server
Lines: 44
Message-ID: <34F38C7F.72AF@mindspring.com>
Reply-To: jonathan.calvertNO-SPAM@mindspring.com
NNTP-Posting-Host: user-37kb0f7.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit

X-Mailer: Mozilla 3.0Gold (Win95; U)

This message is really a follow up to the various E3 messages
that were posted around the first of the year.

E3 will be in Atlanta this year (May 27-30). E3 is described as a
closed trade event. It is intended for the Interactive Entertainment
Industry (retailers, developers, publishers, etc.).

Tickets are very inexpensive. $45 Exhibits tickets if you pre-register
by 4/24/98. Tickets are $75 at the door. Go to www.e3expo.com
for more information. If at all possible, I suggest you pre-register,
and pick up your pass the day before the show.

Why am I posting this message? I attended last year's E3. I live
in the Atlanta area and I considered this a great opportunity to see
what goes on in this yearly event that I have read about, but have
never personally attended. I was not disappointed, but I know a lot
of people did not enjoy the location.

At the time, I was not a member of the Entertainment Industry, but I
wanted to see what was displayed in the way of the Net Yaroze. There
was not much, but that is another story.

I think that anyone who owns a Net Yaroze should be considered a
part of the Entertainment Industry; maybe someone from Sony can
comment on this issue. I strongly encourage anyone who can attend
E3 to do so. You will not regret the experience.

If you love games, this is the place to be. You basically get to see
and
play every major (and minor) game that will be released in the next
few months. I assume that everyone that owns a Yaroze likes to play
games (or at least enjoys games), and this is the ultimate game junkie's
dream.

I seriously doubt that any "outsiders" actually land jobs at E3, but I
guess anything is possible.

I would like to take a head count of members who will be attending.
I will be there, and would really like to meet any other members who
plan on attending.

--
Jonathan
[Please remove NO-SPAM to email me]
--MESSAGE FILE 17233 END: ./2 SCEA/yaroze/freetalk/000000442html.html

--MESSAGE FILE 17234 START: ./2 SCEA/yaroze/freetalk/000000443html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time [was Re: omigod]
Date: Tue, 24 Feb 1998 22:38:22 GMT
Organization: SCEA News Server
Lines: 25
Message-ID: <34f348fb.18509731@news.scea.sony.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com>
NNTP-Posting-Host: client-119-62.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>1 - Do you feel that you have enough time to dedicate to Yaroze
>programming?
   Yup. This is 'school' for me.
>2 - Do you regularly read the various news groups?
   Yes, I check them twice a day.
>3 - Do you contribute to the various news groups?
   Yes, when I can help I enjoy doing so.
>4 - Have you created a working program?
   No, I have only copied other's code.
>5 - Have you posted the program and/or source to your member page?
   No, but when I start to create my own works, I am commited to
always post my source code, no matter how hard I worked. If not for
the generosity of members like Ira Rainey, Peter Passmore, Ed
Federmeyer, Mario Perdue, etc... I would be much farther behind.
>6 - Do you regularly visit other member pages?
   All the time, I check to see who has updated and I visit.
>7 - Do you look at the resources on the other Yaroze sites (i.e. Europe
>   and Japan)
   I check the European site and the member pages there, but not the
Japanese sites. I rely on members with a more diverse background to
tread in those waters.

-Matt

--MESSAGE FILE 17234 END: ./2 SCEA/yaroze/freetalk/000000443html.html

--MESSAGE FILE 17235 START: ./2 SCEA/yaroze/freetalk/000000444html.html
Path: chuka.playstation.co.uk!toby
From: toby@angst.forefront.com.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time [was Re: omigod]
Date: 25 Feb 1998 05:42:30 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 56
Message-ID: <slrn6f7c3k.lid.toby@ns.forefront.com.au>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com>
NNTP-Posting-Host: ns.forefront.com.au
X-Newsreader: slrn (0.9.4.6 UNIX)

On Tue, 24 Feb 1998 21:40:07 -0500,
     Jonathan Calvert <jonathan.calvertNO-SPAM@mindspring.com> wrote:
[snip]

>If anyone cares to post, I would love to see the answers to the
>following
>questions:
>
>1 - Do you feel that you have enough time to dedicate to Yaroze
>programming?

No. This is a function of knowledge and tools. I had slightly more time
when I was stil in university, but I got much more done in that time.
This has a lot to do with the fact that I know a lot more about unix
and the amiga than I do about the PSX. Of course I'm working to
rectify the sitation :). So I guess my answer is No, but only because
I'm on the nasty end of the learning curve.

>2 - Do you regularly read the various news groups?

Yes.

>3 - Do you contribute to the various news groups?

When I can.

>4 - Have you created a working program?

Yes, for suitable definitions of "working". My main focus at the moment is writing a yaroze serial I/O API with fileserver capabilities for unix, so I'm getting to know a bit about the internals of the thing while still working on my preferred platform. I did a couple of little things within the first few weeks of having a yaroze, but not much since.

>5 - Have you posted the program and/or source to your member page?

No. When I have something that I think people can learn from, or use, I will. I'm completely committed to the idea of open software, which, IMHO, is the only way that the yaroze project is really going to take off. If cliques of coding 'elite' form, then it kills the free flow of information, which in turn means that the pioneers, so to speak, can't or won't ease the road for the new members. So far it looks like the majority of people are in favour of disseminating information, which is really great to see.

>6 - Do you regularly visit other member pages?

Not recently. Other things on my plate.

>7 - Do you look at the resources on the other Yaroze sites (i.e. Europe
>   and Japan)

Yes.

Toby.
--MESSAGE FILE 17235 END: ./2 SCEA/yaroze/freetalk/000000444html.html

--MESSAGE FILE 17236 START: ./2 SCEA/yaroze/freetalk/000000445html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: By the way...   (was "Re: What are you?")
Date: Tue, 24 Feb 1998 21:52:27 -0800
Organization: SCEA News Server
Lines: 16
Message-ID: <34F3B19A.3E25@bc.sympatico.ca>
References: <34C248C0.6365@charlie.cns.iit.edu> <34CDA806.7908@uiuc.edu>
<34CDA8E0.78DE@uiuc.edu>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m02-82.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

The best way to find out how much something would cost is to ask! If you're in a big city, there's probably an animation house in the phone book, and they'll be more than happy to talk to you at least until you tell them your budget   :)

Animation is pretty expensive, you can pay upwards of tens of dollars per frame, maxing out over a 100, and that's for 2d. 3d depends on a bunch of other stuff. Everything's expensive! I'd recommend hooking up

with someone who's in a course, and see if you can't get them to help you with your project as part of theirs.

As far as music goes, why not try what the authors of Battle Girl (www.ultra-united.com) did? They trolled the demo scene for MODs they liked then got the MOD coders to do their music for cheap.

- nick
--MESSAGE FILE 17236 END: ./2 SCEA/yaroze/freetalk/000000445html.html

--MESSAGE FILE 17237 START: ./2 SCEA/yaroze/freetalk/000000446html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Tue, 24 Feb 1998 21:53:41 -0800
Organization: SCEA News Server
Lines: 8
Message-ID: <34F3B1E4.483D@bc.sympatico.ca>
References: <34C248C0.6365@charlie.cns.iit.edu> <34C63059.252179B7@znet.com>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m02-82.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

I'm a professional programmer turned professional designer recently. I've been gunning for that for a LONG time. I got here via a few interesting detours like programming math games for Apple][, carts for ColecoVision, neural nets for insectibots, AI for underwater robots, toys for Bandai, and engines ever since. I have pretensions to art, but I'm not great, although I know some great artists!

- nick
--MESSAGE FILE 17237 END: ./2 SCEA/yaroze/freetalk/000000446html.html

--MESSAGE FILE 17238 START: ./2 SCEA/yaroze/freetalk/000000447html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Tue, 24 Feb 1998 21:59:32 -0800
Organization: SCEA News Server
Lines: 7
Message-ID: <34F3B343.6256@bc.sympatico.ca>
References: <34C248C0.6365@charlie.cns.iit.edu> <6aqcf3$c0f2@scea>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m02-82.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

Sorry to disappoint on the plugins, but they only output HMD format, which is only supported by the real playstation libraries. The page explicitly says that HMD can't be used with net yaroze. The tool does look really cool, and HMD seems like a pretty good format, supporting bones and a bunch of other things that we have do manually...

-nick
--MESSAGE FILE 17238 END: ./2 SCEA/yaroze/freetalk/000000447html.html

--MESSAGE FILE 17239 START: ./2 SCEA/yaroze/freetalk/000000448html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: HOVER and AIRBOB
Date: Tue, 24 Feb 1998 22:47:41 -0800
Organization: SCEA News Server
Lines: 19
Message-ID: <34F3BE88.60B3@bc.sympatico.ca>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m01-57.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

Does anyone know how to get HOVER working? It hangs on the "checking for memory card" message. I read the readme, and it says there's a bug in the memory card save functions in the library so you should download PAT0139 or whatever from scei and run the FIXCARD.BAT file. I got the file, but it didn't help. Unfortunately PSComUtil on the Mac doesn't understand the line in the batch file that reads load -npat0139, and if I download it and run it manually it just crashes, and the game still doesn't run. Does anyone know what to do?

OTOH, I did get AirBOB working. That's fun! For all the Mac-suckers like me, all you have to do is move the files out of the sub-sub-directories into a higher level directory and modify AUTO appropriately and it works fine.

Hey Metrowerks! PsComUtil doesn't interpret nested path names deeper than three levels!

- nick
"my god, I didn't know he had a mac! Why does he do it!"
--MESSAGE FILE 17239 END: ./2 SCEA/yaroze/freetalk/000000448html.html

--MESSAGE FILE 17240 START: ./2 SCEA/yaroze/freetalk/000000449html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time [was Re: omigod]
Date: Wed, 25 Feb 1998 13:41:58 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 152
Message-ID: <6d172v$as13@chuka.playstation.co.uk>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com>
NNTP-Posting-Host: userm365.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

1 - Do you feel that you have enough time to dedicate to Yaroze programming?
    Not nearly enough time. It's certainly addictive, and at the same time frustrating, as the possibilities lie in your own hands. But real life dictates that more mundane things have higher priority ;(

2 - Do you regularly read the various news groups?
    All the time. I like all the arguments ;) and there are some

interesting posts that help the amateurs like myself. The newsgroups in my opinion are the most valuable item of the Yaroze kit. The hardware and manuals are like a car without petrol. You can sit in it and look around, but can't get anywhere.

3 - Do you contribute to the various news groups?
    I often jump in on the arguments. There are some serious issues as to what can and can't be done with your Yaroze. I contribute other stuff too...see my SCEE page(~steved).

4 - Have you created a working program?
    It works...but so does my electric potato peeler. Both of which no-one will ever use ever ! ;)

5 - Have you posted the program and/or source to your member page?
    Yes, it's at ~steved. I get a warm glowy feeling when my hit count goes up !

6 - Do you regularly visit other member pages?
    All the time. A very useful source of information indeed.

7 - Do you look at the resources on the other Yaroze sites (I.e. Europe
    and Japan)
    I look around the SCEA site more than anywhere, as they seem to be the most busiest site. The SCEE site has 'UPDATE !!!" pasted all around, but they all date back to the dinosaur age.

>
>I am not really sure how I feel about this. I have talked to a couple
>of
>other members who say that others are intimidated to the point that they
>do not post. Is this kind of like not wanting to ask questions in a
>college
>class because you feel that everyone else already knows the answer?
>
    Don't be afraid ! I'm a complete 'Yaroze div' ! If anyone condescends me, it won't have any impact as I've done it myself already. Newsgroups like these are for sharing information. If anyone feels they have the right to intimidate us Yaroze Thickies, then perhaps they should ask themselves why they are sharing the same newsgroups, and why they're not browsing "alt.clever.popular.handsome.hobbyist.programmer" group !

Jonathan Calvert wrote in message <34F38487.6C2C@mindspring.com>...
>Jeff Lawton wrote:
>
>[snip - re: talent vs. time issue for Japan Yaorze Members]
>
>> Anyhow... I agree that they have talent... Wasn't in question was it?
Was
>> it unmentioned, or maybe I thought that went without saying.. I would
think
>> that almost anyone that has a Yaroze figures they have the 'talent', I
was
>> just trying to state that it was a matter of time more so than talent. I
>> think that only core coders that truely enjoy coding as more than a job
are
>> the ones with Yarozes, and the ones that are probably the future of
>> gaming...

>
>I think that I have talent...heck I get paid every day to write C++
>applications for the telecommunications industry. I do not know if
>I have talent to write games, but I figure the Yaroze gives me my best
>chance of discovering my abilities at writing entertainment software.
>
>I plan to use my Yaroze as a tool to understanding what is involved
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>> Even though we have talent, we tend to also look upon personal lives as
>> important, and many times the goals we set for ourselves tend to be more
>> than the 'one' can handle. I strongly believe that teams will make the
>> difference, as far as Yaroze coding goes...
>
>This is really my biggest problem. I simply do not have enough time to
>write code for the Yaroze. This makes learning how to code for the
>little
>black box kind of difficult. It is really amazing to me that I
>purchased
>this thing back in late Aug. and I am just now having time to try to
>write
>my first simple demo/app. Heck, I am just now starting to have time to
>really read some the various groups.
>
>> I just feel that people in the US seem to keep things to themselves.. I
>> don't know how many conversations I have had with people where they tell
me
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>> news groups because they feel intimidated by some of the posts.... Don't
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>
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>college
>class because you feel that everyone else already knows the answer?
>
>If I ever get around to making something (I better or I will be in deep
>do
>do with my wife <grin>), I will post the source in demo form. I can
>understand that some people may be reluctant to release the source to
>something they have worked on for many hours. I am not really sure how
>I
>feel about this since I am not at that point.
>
>[snip]
>
>If anyone cares to post, I would love to see the answers to the
>following
>questions:
>
>1 - Do you feel that you have enough time to dedicate to Yaroze
>programming?
>2 - Do you regularly read the various news groups?
>3 - Do you contribute to the various news groups?
>4 - Have you created a working program?
>5 - Have you posted the program and/or source to your member page?
>6 - Do you regularly visit other member pages?
>7 - Do you look at the resources on the other Yaroze sites (i.e. Europe
>   and Japan)
>

>I can answer by saying:
>1 - no
>2 - infrequently - because of the time issue, but I am trying to catch
>3 - see above
>4 - not yet
>5 - no program to post
>6 - only in the last two weeks
>7 - not really, but it looks like I may be missing out on some good
>stuff.
>
>Thanks for your time.
>--
>Jonathan
>[Please remove NO-SPAM to email me]

--MESSAGE FILE 17240 END: ./2 SCEA/yaroze/freetalk/000000449html.html

--MESSAGE FILE 17241 START: ./2 SCEA/yaroze/freetalk/000000450html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time [was Re: omigod]
Date: Wed, 25 Feb 1998 11:29:11 -0500
Organization: SCEA News Server
Lines: 63
Message-ID: <6d1gh0$aq06@scea>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com>
NNTP-Posting-Host: 209.45.215.42
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>1 - Do you feel that you have enough time to dedicate to Yaroze
>programming?

As I have said before.. Time can be made if you really want something..
For a long time I didn't, mainly because work required 20hrs a day, and the
on my 1 day off a week (maybe Sunday) I didn't feel like touching a PC..
Let alone learn something new.. Although now I have plenty of time.. Still
working, but they are just the everyday tasks.. So a 9-6pm job now..
Plenty of time at night, and I intend to use it..

>2 - Do you regularly read the various news groups?

Everyday... 2-3 times, I'll browse em, and post if I have anything to
add...

>3 - Do you contribute to the various news groups?

Fairly regularly... I try to start topics, as well as continue them.

>4 - Have you created a working program?

I have create tons of programs.. For other platforms.. :) I do have some
joystick libs I am coding, and I have some code that moves a sprite or 2
around a screen, but there are better demos of it that can be downloaded, so
I haven't posted any Yaroze code. I have also coded a Win95/NT front end
for GNU, and SIOCONS. Which is in beta at the moment, and if anyone wants
to try the beta e-mail me.

>5 - Have you posted the program and/or source to your member page?

I have posted prior versions of the IDE/SIOCONS windows thing, but I'm waiting to get a lot of the kinks out of the new version before I post it.. I haven't posted the source due to the fact that it was coded in Delphi, and you would have to buy the comms lib I use. Not from me but from Turbo Power (Async Pro) So it would be useless to most considering that Delphi is Pascal.

>6 - Do you regularly visit other member pages?

Any that have been updated.

>7 - Do you look at the resources on the other Yaroze sites (i.e. Europe
> and Japan)

I look at SCEE often.. Probably once a day to see if anyone has posted anything new. I skip on SCEI due to the fact that my kanji sucks, or maybe it's because I can't read kanji.. Now I know what it feels like to be illiterate.

>Thanks for your time.

Always a pleasure..

Regards,

Jeff / ROUGE

--MESSAGE FILE 17241 END: ./2 SCEA/yaroze/freetalk/000000450html.html

--MESSAGE FILE 17242 START: ./2 SCEA/yaroze/freetalk/000000451html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Elite groups.. [was Re: Talent vs. Time]
Date: Wed, 25 Feb 1998 11:44:41 -0500
Organization: SCEA News Server
Lines: 52
Message-ID: <6d1hdq$aq07@scea>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com> <slrn6f7c3k.lid.toby@ns.forefront.com.au>
NNTP-Posting-Host: 209.45.215.42
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Toby Sargeant wrote in message ...
>No. When I have something that I think people can learn from, or use,
>I will. I'm completely committed to the idea of open software, which,
>IMHO, is the only way that the yaroze project is really going to take
>off. If cliques of coding 'elite' form, then it kills the free flow of
>information, which in turn means that the pioneers, so to speak, can't
>or won't ease the road for the new members. So far it looks like the
>majority of people are in favour of disseminating information, which
>is really great to see.

I just had to comment on this.. I would have to TOTALLY disagree.. Why would forming 'elite' groups hurt the Yaroze. I don't see why it would do that.. I think that forming groups is a good thing... Here is the way I see it...

If you had to build a car, and you know nothing about cars, don't you think it would be better to form a group and all work on a piece of the car. Now when you all have your pieces working, and you start to put them together I can tell you how my piece works, just like you can tell me how your piece works.. That way we can share the knowlede we have aquired, while building friendships at the same time.

My view of a good group is to publish decent software, or the best that we can, and continually build on it. I feel that people should publish source, but sometimes somethings should not be published right away.. Ie version 1 of the game source would get published when we finish version 2, unless of course we felt like there was going to be no version 2, then we might as well publish the source to version 1.

I feel that a group should try to help whenever, and where ever possible.. If you ask a question and I have the answer I would be more than happy to send a response to you, and if I can include example code then by all means that's what you will get.

I would almost think that your view and my views on groups are totally different. I have been talking to 3 yaroze coders on a regular basis, and I must say I think I have learned more in the past 2 weeks than I figured out alone in 2 mths. Talking voice to people is very important, and I believe that if you are going to form a group that you have to talk voice, sending msgs back and forth is rather useless because response times are way too slow.. Even if it only takes 1hr to get an answer. Hence groups, and friendships... hopefully the whole Yaroze community turns into one BIG group... :)

Just my 2 cents...

Regards,

Jeff / ROGUE

--MESSAGE FILE 17242 END: ./2 SCEA/yaroze/freetalk/000000451html.html

--MESSAGE FILE 17243 START: ./2 SCEA/yaroze/freetalk/000000452html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time [was Re: omigod]
Date: Wed, 25 Feb 1998 11:44:38 -0800
Organization: .
Lines: 45
Message-ID: <34F474A6.8792D2F7@netmagic.net>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com>
Reply-To: tenchi@netmagic.net
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Jonathan Calvert wrote:

> Jeff Lawton wrote:
   [...]
> If anyone cares to post, I would love to see the answers to the
> following
> questions:
>
> 1 - Do you feel that you have enough time to dedicate to Yaroze
> programming?

No. As with a number of people here, holding a full-time job and
other responsibilities (and sleeping, of course :P), that only leaves
an hour or two per day for me. When I first got into programming, I
was glued to the keyboard for 3-5 hour sessions at a time. I hate the
"context switch" time it takes me to remember what I was doing
yesterday when I first walk up to the console.

> 2 - Do you regularly read the various news groups?

Yes.

> 3 - Do you contribute to the various news groups?

Yes.

> 4 - Have you created a working program?

Yup. ^_^ That makes me very happy.

> 5 - Have you posted the program and/or source to your member page?

Yup.

> 6 - Do you regularly visit other member pages?

Frequently, but not regularly.

> 7 - Do you look at the resources on the other Yaroze sites (i.e. Europe
>   and Japan)

I wish.

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17243 END: ./2 SCEA/yaroze/freetalk/000000452html.html

--MESSAGE FILE 17244 START: ./2 SCEA/yaroze/freetalk/000000453html.html
Path: chuka.playstation.co.uk!toby
From: toby@angst.forefront.com.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Elite groups.. [was Re: Talent vs. Time]
Date: 25 Feb 1998 22:45:29 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 44
Message-ID: <slrn6f981n.epv.toby@ns.forefront.com.au>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com> <slrn6f7c3k.lid.toby@ns.forefront.com.au>
<6d1hdq$aq07@scea>
NNTP-Posting-Host: ns.forefront.com.au
X-Newsreader: slrn (0.9.4.6 UNIX)

On Wed, 25 Feb 1998 11:44:41 -0500, Jeff Lawton <jlawton@groupz.net> wrote:

>Toby Sargeant wrote in message ...
>>No. When I have something that I think people can learn from, or use,
>>I will. I'm completely committed to the idea of open software, which,
>>IMHO, is the only way that the yaroze project is really going to take
>>off. If cliques of coding 'elite' form, then it kills the free flow of
>>information, which in turn means that the pioneers, so to speak, can't
>>or won't ease the road for the new members. So far it looks like the
>>majority of people are in favour of disseminating information, which
>>is really great to see.
>
>
>I just had to comment on this.. I would have to TOTALLY disagree.. Why
>would forming 'elite' groups hurt the Yaroze. I don't see why it would do
>that.. I think that forming groups is a good thing... Here is the way I
>see it...
>
[snip]

<opinion>
Sorry, I didn't explain myself well enough, it seems. Forming groups is a great thing. Teamwork has and always will be very important. The problem with groups though is that sections of the community can (and I stress the 'can' - I haven't seen any evidence of it here, and hope that I never will) develop a 'we're better than you, don't expect us to do you any favours' attitude. When that happens, development essentially stalls, unless there are sufficient numbers of people in the 'elite' category, or there's an alternate way to learn the things you need to know to get there yourself.

The amiga demoscene seemed to be a case in point. While there was no nastiness associated with peoples attitudes (in the main), information took a long time to filter down from the upper echelons. People wasted a lot of effort trying to work out and emulate others code, rather than being given the information they needed freely, and then using their creativity to do something new with it.

Pride in your work is understandable, but rather than trying to be your best by keeping the things you know to yourself, it's much better to share what you know with others, and learn from what others have to share with you.

Programming should be a creative endeavour first, and a search for knowledge second.
</opinion>

Toby.
--MESSAGE FILE 17244 END: ./2 SCEA/yaroze/freetalk/000000453html.html

--MESSAGE FILE 17245 START: ./2 SCEA/yaroze/freetalk/000000454html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: HOVER and AIRBOB
Date: Thu, 26 Feb 1998 02:41:01 GMT
Organization: SCEA News Server
Lines: 5
Message-ID: <34f5d5aa.1008610@news.scea.sony.com>
References: <34F3BE88.60B3@bc.sympatico.ca>
NNTP-Posting-Host: ip75.ts6.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

I have an PC and when I used PSCommUtil it hung at "checking for
memory card" also when I went ahead at use SIOCONS it worked fine but

being on a mac you probally coulnt do that it may be a problem that
needs to be brought to metrowerks attn.

--MESSAGE FILE 17245 END: ./2 SCEA/yaroze/freetalk/000000454html.html

--MESSAGE FILE 17246 START: ./2 SCEA/yaroze/freetalk/000000455html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Perhaps a good idea?
Date: Fri, 27 Feb 1998 11:26:45 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <6d67k7$g2d5@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

How about SONY setting up an IRC system for all Net Yaroze members around
the world to chat live with each other and maybe help each other out. This
would be quicker than the news server for small questions that other members
would probably know the answer to.

Anyone else think this is a good idea?

JohnT

Send e-mail to johnt@nettech.demon.co.uk
Visit my web site at www.coco.net.uk/johnt

--MESSAGE FILE 17246 END: ./2 SCEA/yaroze/freetalk/000000455html.html

--MESSAGE FILE 17247 START: ./2 SCEA/yaroze/freetalk/000000456html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Elite groups.. [was Re: Talent vs. Time]
Date: Fri, 27 Feb 1998 12:37:35 +0000
Organization: The Hex Heroes
Lines: 10
Message-ID: <34F6B38F.2632@writeme.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com> <slrn6f7c3k.lid.toby@ns.forefront.com.au>
<6d1hdq$aq07@scea> <slrn6f981n.epv.toby@ns.forefront.com.au>
NNTP-Posting-Host: atl4-031.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

Toby Sargeant wrote:

> The amiga demoscene seemed to be a case in point. While there was no
> nastiness associated with peoples attitudes (in the main)...

The Amiga demoscene is a very good example. As I remember it though,
it was bitchy as hell. The 'slagging off' section became as common a

feature in the demos as those glenz vector thingies.

James (~mrfrosty).
--MESSAGE FILE 17247 END: ./2 SCEA/yaroze/freetalk/000000456html.html

--MESSAGE FILE 17248 START: ./2 SCEA/yaroze/freetalk/000000457html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What are you?
Date: Fri, 27 Feb 1998 17:39:26 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <6d6tf0$g2d9@chuka.playstation.co.uk>
References: <34C248C0.6365@charlie.cns.iit.edu>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>Anyway: I'm a "programmer".
>
>What are you?

I too am a programmer. But I can draw (on computers) and play music.
However, I can't create :(That is, I can't produce original stuff of my
own. In drawing I can copy, and my human forms suck big time :(

JohnT

 Send e-mail to johnt@nettech.demon.co.uk
Visit my web site at www.coco.net.uk/johnt

--MESSAGE FILE 17248 END: ./2 SCEA/yaroze/freetalk/000000457html.html

--MESSAGE FILE 17249 START: ./2 SCEA/yaroze/freetalk/000000458html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Getting to this Newsgroup
Date: Sat, 28 Feb 1998 16:15:47 -0800
Organization: SCEA News Server
Lines: 10
Message-ID: <34F8A8B3.6C9B87B6@sinclair.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

All these months I have thought there was a problem with this newsgroup,
as I couldn't access it, while I could access other ones. I finally
figured out that it was because the support webpage has a bug, tries to
go to scea.yaroze.freetalk.english, which doesn't exist.

This needs to be fixed; who knows how many other people might be missing
out on this group just because of the bug on the webpage?

- Dreamwriter
  dreamer@sinclair.net
--MESSAGE FILE 17249 END: ./2 SCEA/yaroze/freetalk/000000458html.html

--MESSAGE FILE 17250 START: ./2 SCEA/yaroze/freetalk/000000459html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Getting to this Newsgroup
Date: Sun, 01 Mar 1998 02:21:25 GMT
Organization: L4 Software
Lines: 18
Message-ID: <34f8c5d0.3297768@205.149.189.29>
References: <34F8A8B3.6C9B87B6@sinclair.net>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Sat, 28 Feb 1998 16:15:47 -0800, Joshua Meeds
<dreamer@sinclair.net> wrote:

>All these months I have thought there was a problem with this newsgroup,
>as I couldn't access it, while I could access other ones. I finally
>figured out that it was because the support webpage has a bug, tries to
>go to scea.yaroze.freetalk.english, which doesn't exist.
>
>This needs to be fixed; who knows how many other people might be missing
>out on this group just because of the bug on the webpage?
>
>- Dreamwriter
> dreamer@sinclair.net

Thanks for bringing this to my attention. It should be working
correctly now. Please let me know if you still have trouble with it.

Mario
--MESSAGE FILE 17250 END: ./2 SCEA/yaroze/freetalk/000000459html.html

--MESSAGE FILE 17251 START: ./2 SCEA/yaroze/freetalk/000000460html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Getting to this Newsgroup
Date: Sat, 28 Feb 1998 23:01:09 -0800
Organization: SCEA News Server
Lines: 30
Message-ID: <34F907B5.43C527D4@sinclair.net>
References: <34F8A8B3.6C9B87B6@sinclair.net> <34f8c5d0.3297768@205.149.189.29>
NNTP-Posting-Host: 204.137.153.48
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Working fine now, thanks!

                - Dreamwriter Dragon
                  dreamer@sinclair.net
                        -==UDIC==-

Mario Perdue wrote:

>
> On Sat, 28 Feb 1998 16:15:47 -0800, Joshua Meeds
> <dreamer@sinclair.net> wrote:
>
> >All these months I have thought there was a problem with this newsgroup,
> >as I couldn't access it, while I could access other ones. I finally
> >figured out that it was because the support webpage has a bug, tries to
> >go to scea.yaroze.freetalk.english, which doesn't exist.
> >
> >This needs to be fixed; who knows how many other people might be missing
> >out on this group just because of the bug on the webpage?
> >
> >- Dreamwriter
> > dreamer@sinclair.net
>
> Thanks for bringing this to my attention. It should be working
> correctly now. Please let me know if you still have trouble with it.
>
> Mario

--
--MESSAGE FILE 17251 END: ./2 SCEA/yaroze/freetalk/000000460html.html

--MESSAGE FILE 17252 START: ./2 SCEA/yaroze/freetalk/000000461html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: HOVER and AIRBOB
Date: Sun, 01 Mar 1998 00:05:07 -0800
Organization: SCEA News Server
Lines: 2
Message-ID: <34F916B0.2023@bc.sympatico.ca>
References: <34F3BE88.60B3@bc.sympatico.ca>
<34f5d5aa.1008610@news.scea.sony.com>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m03-189.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

If it only works with siocons, that would be a bummer! Maybe I'll have
to get a PC Emulator!
--MESSAGE FILE 17252 END: ./2 SCEA/yaroze/freetalk/000000461html.html

--MESSAGE FILE 17253 START: ./2 SCEA/yaroze/freetalk/000000462html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Sun, 01 Mar 1998 15:44:40 -0800
Organization: SCEA News Server
Lines: 75
Message-ID: <34F9F2E8.26C5B9B9@sinclair.net>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com>
NNTP-Posting-Host: 204.137.153.48
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:462

scee.yaroze.freetalk.english:423

I dunno about them using an interface with Lightwave's motion system, but having Lightwave is definitely one of the main reasons I believe they are doing such advanced 3d stuff. To do any 3d programming (I'm not talking about advanced stuff like creating models on the fly), you need a way to create 3d models. The European and American Yaroze's comes with no such method. No programs whatsoever, just a few sample models. I personally found this hard to deal with; for all the time I've had the system, only yesterday did I find a 3d modeller that outputs DXF files that work with DXF2RSD (and that modeller is not a very good one, either). Thus, up until this point, I could do very little with 3d. Is it any wonder that only the people with useable tools are releasing such amazing programs? I can think of many ways to write Hover-like games, but without 3d models, they will only remain in my mind.

I understand that in Japan, the Yaroze program probably has many more members, and so Sony would feel it was a good deal getting them all copies of Lightwave (bumper crop of new programmers!). But they shouldn't leave the rest of us without the tools to make real Playstation games. A good game system should have loyal programmers from all over the world, not just Japan. Sure, we got a "deal" for 3d Studio. But I know I am not nearly the only one who didn't have the extra cash after spending $900 on my Yaroze (I did spend the extra $150 on Codewarrior. Alas...)

I think SCEA and SCEE should get us all SOME 3d modeller that works. It doesn't have to be a big, expensive package, like Lightwave or 3d studio; it could even be registered versions of some shareware product, as long as it did the job. I want to move into a career of programming for the Playstation, and that just isn't realistic without good, solid, experience programming 3d. At least now I have the tools to make some very basic 3d models, so I can at least start learning 3d programming.

Well, thanks for reading my rather lengthy rant,

- Joshua Meeds
Dreamwriter Dragon
dreamer@sinclair.net
-==UDIC==-

P.S., anyone know of a good, shareware/freeware 3d modeller that outputs DXF files that DXF2RSD can use? The beta of Rhino just isn't designed for the task.

P.P.S. Oops, I keep accidentally replying to author, rather than group. Sorry!

Manny Najera wrote:
>
> Mario Wynands wrote:
>
> > Take a look at AirBob, another Japanese demo that has been upped in
> > the past
> > week.
> >
> > http:
> > /www.netyaroze-europe.com/yaroze_scei/Forum/program/archive/pssoft/
> >
> > Looks more and more like we have a bit of catching up to do!
>
> I dunno. It seems like their sole advantage is that everyone has
> Lightwave 3D.

>
> Think about it. Everyone is using the same graphics package. All they
> needed was for one person to code an interface for Lightwave's motion
> system. The supposed "hard stuff", being a hierarchical system of
> object movement, being used now to crank out demo after Japanese demo,
> is based entierely around that kind of interface.
>
> For example, if everyone here used MOD files on a daily basis, a MOD to
> SEQ converter would have been coded ages ago.
>
> Manny Najera

--
--MESSAGE FILE 17253 END: ./2 SCEA/yaroze/freetalk/000000462html.html

--MESSAGE FILE 17254 START: ./2 SCEA/yaroze/freetalk/000000463html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Mon, 2 Mar 1998 10:57:20 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 96
Message-ID: <6de361$g2d16@chuka.playstation.co.uk>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <34F9F2E8.26C5B9B9@sinclair.net>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:463
scee.yaroze.freetalk.english:426

I think that you should get 3D studio, the plugin exports RSD and a format
called TOD (which contains all of the animation and heirarchy infomation
you could possibly need).
In Japan the Yaroze sells for more than it does here in Europe, and I think
Lightwave was only made available initially. The cost of Yaroze here + 3D
studio is comparitive to the cost of a Yaroze in Japan. (At home I tried
using Lightwave but 3D studio seems more comfortable and the guy who's doing
my models for me uses it)

In my opinion AirBob is a good technical piece of programming, and very
enjoyable - Not just another Japanese demo cranked out quickly. Some of the
European stuff is beginning to look better and better now as people become
more used to the Yaroze - I expect our own
Airbobs/TerraIncognita/HoverRacers to appear in time.

Colin.

Joshua Meeds wrote in message <34F9F2E8.26C5B9B9@sinclair.net>...
>I dunno about them using an interface with Lightwave's motion system,
>but having Lightwave is definitely one of the main reasons I believe
>they are doing such advanced 3d stuff. To do any 3d programming (I'm
>not talking about advanced stuff like creating models on the fly), you
>need a way to create 3d models. The European and American Yaroze's
>comes with no such method. No programs whatsoever, just a few sample
>models. I personally found this hard to deal with; for all the time
>I've had the system, only yesterday did I find a 3d modeller that
>outputs DXF files that work with DXF2RSD (and that modeller is not a
>very good one, either). Thus, up until this point, I could do very
>little with 3d. Is it any wonder that only the people with useable
>tools are releasing such amazing programs? I can think of many ways to

>write Hover-like games, but without 3d models, they will only remain in
>my mind.
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>copies of Lightwave (bumper crop of new programmers!). But they
>shouldn't leave the rest of us without the tools to make real
>Playstation games. A good game system should have loyal programmers
>from all over the world, not just Japan. Sure, we got a "deal" for 3d
>Studio. But I know I am not nearly the only one who didn't have the
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>   Dreamwriter Dragon
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>   -==UDIC==-
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>>
>> For example, if everyone here used MOD files on a daily basis, a MOD to
>> SEQ converter would have been coded ages ago.
>>
>> Manny Najera
>
>--

--MESSAGE FILE 17254 END: ./2 SCEA/yaroze/freetalk/000000463html.html

--MESSAGE FILE 17255 START: ./2 SCEA/yaroze/freetalk/000000464html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Mon, 02 Mar 1998 13:18:52 -0600
Organization: SCEA News Server
Lines: 17
Message-ID: <34FB061B.FD2DC87A@ix.netcom.com>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <34F9F2E8.26C5B9B9@sinclair.net>
<6de361$g2d16@chuka.playstation.co.uk>
NNTP-Posting-Host: dgr-il2-01.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:464
scee.yaroze.freetalk.english:428

SCEE wrote:

> I think that you should get 3D studio, the plugin exports RSD and a
> format
> called TOD (which contains all of the animation and heirarchy
> infomation
> you could possibly need).

How much would 3D Studio cost us? I know that there was some sort of
offer at the beginning, but I chose to spend the extra cash I did have
on codewarrior. I'm guessing I'd have to pay the equivalent of another
Yaroze to get my hands on any decent 3D modeller - which means I'd have
to get a part time job, leaving me with less time to program, and
destroying my allready miniscule social life. (sigh)

Manny Najera

--MESSAGE FILE 17255 END: ./2 SCEA/yaroze/freetalk/000000464html.html

--MESSAGE FILE 17256 START: ./2 SCEA/yaroze/freetalk/000000465html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jason E Smith" <smith186@sprynet.com>
Newsgroups: scea.yaroze.freetalk
Subject: SCEA Website Updates
Date: Mon, 2 Mar 1998 19:42:25 -0500
Organization: SCEA News Server
Lines: 5
Message-ID: <6dfl8p$dlr1@scea>
NNTP-Posting-Host: hdn102-033.hil.compuserve.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I'm just wondering if the site will be updated soon, the latest news on the
home page is from last october and the auditorium window is still telling us
to check out the recording from last august.

--MESSAGE FILE 17256 END: ./2 SCEA/yaroze/freetalk/000000465html.html

--MESSAGE FILE 17257 START: ./2 SCEA/yaroze/freetalk/000000466html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scea.yaroze.freetalk
Subject: 1st anniversary US?
Date: Mon, 2 Mar 1998 18:06:00 -0800
Organization: SCEA News Server
Lines: 12
Message-ID: <6dfocc$dlr2@scea>
NNTP-Posting-Host: delirium.Stanford.EDU
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I've been looking through my stuff, and it seems that we got started almost 11 months ago; like April 12-14 or so? I was wondering if anything either official or unofficial was planned--perhaps we try to arrange a mass game-release or something for all of us who have projects underway, and/or perhaps a [...group-forming/project-starting...]-fest. Or something.

Hmm. I leave for Kyoto (overseas study/internship) on the 15th. Not that that has anything to do with anything.

mike

--MESSAGE FILE 17257 END: ./2 SCEA/yaroze/freetalk/000000466html.html

--MESSAGE FILE 17258 START: ./2 SCEA/yaroze/freetalk/000000467html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: SCEA Website Updates
Date: Tue, 03 Mar 1998 03:17:27 GMT
Organization: L4 Software
Lines: 19
Message-ID: <34fb756b.39057854@205.149.189.29>
References: <6dfl8p$dlr1@scea>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Jason,

There are updates happening all over the website, but they aren't always reflected on the home page. We're in the process of making a few changes in the way the website is handled. This will change the way the home page is used (for the better we hope) so it will be updated more frequently. Please stay tuned.

Mario

On Mon, 2 Mar 1998 19:42:25 -0500, "Jason E Smith"
<smith186@sprynet.com> wrote:

>I'm just wondering if the site will be updated soon, the latest news on the
>home page is from last october and the auditorium window is still telling us
>to check out the recording from last august.
>
>

--MESSAGE FILE 17258 END: ./2 SCEA/yaroze/freetalk/000000467html.html

--MESSAGE FILE 17259 START: ./2 SCEA/yaroze/freetalk/000000468html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: "Michael Hough" <mhough@stanford.edu>
Newsgroups: scea.yaroze.freetalk
Subject: a neat japanese game, sorta
Date: Mon, 2 Mar 1998 21:58:16 -0800
Organization: SCEA News Server
Lines: 18
Message-ID: <6dg5vr$dlr3@scea>
NNTP-Posting-Host: delirium.Stanford.EDU
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I found this while tooling around the SCEI site.

It's a neat racing-rpg hybrid kind of game, in which all the people are like
cubes.

'Bizarre', says me.

http://www1.scei.co.jp/~ckv00356/collage.zip

Those SCEI dudes do love their racing game engines...

mike

ps> nobody would happen to know what a 'taimatsu' is, would they? it gives
off light,
but it's not in my j->e dictionary.

--MESSAGE FILE 17259 END: ./2 SCEA/yaroze/freetalk/000000468html.html

--MESSAGE FILE 17260 START: ./2 SCEA/yaroze/freetalk/000000469html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!sumner
From: sumner@austin.metrowerks.com (Joel Sumner)
Newsgroups: scea.yaroze.freetalk
Subject: Re: HOVER and AIRBOB
Date: Tue, 03 Mar 1998 13:45:09 -0600
Organization: Metrowerks
Lines: 19
Message-ID: <sumner-ya02408000R0303981345090001@news.scea.sony.com>
References: <34F3BE88.60B3@bc.sympatico.ca>
<34f5d5aa.1008610@news.scea.sony.com>
NNTP-Posting-Host: mtwks116.metrowerks.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

Hmm. I'm not sure what the problem might be. When you say "hung at
'checking for
memory card'", do you mean that you run the program and it stops there?
Try setting the connection speed to 56kbps. There is a bug in the Net
Yaroze serial firmware at 115K that can cause hangs when the program does a
printf. I put a lot of tweaks in the communications code to try and
overcome this, but it still can occur at unpredictable times.

In article <34f5d5aa.1008610@news.scea.sony.com>, dajudge@inficad.com

(Michael Klucher) wrote:

>I have an PC and when I used PSCommUtil it hung at "checking for
>memory card" also when I went ahead at use SIOCONS it worked fine but
>being on a mac you probally coulnt do that it may be a problem that
>needs to be brought to metrowerks attn.

--
PlayStation Development Tools Dude
Metrowerks
--MESSAGE FILE 17260 END: ./2 SCEA/yaroze/freetalk/000000469html.html

--MESSAGE FILE 17261 START: ./2 SCEA/yaroze/freetalk/000000470html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: "Jason E Smith" <smith186@sprynet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time [was Re: omigod]
Date: Wed, 4 Mar 1998 10:29:01 -0500
Organization: SCEA News Server
Lines: 56
Message-ID: <6djrl9$dlr8@scea>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com>
NNTP-Posting-Host: hdn90-060.hil.compuserve.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Jason Smith typed:

>Jeff Lawton wrote:

>1 - Do you feel that you have enough time to dedicate to Yaroze
>programming?

No, I wish I had more, but if I spend more time on my Yaroze, I have less
for everything else(ie school, work, relationship, family, friends) I just
have to ration out my time. On the plus side, My class load will drop by a
large amount during the summer, and I tend to spend a lot of my free time
with my magic black box.

>2 - Do you regularly read the various news groups?

Usually once or twice a day I try to check anything new and read up on a few
topics I don't understand (quite a few).

>3 - Do you contribute to the various news groups?

If I have anything to add, which I usually don't. I learn from the
newsgroups, but usually there isn't anything for me to post that will
improve them.

>4 - Have you created a working program?

No, but I believe that I will someday animate a sprite on my own and will
understand how I did it, and a big part of that is a big thank you to Ira
Rainey and Nelson Santos for their How to...Display sprites and Ping. They
are an immense help and are making the curve a little less steep.

>5 - Have you posted the program and/or source to your member page?

No, but if I get a working program (and manage to learn enough HTML to create my page) I plan on posting it. If only to return the service that others have done to me. I can't really help them, but if my code helps another... well that's great.

>6 - Do you regularly visit other member pages?

I'm slowly working my way through them, although I stop at those that have been updated more recently first.

>7 - Do you look at the resources on the other Yaroze sites (i.e. Europe
>   and Japan)

I visit Europe as much as I browse through SCEA, but alas.. I am kanji impaired and, although they look nice and I'm sure that they would help me, I can't read a single character and thus the SCEI site has been marked with a mental off limits barrier.

--MESSAGE FILE 17261 END: ./2 SCEA/yaroze/freetalk/000000470html.html

--MESSAGE FILE 17262 START: ./2 SCEA/yaroze/freetalk/000000471html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time
Date: Wed, 04 Mar 1998 20:17:03 -0800
Organization: SCEA News Server
Lines: 50
Message-ID: <34FE273F.5982CFDD@sinclair.net>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

>
> If anyone cares to post, I would love to see the answers to the
> following
> questions:
>
> 1 - Do you feel that you have enough time to dedicate to Yaroze
> programming?

No - my job takes up most of my time/energy. I love programming for the Psx, and designing/writing games (I want to go into this as a career), but I don't get paid enough to live if I work part time at my job. If I could have a solid month to work with the thing, without having to worry about money, I believe I could become quite profficient. Especially if I was working on a project (which is where I learn the fastest/best). I can easily come up with my own projects, though (I always have at least 10 game ideas going around my head)

> 2 - Do you regularly read the various news groups?

I've gotten back into it lately now that I've forced myself to sacrifice

some personal time for Yaroze fun.

> 3 - Do you contribute to the various news groups?

Yep, I try.

> 4 - Have you created a working program?

Yes, I finished Faces of Evil, an Asteroids-type game

> 5 - Have you posted the program and/or source to your member page?

Yep, both, they are right there under Joshua Meeds

> 6 - Do you regularly visit other member pages?

All the time

> 7 - Do you look at the resources on the other Yaroze sites (i.e. Europe
>   and Japan)

Yes, there are a lot of interesting projects out there. For some
interesting ones, check out Team Fatal in Japan, and their new
international version of... whatever that neat 3d adventure demo is
called (it slips my mind), the one that is very Landstalker like.

- Dreamwriter Dragon
  dreamer@sinclair.net
        -==UDIC==-

--MESSAGE FILE 17262 END: ./2 SCEA/yaroze/freetalk/000000471html.html

--MESSAGE FILE 17263 START: ./2 SCEA/yaroze/freetalk/000000472html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Wed, 04 Mar 1998 20:20:12 -0800
Organization: SCEA News Server
Lines: 106
Message-ID: <34FE27FC.8879D444@sinclair.net>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <34F9F2E8.26C5B9B9@sinclair.net>
<6de361$g2d16@chuka.playstation.co.uk>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:472
scee.yaroze.freetalk.english:431

I wish I had the money to get a nice 3d modeller, if I got one, I would
probably get Truespace 3 - it is very powerful, and easy to work with.
I haven't tried it in the full version, but I heard that it offers
export straight into RSD format (and TIM).

SCEE wrote:
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> called TOD (which contains all of the animation and heirarchy infomation
> you could possibly need).

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> >on Codewarrior. Alas...)
> >
> >I think SCEA and SCEE should get us all SOME 3d modeller that works. It
> >doesn't have to be a big, expensive package, like Lightwave or 3d
> >studio; it could even be registered versions of some shareware product,
> >as long as it did the job. I want to move into a career of programming
> >for the Playstation, and that just isn't realistic without good, solid,
> >experience programming 3d. At least now I have the tools to make some
> >very basic 3d models, so I can at least start learning 3d programming.
> >
> >Well, thanks for reading my rather lengthy rant,
> >
> >   - Joshua Meeds
> >   Dreamwriter Dragon
> >   dreamer@sinclair.net
> >   -==UDIC==-
> >
> >P.S., anyone know of a good, shareware/freeware 3d modeller that outputs
> >DXF files that DXF2RSD can use? The beta of Rhino just isn't designed
> >for the task.
> >
> >P.P.S. Oops, I keep accidentally replying to author, rather than
> >group. Sorry!
> >
> >Manny Najera wrote:
> >>

> >> Mario Wynands wrote:
> >>
> >> > Take a look at AirBob, another Japanese demo that has been upped in
> >> > the past
> >> > week.
> >> >
> >> > http:
> >> > /www.netyaroze-europe.com/yaroze_scei/Forum/program/archive/pssoft/
> >> >
> >> > Looks more and more like we have a bit of catching up to do!
> >>
> >> I dunno. It seems like their sole advantage is that everyone has
> >> Lightwave 3D.
> >>
> >> Think about it. Everyone is using the same graphics package. All they
> >> needed was for one person to code an interface for Lightwave's motion
> >> system. The supposed "hard stuff", being a hierarchical system of
> >> object movement, being used now to crank out demo after Japanese demo,
> >> is based entierely around that kind of interface.
> >>
> >> For example, if everyone here used MOD files on a daily basis, a MOD to
> >> SEQ converter would have been coded ages ago.
> >>
> >> Manny Najera
> >
> >--

--

- Dreamwriter Dragon
  dreamer@sinclair.net
-==UDIC==-
--MESSAGE FILE 17263 END: ./2 SCEA/yaroze/freetalk/000000472html.html

--MESSAGE FILE 17264 START: ./2 SCEA/yaroze/freetalk/000000473html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
greg_labrec@interactive.sony.com
From: Katrina Auyeung <kauyeung@usa.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time
Date: Wed, 04 Mar 1998 23:10:26 -0800
Organization: SCEA News Server
Lines: 21
Message-ID: <34FE4FE2.E92B454@usa.net>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com> <34FE273F.5982CFDD@sinclair.net>
NNTP-Posting-Host: ppp1-29.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)

Joshua Meeds wrote:
    [...]

> > 2 - Do you regularly read the various news groups?
>
> I've gotten back into it lately now that I've forced myself to sacrifice
> some personal time for Yaroze fun.

Aww... who needs to sleep? If you cut out that 7 or 8 hours a
day, you could become a master programmer, aye?

> - Dreamwriter Dragon
> dreamer@sinclair.net
> -==UDIC==-

Not getting enough sleep but not a guru either,
- e!
tenchi@netmagic.net
http://www.netmagic.net/~tenchi/yaroze/

--MESSAGE FILE 17264 END: ./2 SCEA/yaroze/freetalk/000000473html.html

--MESSAGE FILE 17265 START: ./2 SCEA/yaroze/freetalk/000000474html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Nathan Miller" <nmiller@igalaxy.net>
Newsgroups: scea.yaroze.freetalk
Subject: 3D Animation Bones or Mime?
Date: Thu, 5 Mar 1998 10:01:16 -0800
Organization: SCEA News Server
Lines: 24
Message-ID: <6dmp3m$f3e3@scea>
NNTP-Posting-Host: usr-x2-hub1.ppp-7.bak.igalaxy.net
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Hello All! In my quest to create a very comprehensive game lib for all to use I have conquered a lot, but have fallen to one large beast! If you don't know what I am doing- I am building a 3d game library for my personal use and will give the library to everyone in hope that it will be a catalyst in Yaroze development! So, about my problem-

I have been toying with the idea of a 3d skeletal animation system in which each part of a skeleton is represented by a seperate mesh. I began the coding a few days ago and I do not like the way it is turning out. So, as most of us probably have done, I went to the library reference and looked over the gteMIMefunc(). Hmm... looks good, possibly exactly what I need, so I printed out the dino demo and studied the code for a little while. Well, doesn't look that hard, the only thing is- how does the other end look? The mime data is in binary so I can't read it, and looking over how it reads it in is giving me a headache. It looks simple, so I am probably missing something easy. If anyone can help me with this gteMIMefunc() than all of us will profit from it...

Thank You,

Nathan Miller
Ryu-Ki Software

--MESSAGE FILE 17265 END: ./2 SCEA/yaroze/freetalk/000000474html.html

--MESSAGE FILE 17266 START: ./2 SCEA/yaroze/freetalk/000000475html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Abdul <abdul@accelerationsw.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time
Date: Tue, 24 Feb 1998 12:53:07 -0800
Organization: SCEA News Server
Lines: 25
Message-ID: <34F33332.8F967B3D@accelerationsw.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>

<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com> <34FE273F.5982CFDD@sinclair.net>
<34FE4FE2.E92B454@usa.net>
NNTP-Posting-Host: 204.137.153.48
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.0 [en] (Win95; I)
X-Priority: 3 (Normal)

Heehee! Actually, I already only sleep 4 hours a day. What we really
need would be to extend the hours in each day to 36

Katrina Auyeung wrote:
>
> Joshua Meeds wrote:
>   [...]
>
> > > 2 - Do you regularly read the various news groups?
> >
> > I've gotten back into it lately now that I've forced myself to
> sacrifice
> > some personal time for Yaroze fun.
>
> Aww... who needs to sleep? If you cut out that 7 or 8 hours a
> day, you could become a master programmer, aye?
>
> >   - Dreamwriter Dragon
> >   dreamer@sinclair.net
> >   -==UDIC==-
>
> Not getting enough sleep but not a guru either,
> - e!
>   tenchi@netmagic.net
>   http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17266 END: ./2 SCEA/yaroze/freetalk/000000475html.html

--MESSAGE FILE 17267 START: ./2 SCEA/yaroze/freetalk/000000476html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Thu, 05 Mar 1998 16:29:30 -0600
Organization: SCEA News Server
Lines: 19
Message-ID: <34FF2749.542A67DA@ix.netcom.com>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <34F9F2E8.26C5B9B9@sinclair.net>
<6de361$g2d16@chuka.playstation.co.uk> <34FE27FC.8879D444@sinclair.net>
NNTP-Posting-Host: dgr-il1-08.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:476
scee.yaroze.freetalk.english:432

Joshua Meeds wrote:

> I wish I had the money to get a nice 3d modeller, if I got one, I
> would
> probably get Truespace 3 - it is very powerful, and easy to work with.

>
> I haven't tried it in the full version, but I heard that it offers
> export straight into RSD format (and TIM).

I keep reading about TrueSpace 3's supposed RSD and TIM support. I've downloaded the demo, which is very good, but it does not mention support for these formats. If TrueSpace actually supports these formats, I'll buy the thing in a second, seeing as how it costs about the same as 3D Studio R4 would cost if bought along with the Yaroze.

Does anyone have any solid proof that these formats are supported?

Manny Najera

--MESSAGE FILE 17267 END: ./2 SCEA/yaroze/freetalk/000000476html.html

--MESSAGE FILE 17268 START: ./2 SCEA/yaroze/freetalk/000000477html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Thu, 05 Mar 1998 21:49:55 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <34ff1b7d.962222@news.scea.sony.com>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <34F9F2E8.26C5B9B9@sinclair.net>
<6de361$g2d16@chuka.playstation.co.uk> <34FE27FC.8879D444@sinclair.net>
<34FF2749.542A67DA@ix.netcom.com>
NNTP-Posting-Host: client-120-44.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:477
scee.yaroze.freetalk.english:433

>Does anyone have any solid proof that these formats are supported?

   Yes, TS3 exports objects in RSD format. Without a doubt. And scenes can be saved directly in TMD format. As for Tims, nope. 2D rendering formats supported are: AVI, BMP, DIB, FLC, JPG, and TGA.

-Matt

--MESSAGE FILE 17268 END: ./2 SCEA/yaroze/freetalk/000000477html.html

--MESSAGE FILE 17269 START: ./2 SCEA/yaroze/freetalk/000000478html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Thu, 05 Mar 1998 21:53:15 GMT
Organization: SCEA News Server
Lines: 10
Message-ID: <34ff1eb4.1785285@news.scea.sony.com>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <34F9F2E8.26C5B9B9@sinclair.net>
<6de361$g2d16@chuka.playstation.co.uk> <34FE27FC.8879D444@sinclair.net>
<34FF2749.542A67DA@ix.netcom.com>
NNTP-Posting-Host: client-120-44.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:478
scee.yaroze.freetalk.english:434

>Does anyone have any solid proof that these formats are supported?

   Yes, TS3 exports objects in RSD format. Without a doubt. And scenes can be saved directly in TMD format. As for Tims, nope. 2D rendering formats supported are: AVI, BMP, DIB, FLC, JPG, and TGA.

-Matt

--MESSAGE FILE 17269 END: ./2 SCEA/yaroze/freetalk/000000478html.html

--MESSAGE FILE 17270 START: ./2 SCEA/yaroze/freetalk/000000479html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Thu, 05 Mar 1998 21:39:48 -0600
Organization: SCEA News Server
Lines: 14
Message-ID: <34FF7003.5FA03AA8@ix.netcom.com>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <34F9F2E8.26C5B9B9@sinclair.net>
<6de361$g2d16@chuka.playstation.co.uk> <34FE27FC.8879D444@sinclair.net>
<34FF2749.542A67DA@ix.netcom.com> <34ff1b7d.962222@news.scea.sony.com>
NNTP-Posting-Host: dgr-il1-03.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:479
scee.yaroze.freetalk.english:435

Matthew Hulett wrote:

> >Does anyone have any solid proof that these formats are supported?
>
>   Yes, TS3 exports objects in RSD format. Without a doubt. And scenes
>
> can be saved directly in TMD format. As for Tims, nope. 2D rendering
> formats supported are: AVI, BMP, DIB, FLC, JPG, and TGA.

Does TS3 have a format that would provide a reasonable interface for movement and soforth?

Manny Najera

--MESSAGE FILE 17270 END: ./2 SCEA/yaroze/freetalk/000000479html.html

--MESSAGE FILE 17271 START: ./2 SCEA/yaroze/freetalk/000000480html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Fri, 06 Mar 1998 00:00:00 GMT
Organization: SCEA News Server
Lines: 21
Message-ID: <34ff3269.6831097@news.scea.sony.com>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <34F9F2E8.26C5B9B9@sinclair.net>

<6de361$g2d16@chuka.playstation.co.uk> <34FE27FC.8879D444@sinclair.net>
<34FF2749.542A67DA@ix.netcom.com> <34ff1b7d.962222@news.scea.sony.com>
<34FF7003.5FA03AA8@ix.netcom.com>
NNTP-Posting-Host: client-120-44.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:480
scee.yaroze.freetalk.english:436

>Does TS3 have a format that would provide a reasonable interface for
>movement and soforth?

I was just exploring TS3 to double-check my answer. Now, go figure, my user-guide does not mention TIMs as a valid file format, but I notice that if I choose the option "Render Scene to File", TIM is offered as a format to save in. If you choose "Save Object as..." or "Save Scene as...", TIM is not offered. How strange that the section on 2D rendering formats does not mention this... I am double-checking, and it just is not mentioned... Thanks, I learned something new and important. I just did a quick experiment, and it will save a scene in TIM format.

As for the new question, hopefully someone who is an artist will chime in, I am not sure what you are asking. Are you asking me if creating animations is convienent, are you asking about creating people or objects in motion, or are you asking for a list of 3D file formats that are supported?

-Matt

--MESSAGE FILE 17271 END: ./2 SCEA/yaroze/freetalk/000000480html.html

--MESSAGE FILE 17272 START: ./2 SCEA/yaroze/freetalk/000000481html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: 3D studio (was Re: If you liked Hover...)
Date: Fri, 6 Mar 1998 17:27:00 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 27
Message-ID: <6dpbfi$iap15@chuka.playstation.co.uk>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <34F9F2E8.26C5B9B9@sinclair.net>
<6de361$g2d16@chuka.playstation.co.uk> <34FB061B.FD2DC87A@ix.netcom.com>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:481
scee.yaroze.freetalk.english:438

3D studio is available to SCEE Yaroze members at the special price at any time, not just when you buy the Yaroze (or so I've been told)

Colin.

Manny Najera wrote in message <34FB061B.FD2DC87A@ix.netcom.com>...
>SCEE wrote:
>
>> I think that you should get 3D studio, the plugin exports RSD and a
>> format
>> called TOD (which contains all of the animation and heirarchy
>> infomation

>> you could possibly need).
>
>How much would 3D Studio cost us? I know that there was some sort of
>offer at the beginning, but I chose to spend the extra cash I did have
>on codewarrior. I'm guessing I'd have to pay the equivalent of another
>Yaroze to get my hands on any decent 3D modeller - which means I'd have
>to get a part time job, leaving me with less time to program, and
>destroying my allready miniscule social life. (sigh)
>
>Manny Najera
>

--MESSAGE FILE 17272 END: ./2 SCEA/yaroze/freetalk/000000481html.html

--MESSAGE FILE 17273 START: ./2 SCEA/yaroze/freetalk/000000482html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Fri, 6 Mar 1998 17:30:19 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <6dpblp$iap16@chuka.playstation.co.uk>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <34F9F2E8.26C5B9B9@sinclair.net>
<6de361$g2d16@chuka.playstation.co.uk> <34FE27FC.8879D444@sinclair.net>
<34FF2749.542A67DA@ix.netcom.com> <34ff1b7d.962222@news.scea.sony.com>
<34FF7003.5FA03AA8@ix.netcom.com>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:482
scee.yaroze.freetalk.english:439

Nope, only 3D studio (with the TOD data) supports animation (including
heirarchies for human bodies etc...)
TOD is a playstation animation format which basically animates RSD models
 or TMDs once they are on the PS)

Manny Najera wrote in message <34FF7003.5FA03AA8@ix.netcom.com>...
>Matthew Hulett wrote:
>
>> >Does anyone have any solid proof that these formats are supported?
>>
>>   Yes, TS3 exports objects in RSD format. Without a doubt. And scenes
>>
>> can be saved directly in TMD format. As for Tims, nope. 2D rendering
>> formats supported are: AVI, BMP, DIB, FLC, JPG, and TGA.
>
>Does TS3 have a format that would provide a reasonable interface for
>movement and soforth?
>
>Manny Najera
>

--MESSAGE FILE 17273 END: ./2 SCEA/yaroze/freetalk/000000482html.html

--MESSAGE FILE 17274 START: ./2 SCEA/yaroze/freetalk/000000483html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com

From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time [was Re: omigod]
Date: Sat, 07 Mar 1998 00:45:25 GMT
Organization: SCEA News Server
Lines: 18
Message-ID: <3500974b.12921880@news.scea.sony.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com> <6djrl9$dlr8@scea>
NNTP-Posting-Host: client-120-80.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>No, but if I get a working program (and manage to learn enough HTML to
>create my page) I plan on posting it. If only to return the service that
>others have done to me. I can't really help them, but if my code helps
>another... well that's great.

   Jason,
   Let me recommend this site for some good HTML tutorials:

http://www.w3-tech.com/crash/HTMLMenu.html

In one night, you'll be posting your page.

-Matt

--MESSAGE FILE 17274 END: ./2 SCEA/yaroze/freetalk/000000483html.html

--MESSAGE FILE 17275 START: ./2 SCEA/yaroze/freetalk/000000484html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Swapping Boot CD for my own
Date: Sat, 07 Mar 1998 08:52:19 -0800
Organization: SCEA News Server
Lines: 21
Message-ID: <35017B43.9080FBBC@sinclair.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Is it at all possible to boot from the Yaroze CD, swap in my own CD,
download my game to the Yaroze from my computer, and have my game read
from the CD? I had thought this would be possible (why else include the
CD reading commands in the libraries), you just couldn't create a
bootable CD, but I haven't had any luck at it. Any disks I've created
(1 track, CD-XA Mode 2), don't return a directory when DIR is done from
SIOCONS.

I would like to be able to write a game using all high-resolution, high
color graphics, but there just plain isn't room in the Psx's memory for
what I want to do. One screen of 16-bit, 640 X 480 graphics takes up
about 600K (my current titlescreen does, anyways). While there is
plenty of room for a little area of tiled graphics, I want to write an
RPG with large, detailed artwork, with different graphics sets for
different areas, and maybe the occasional full screen picture (or maybe

just some real good storyline animations? I dunno...).
--

- Dreamwriter Dragon
  dreamer@sinclair.net
-==UDIC==-
--MESSAGE FILE 17275 END: ./2 SCEA/yaroze/freetalk/000000484html.html

--MESSAGE FILE 17276 START: ./2 SCEA/yaroze/freetalk/000000485html.html
Path: chuka.playstation.co.uk!news
From: "Mike Hatfield" <mjhatfield@msn.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: If you liked Hover...
Date: Sat, 7 Mar 1998 19:38:37 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <6ds87c$iap19@chuka.playstation.co.uk>
References: <6cqrac$as1@chuka.playstation.co.uk>
NNTP-Posting-Host: userm127.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:485
scee.yaroze.freetalk.english:442

Kinda relevant....

I can't seem to get Hover to run - it sticks at the "Checking Memory Card"
screen. A shame, really -- considering how many times it's been mentioned
in these groups, I'd like to suss out our eastern pals' work!

I kind of assume it has something to do with the pat0319.lzh file that's
mentioned in the Readme.txt, but I can't find this anywhere. Am I doing
something dumb (wouldn't surprise me!) or can someone please point me at
this file?

Thanks in advance,

Mike

mjhatfield@msn.com

--MESSAGE FILE 17276 END: ./2 SCEA/yaroze/freetalk/000000485html.html

--MESSAGE FILE 17277 START: ./2 SCEA/yaroze/freetalk/000000486html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: PONG??
Date: Mon, 09 Mar 1998 07:06:57 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <350394d9.8480734@news.scea.sony.com>
NNTP-Posting-Host: ip40.ts5.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Hello I was wondering if anyone had ever created the game pong on the
yaroze if so I was wondering if I might be able to look at the code.
Thanks

Michael Klucher
--MESSAGE FILE 17277 END: ./2 SCEA/yaroze/freetalk/000000486html.html

--MESSAGE FILE 17278 START: ./2 SCEA/yaroze/freetalk/000000487html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: PONG??
Date: 9 Mar 1998 12:07:11 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 33
Sender: news@chuka.playstation.co.uk
Message-ID: <6e0m1f$j2b1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

    by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id EAA29667
    for <news@playstation.co.uk>; Mon, 9 Mar 1998 04:11:43 -0800 (PST)
From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

Have a look at 'breakout' and 'Follow My Camera' on the SCEE site;
breakout should be in the samples area, the other is accessible
from my home page (~lewis_e)

     Lewis

To: Lewis Evans
cc:
From: news @ playstation.co.uk
Subject: PONG??:scea.yaroze.freetalk

From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: PONG??
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Hello I was wondering if anyone had ever created the game pong on the
yaroze if so I was wondering if I might be able to look at the code.
Thanks
Michael Klucher

--MESSAGE FILE 17278 END: ./2 SCEA/yaroze/freetalk/000000487html.html

--MESSAGE FILE 17279 START: ./2 SCEA/yaroze/freetalk/000000488html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Swapping Boot CD for my own
Date: 9 Mar 1998 12:07:18 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 39
Sender: news@chuka.playstation.co.uk

Message-ID: <6e0m1m$j2j1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

    by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id EAA29679
    for <news@playstation.co.uk>; Mon, 9 Mar 1998 04:11:57 -0800 (PST)
From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

With reading from CD, there's some bad news: the Yaroze
can read data from any black CD, but not from any gold ones.

There is an alternative way to go, which is to use the hard disk of the
host machine as a pseudo-CD, by reloading datafiles at runtime.
CodeWarrior's ComUtil already does this (I think), and Craig Graham
has been posting about a ARS utility to provide the same functionality
with GNU. Hence you can reload into RAM whenever you want.

     Lewis

Is it at all possible to boot from the Yaroze CD, swap in my own CD,
download my game to the Yaroze from my computer, and have my game read
from the CD? I had thought this would be possible (why else include the
CD reading commands in the libraries), you just couldn't create a
bootable CD, but I haven't had any luck at it. Any disks I've created
(1 track, CD-XA Mode 2), don't return a directory when DIR is done from
SIOCONS.
I would like to be able to write a game using all high-resolution, high
color graphics, but there just plain isn't room in the Psx's memory for
what I want to do. One screen of 16-bit, 640 X 480 graphics takes up
about 600K (my current titlescreen does, anyways). While there is
plenty of room for a little area of tiled graphics, I want to write an
RPG with large, detailed artwork, with different graphics sets for
different areas, and maybe the occasional full screen picture (or maybe
just some real good storyline animations? I dunno...).
--
                - Dreamwriter Dragon
                  dreamer@sinclair.net
                        -==UDIC==-

--MESSAGE FILE 17279 END: ./2 SCEA/yaroze/freetalk/000000488html.html

--MESSAGE FILE 17280 START: ./2 SCEA/yaroze/freetalk/000000489html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: PONG??
Date: Mon, 09 Mar 1998 09:59:27 -0600
Organization: (no organization)
Lines: 16
Message-ID: <350411DF.2761@charlie.cns.iit.edu>
References: <350394d9.8480734@news.scea.sony.com>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Michael Klucher wrote:

>
> Hello I was wondering if anyone had ever created the game pong on the
> yaroze if so I was wondering if I might be able to look at the code.
> Thanks
> Michael Klucher

You can take a look at my page:
http://www.scea.sony.com/net/yaroze/pages/efedermeyer.html
And download the "ballpad.zip" file, which is a "Pong(tm)" like
game. It was one of my first Net Yaroze programs, and at the
time I didn't really understand the power of loading the graphics
as .TIM files separatly from the executable (I do now though!),
so the graphics are "embeded" in the code as hard-coded arrays.

EdF
--MESSAGE FILE 17280 END: ./2 SCEA/yaroze/freetalk/000000489html.html

--MESSAGE FILE 17281 START: ./2 SCEA/yaroze/freetalk/000000490html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: PONG??
Date: Mon, 09 Mar 1998 13:12:27 GMT
Organization: SCEA News Server
Lines: 12
Message-ID: <3503ea23.85095502@news.scea.sony.com>
References: <350394d9.8480734@news.scea.sony.com>
NNTP-Posting-Host: client-119-61.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Hello I was wondering if anyone had ever created the game pong on the
>yaroze if so I was wondering if I might be able to look at the code.

   Nelson Santos posted a version on his site too. He said to me he
thought Ed's was graphically more attractive, but his is the standard
we all remember from the 70s.

-Matt

--MESSAGE FILE 17281 END: ./2 SCEA/yaroze/freetalk/000000490html.html

--MESSAGE FILE 17282 START: ./2 SCEA/yaroze/freetalk/000000491html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: PONG??
Date: Mon, 9 Mar 1998 21:00:49 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <6e1lan$iap25@chuka.playstation.co.uk>
References: <350394d9.8480734@news.scea.sony.com>
<3503ea23.85095502@news.scea.sony.com>
NNTP-Posting-Host: userm183.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>his is the standard
>we all remember from the 70s.
>

    Is that a compliment ? ;)
>
>
>>Hello I was wondering if anyone had
ever created the game pong on the
>>yaroze if so I was wondering if I
might be able to look at the code.
>
>   Nelson Santos posted a version on
his site too. He said to me he
>thought Ed's was graphically more
attractive, but his is the standard
>we all remember from the 70s.
>
>-Matt
>
>

--MESSAGE FILE 17282 END: ./2 SCEA/yaroze/freetalk/000000491html.html

--MESSAGE FILE 17283 START: ./2 SCEA/yaroze/freetalk/000000492html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: PONG??
Date: Mon, 09 Mar 1998 17:16:25 GMT
Organization: SCEA News Server
Lines: 10
Message-ID: <3504200f.98901299@news.scea.sony.com>
References: <350394d9.8480734@news.scea.sony.com>
<3503ea23.85095502@news.scea.sony.com> <6e1lan$iap25@chuka.playstation.co.uk>
NNTP-Posting-Host: client-119-69.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>>his is the standard
>>we all remember from the 70s.
>>
>   Is that a compliment ? ;)

Nope, purely a descriptive comment. Take a look at them , you'll see
what I mean.

-Matt.
--MESSAGE FILE 17283 END: ./2 SCEA/yaroze/freetalk/000000492html.html

--MESSAGE FILE 17284 START: ./2 SCEA/yaroze/freetalk/000000493html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Web graphics: How do you DO that!
Date: Tue, 10 Mar 1998 20:42:30 -0600
Organization: (no organization)
Lines: 8
Message-ID: <3505FA16.7529@charlie.cns.iit.edu>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Well, I like my Net Yaroze web site for the functional, low
bandwidth, page it is, but man-o-man, some of you people really
have some nice graphics: buttons, 88x31 links, "Company logos",
backgrounds, etc.

What programs do you use to create these nifty do-dads?

EdF
--MESSAGE FILE 17284 END: ./2 SCEA/yaroze/freetalk/000000493html.html

--MESSAGE FILE 17285 START: ./2 SCEA/yaroze/freetalk/000000494html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Web graphics: How do you DO that!
Date: Wed, 11 Mar 1998 11:50:47 -0800
Organization: Cisco Systems
Lines: 15
Message-ID: <3506EB17.F493655A@netmagic.net>
References: <3505FA16.7529@charlie.cns.iit.edu>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Ed Federmeyer wrote:
> Well, I like my Net Yaroze web site for the functional, low
> bandwidth, page it is, but man-o-man, some of you people really
> have some nice graphics: buttons, 88x31 links, "Company logos",
> backgrounds, etc.
>
> What programs do you use to create these nifty do-dads?
>
> EdF

Photoshop, of course. :)

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17285 END: ./2 SCEA/yaroze/freetalk/000000494html.html

--MESSAGE FILE 17286 START: ./2 SCEA/yaroze/freetalk/000000495html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Web graphics: How do you DO that!
Date: Wed, 11 Mar 1998 15:38:19 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <3506af58.6509982@news.scea.sony.com>
References: <3505FA16.7529@charlie.cns.iit.edu>
NNTP-Posting-Host: client-120-15.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>What programs do you use to create these nifty do-dads?

   Corel Photo-Paint too. Let the artists debate which programs are

best, I bought Corel on a recomendation from Jay Anderson. It is
pretty neat, too bad we can't upload graphics to the yaroze server.

-Matt

--MESSAGE FILE 17286 END: ./2 SCEA/yaroze/freetalk/000000495html.html

--MESSAGE FILE 17287 START: ./2 SCEA/yaroze/freetalk/000000496html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Web graphics: How do you DO that!
Date: Wed, 11 Mar 1998 21:03:58 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <3506fbcd.1753060@news.scea.sony.com>
References: <3505FA16.7529@charlie.cns.iit.edu> <3506EB17.F493655A@netmagic.net>
NNTP-Posting-Host: ip171.ts3.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Well here ya go a "wanna be" artist's perspective :)
If you are doing original graphics that you want to look cool you
might want to take a look at fractal painter if you want image/pixel
editing go with photoshop or paint shop pro (shareware).
--MESSAGE FILE 17287 END: ./2 SCEA/yaroze/freetalk/000000496html.html

--MESSAGE FILE 17288 START: ./2 SCEA/yaroze/freetalk/000000497html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Web graphics: How do you DO that!
Date: Wed, 11 Mar 1998 16:21:12 -0800
Organization: Cisco Systems
Lines: 24
Message-ID: <35072A78.23FE00BA@netmagic.net>
References: <3505FA16.7529@charlie.cns.iit.edu>
<3506af58.6509982@news.scea.sony.com>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Matthew Hulett wrote:
> >What programs do you use to create these nifty do-dads?
>
>   Corel Photo-Paint too. Let the artists debate which programs are
> best, I bought Corel on a recomendation from Jay Anderson. It is
> pretty neat, too bad we can't upload graphics to the yaroze server.
>
> -Matt

The Corel suite is very good---I've used that since CorelDraw! 1.0
came out. It has a great synergy between vector-based (CorelDraw!)
and pixel-based (PhotoPaint) formats, not to mention a VRML editor.
^_^

Another good and extremely small pixel editor I use often is

called "Image Folio" from Prolab Tech Co. I have no Idea where to get it commercially; I obtained it when I got a Umax flatbed scanner a few years ago. It has a great set of tools (but no fancy filters) and the whole program fits into about 800KB. It's also much quicker on large images than Photoshop...

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17288 END: ./2 SCEA/yaroze/freetalk/000000497html.html

--MESSAGE FILE 17289 START: ./2 SCEA/yaroze/freetalk/000000498html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jason E Smith" <smith186@sprynet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Yaroze Web Sites
Date: Wed, 11 Mar 1998 19:20:51 -0500
Organization: SCEA News Server
Lines: 14
Message-ID: <6e79e2$i0m2@scea>
NNTP-Posting-Host: hdn93-179.hil.compuserve.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I've been tinkering with my as yet unreleased Web Site on the SCEA server. I was wondering if there is a way to upload some custom graphics to my site or if i'm restricted to the library of graphics provided by sony. I've thought about using the space provided by my ISP and loading the graphics from that site or just redirecting to that site but as my HTML is only improving at a slightly faster rate than my Yaroze coding (there isn't a Yaroze Programming for Dummies book yet) I lack the ability to do these. The docs on web page development in the members site are only slightly worse than the Yaroze manuals. Any help would be appreciated.

Jason Smith
smith186@sprynet.com

--MESSAGE FILE 17289 END: ./2 SCEA/yaroze/freetalk/000000498html.html

--MESSAGE FILE 17290 START: ./2 SCEA/yaroze/freetalk/000000499html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Web Sites
Date: Thu, 12 Mar 1998 03:21:18 GMT
Organization: L4 Software
Lines: 27
Message-ID: <35075431.50309222@205.149.189.29>
References: <6e79e2$i0m2@scea>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Forte Free Agent 1.11/32.235

Jason,

At this time we do not allow you to load your web site graphics on our server. As you have suggested, you can put your custom graphics on your ISP's system and use them remotely; several members have done this.

Mario

On Wed, 11 Mar 1998 19:20:51 -0500, "Jason E Smith"
<smith186@sprynet.com> wrote:

>I've been tinkering with my as yet unreleased Web Site on the SCEA server.
>I was wondering if there is a way to upload some custom graphics to my site
>or if i'm restricted to the library of graphics provided by sony. I've
>thought about using the space provided by my ISP and loading the graphics
>from that site or just redirecting to that site but as my HTML is only
>improving at a slightly faster rate than my Yaroze coding (there isn't a
>Yaroze Programming for Dummies book yet) I lack the ability to do these. The
>docs on web page development in the members site are only slightly worse
>than the Yaroze manuals. Any help would be appreciated.
>
>Jason Smith
>smith186@sprynet.com
>
>

--MESSAGE FILE 17290 END: ./2 SCEA/yaroze/freetalk/000000499html.html

--MESSAGE FILE 17291 START: ./2 SCEA/yaroze/freetalk/000000500html.html
Path: chuka.playstation.co.uk!toby
From: toby@angst.forefront.com.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Web graphics: How do you DO that!
Date: 12 Mar 1998 04:08:44 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <slrn6geo7q.i1d.toby@ns.forefront.com.au>
References: <3505FA16.7529@charlie.cns.iit.edu> <3506EB17.F493655A@netmagic.net>
<3506fbcd.1753060@news.scea.sony.com>
NNTP-Posting-Host: ns.forefront.com.au
X-Newsreader: slrn (0.9.4.6 UNIX)

On Wed, 11 Mar 1998 21:03:58 GMT, Michael Klucher <dajudge@inficad.com> wrote:
>Well here ya go a "wanna be" artist's perspective :)
>If you are doing original graphics that you want to look cool you
>might want to take a look at fractal painter if you want image/pixel
>editing go with photoshop or paint shop pro (shareware).

If you're a unix head, then you can't go past gimp, which is free, and
theoretically as powerful as photoshop. it supports all the standard
image manipulations, as well as plugins and scripts. the big downfall
is in the area of line based art (which photoshop doesn't do well either),
but there's supposedly a plugin called gfig to do that as well.

http://www.gimp.org

Toby.
--MESSAGE FILE 17291 END: ./2 SCEA/yaroze/freetalk/000000500html.html

--MESSAGE FILE 17292 START: ./2 SCEA/yaroze/freetalk/000000501html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jason E Smith" <smith186@sprynet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Web Sites
Date: Wed, 11 Mar 1998 22:22:01 -0500
Organization: SCEA News Server
Lines: 4
Message-ID: <6e7k1p$i0m3@scea>
References: <6e79e2$i0m2@scea> <35075431.50309222@205.149.189.29>
NNTP-Posting-Host: hdn90-109.hil.compuserve.com

X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

OK, Thanks

--MESSAGE FILE 17292 END: ./2 SCEA/yaroze/freetalk/000000501html.html

--MESSAGE FILE 17293 START: ./2 SCEA/yaroze/freetalk/000000502html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jason E Smith" <smith186@sprynet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time [was Re: omigod]
Date: Wed, 11 Mar 1998 22:25:28 -0500
Organization: SCEA News Server
Lines: 27
Message-ID: <6e7k88$i0m4@scea>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com> <6djrl9$dlr8@scea>
<3500974b.12921880@news.scea.sony.com>
NNTP-Posting-Host: hdn90-109.hil.compuserve.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Thanks, but I broke down and bought HTML 4 for Dummies
my page has been registered in the server and hopefully will be up soon in
the members list.
I think I did a decent job for my first try, Future revisions will be
better.

Matthew Hulett wrote in message <3500974b.12921880@news.scea.sony.com>...
>
>>No, but if I get a working program (and manage to learn enough HTML to
>>create my page) I plan on posting it. If only to return the service that
>>others have done to me. I can't really help them, but if my code helps
>>another... well that's great.
>
>   Jason,
>   Let me recommend this site for some good HTML tutorials:
>
>http://www.w3-tech.com/crash/HTMLMenu.html
>
>In one night, you'll be posting your page.
>
>-Matt
>
>
>
>

--MESSAGE FILE 17293 END: ./2 SCEA/yaroze/freetalk/000000502html.html

--MESSAGE FILE 17294 START: ./2 SCEA/yaroze/freetalk/000000503html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time [was Re: omigod]
Date: Wed, 11 Mar 1998 23:04:10 GMT
Organization: SCEA News Server

Lines: 21
Message-ID: <3507164f.9544013@news.scea.sony.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com> <6djrl9$dlr8@scea>
<3500974b.12921880@news.scea.sony.com> <6e7k88$i0m4@scea>
NNTP-Posting-Host: client-120-116.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Wed, 11 Mar 1998 22:25:28 -0500, "Jason E Smith"
<smith186@sprynet.com> wrote:

>Thanks, but I broke down and bought HTML 4 for Dummies
>my page has been registered in the server and hopefully will be up soon in
>the members list.
>I think I did a decent job for my first try, Future revisions will be
>better.

   Well, I just took a look by using jsmith along with the standard
address for all pages... Looks good to me. And you did not use frames,
a big plus with me anyway (I have a wee 14" monitor). Nope, you are
not the only guy who finds the yaroze a challenge. I so envy others
who had previous experience with other platforms, it seems that they
find the yaroze to be easy compared to their previous programming
adventures. I have learned so much, and yet I am just beginning to do
VGA programming with the two game programming tutorials recomended
by Sony. Oh, my old brain aches... <grin>

-Matt

--MESSAGE FILE 17294 END: ./2 SCEA/yaroze/freetalk/000000503html.html

--MESSAGE FILE 17295 START: ./2 SCEA/yaroze/freetalk/000000504html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: YarozeMaster
Date: Thu, 12 Mar 1998 17:02:39 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <6e90kp$6nq6@chuka.playstation.co.uk>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:504
scee.yaroze.freetalk.english:476

Check out this awesome siocons replacement at
http://www.netyaroze-europe.com/~deruiter
and give comments!

Bye!

--MESSAGE FILE 17295 END: ./2 SCEA/yaroze/freetalk/000000504html.html

--MESSAGE FILE 17296 START: ./2 SCEA/yaroze/freetalk/000000505html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups:

scea.yaroze.freetalk,scea.yaroze.hardware,scea.yaroze.programming.gnu_compiler,scee.yaroze.freetalk.english,scee.yaroze.programming.gnu_compiler,scee.yaroze.programming.libraries
Subject: Root counter controls...
Date: Fri, 13 Mar 1998 15:12:40 -0500
Organization: SCEA News Server
Lines: 17
Message-ID: <6ec3ji$i0m17@scea>
NNTP-Posting-Host: pc42.aug-ga.ddinet.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:505 scea.yaroze.programming.gnu_compiler:86 scee.yaroze.freetalk.english:485 scee.yaroze.programming.gnu_compiler:179 scee.yaroze.programming.libraries:133

Has anyone ever played with the Root counter functions:

ResetRCnt
GetRCnt
StartRCnt

How do they work?

I need some timers in the program I am working on, and I thought they might be the answer...

Regards,

Jeff / Nemesis

--MESSAGE FILE 17296 END: ./2 SCEA/yaroze/freetalk/000000505html.html

--MESSAGE FILE 17297 START: ./2 SCEA/yaroze/freetalk/000000506html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Kevin Davis" <kevindavis@balt.checkfree.com>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.codewarrior
Subject: Codewarrior works, GNU doesn't
Date: Fri, 13 Mar 1998 15:51:41 -0500
Organization: SCEA News Server
Lines: 13
Message-ID: <6ec5lm$i0m18@scea>
NNTP-Posting-Host: 204.156.23.205
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:506 scea.yaroze.programming.codewarrior:297

I recently finished the first cut of the game I've been working on. I did the programming using codewarrior and wanted to generate a version using GNU. While the program compiles ok, when I run it I'm having all sorts of problems mostly with my program freezing up for no apparent reason. I believe the problem to be with my use of global variables that are shared between the different C files. In order to cut down on function parameters I made a bunch of my variables global. When I change these to be passed parameters the program seems to work correctly. The problem is I have a lot of global variables and I don't want to change all of them since this works in codewarrior. Anyone else run into a similar problem or have an idea as to what's wrong?

--MESSAGE FILE 17297 END: ./2 SCEA/yaroze/freetalk/000000506html.html

--MESSAGE FILE 17298 START: ./2 SCEA/yaroze/freetalk/000000507html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: External Yaroze Pages
Date: Sat, 14 Mar 1998 23:00:50 -0800
Organization: Cisco Systems
Lines: 7
Message-ID: <350B7CA2.BDBDD0FC@netmagic.net>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Just for the record, most of my Yaroze stuff is external---I keep
the code on the SCEA server. Who else has external pages?

Just curious,
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17298 END: ./2 SCEA/yaroze/freetalk/000000507html.html

--MESSAGE FILE 17299 START: ./2 SCEA/yaroze/freetalk/000000508html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.codewarrior
Subject: Re: Codewarrior works, GNU doesn't
Date: Sun, 15 Mar 1998 13:45:52 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <6eglp3$dud6@chuka.playstation.co.uk>
References: <6ec5lm$i0m18@scea>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:508
scea.yaroze.programming.codewarrior:299

This may seem a daft idea but it will work... Combine all the source files
into one! It's daft because it defeats the purpose of multiple source files,
editing ease.

JohnT

Send e-mail to johnt@nettech.demon.co.uk
Visit my web site at www.coco.net.uk/johnt

Kevin Davis wrote in message <6ec5lm$i0m18@scea>...
>I recently finished the first cut of the game I've been working on. I did
>the programming using codewarrior and wanted to generate a version using
>GNU. While the program compiles ok, when I run it I'm having all sorts of
>problems mostly with my program freezing up for no apparent reason. I
>believe the problem to be with my use of global variables that are shared
>between the different C files. In order to cut down on function parameters
>I made a bunch of my variables global. When I change these to be passed
>parameters the program seems to work correctly. The problem is I have a

lot
>of global variables and I don't want to change all of them since this works
>in codewarrior. Anyone else run into a similar problem or have an idea as
>to what's wrong?
>
>

--MESSAGE FILE 17299 END: ./2 SCEA/yaroze/freetalk/000000508html.html

--MESSAGE FILE 17300 START: ./2 SCEA/yaroze/freetalk/000000509html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.codewarrior
Subject: Re: Codewarrior works, GNU doesn't
Date: Sun, 15 Mar 1998 13:48:31 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <6eglu5$dud7@chuka.playstation.co.uk>
References: <6ec5lm$i0m18@scea> <6eglp3$dud6@chuka.playstation.co.uk>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:509
scea.yaroze.programming.codewarrior:300

Another thought... Are you using extern for the variables?

JohnT wrote in message <6eglp3$dud6@chuka.playstation.co.uk>...
>This may seem a daft idea but it will work... Combine all the source files
>into one! It's daft because it defeats the purpose of multiple source
files,
>editing ease.
>
>JohnT
>
>---
>Send e-mail to johnt@nettech.demon.co.uk
>Visit my web site at www.coco.net.uk/johnt
>---
>
>Kevin Davis wrote in message <6ec5lm$i0m18@scea>...
>>I recently finished the first cut of the game I've been working on. I did
>>the programming using codewarrior and wanted to generate a version using
>>GNU. While the program compiles ok, when I run it I'm having all sorts of
>>problems mostly with my program freezing up for no apparent reason. I
>>believe the problem to be with my use of global variables that are shared
>>between the different C files. In order to cut down on function
parameters
>>I made a bunch of my variables global. When I change these to be passed
>>parameters the program seems to work correctly. The problem is I have a
>lot
>>of global variables and I don't want to change all of them since this
works
>>in codewarrior. Anyone else run into a similar problem or have an idea as
>>to what's wrong?
>>
>>
>
>

--MESSAGE FILE 17300 END: ./2 SCEA/yaroze/freetalk/000000509html.html

--MESSAGE FILE 17301 START: ./2 SCEA/yaroze/freetalk/000000510html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Informal Chat Saturday at 9 Eastern!
Date: Sun, 15 Mar 1998 19:32:56 -0800
Organization: SCEA News Server
Lines: 10
Message-ID: <350C9D68.BF1B5624@sinclair.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hey, for anyone who missed it, you missed a great chat yesterday, lots
of people showed up. It was decided to do it every Saturday, 9 pm
Eastern Time (which is 6 pm Western). Just hop into the auditorium.
Heck, hop in anytime, see if anyone else is there.
--

                - Joshua Meeds
          Dreamwriter Dragon
                   dreamer@sinclair.net
                         -==UDIC==-
--MESSAGE FILE 17301 END: ./2 SCEA/yaroze/freetalk/000000510html.html

--MESSAGE FILE 17302 START: ./2 SCEA/yaroze/freetalk/000000511html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Webpage descriptions
Date: Sun, 15 Mar 1998 19:49:34 -0800
Organization: SCEA News Server
Lines: 13
Message-ID: <350CA14E.E92D9217@sinclair.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hey, how does one change their webpage description? I tried 3 times to
change mine to mention that my game with code is available for download,
but to this day it hasn't changed. This was my first update to it, and
the last for a long time, but it just isn't happening.

I understand that as it has to be done by hand, it isn't a quick
process, but it's been literally months since I first entered in the
change, and I've seen others change.
--

                - Dreamwriter Dragon
                  dreamer@sinclair.net
                         -==UDIC==-
--MESSAGE FILE 17302 END: ./2 SCEA/yaroze/freetalk/000000511html.html

--MESSAGE FILE 17303 START: ./2 SCEA/yaroze/freetalk/000000512html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail

From: Lewis_Evans@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Root counter controls...
Date: 16 Mar 1998 11:08:51 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 33
Sender: news@chuka.playstation.co.uk
Message-ID: <6ej183$be51@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

    by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id DAA16819
    for <news@playstation.co.uk>; Mon, 16 Mar 1998 03:13:37 -0800 (PST)
From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

Basically, a couple of SCEE samples have used them,
see 'profile', 'timing', etc

I seem to remember using them, and that you could just
grab the value from GetRCnt without initialising it
count = GetRCnt(1)
(probably gets set up by Yaroze startup code).
It may increment with every hsync,
but I'm not sure.

     Lewis

Has anyone ever played with the Root counter functions:
ResetRCnt
GetRCnt
StartRCnt
How do they work?
I need some timers in the program I am working on, and I thought they might
be the answer...
Regards,
Jeff / Nemesis

--MESSAGE FILE 17303 END: ./2 SCEA/yaroze/freetalk/000000512html.html

--MESSAGE FILE 17304 START: ./2 SCEA/yaroze/freetalk/000000513html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Codewarrior works, GNU doesn't
Date: 16 Mar 1998 11:18:49 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 45
Sender: news@chuka.playstation.co.uk
Message-ID: <6ej1qp$ber1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

    by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id DAA17151
    for <news@playstation.co.uk>; Mon, 16 Mar 1998 03:23:34 -0800 (PST)
From: Lewis_Evans@Playstation.sony.com

To: news@playstation.co.uk

Do you keep siocons active and connected while the program
runs? (Without this programs will freeze since the Yaroze seems to
wait for printfs to appear on siocons monitor)

Are the globals all externed properly?
Are you sure the new program space required by the globals
doesn't conflict with the data around the program (eg TIM files),
you can use mapfiles (GNU will generate these, see makefile
options and sample code) to see exactly how much space
the executable uses up.

Do you put the program stack onto the D-cache scratchpad?

Does the program freeze and never recover?
Can you pinpoint at what point of the program it crashes,
using printfs or the debugger (eg is it when calling a library function?)

     Lewis

PS why did you want to cut down on the number
of parameters to functions?

I recently finished the first cut of the game I've been working on. I did the programming using codewarrior and wanted to generate a version using GNU. While the program compiles ok, when I run it I'm having all sorts of problems mostly with my program freezing up for no apparent reason. I believe the problem to be with my use of global variables that are shared between the different C files. In order to cut down on function parameters I made a bunch of my variables global. When I change these to be passed parameters the program seems to work correctly. The problem is I have a lot
of global variables and I don't want to change all of them since this works in codewarrior. Anyone else run into a similar problem or have an idea as to what's wrong?

--MESSAGE FILE 17304 END: ./2 SCEA/yaroze/freetalk/000000513html.html

--MESSAGE FILE 17305 START: ./2 SCEA/yaroze/freetalk/000000514html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Kevin Davis" <kevindavis@balt.checkfree.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Webpage descriptions
Date: Mon, 16 Mar 1998 10:17:26 -0500
Organization: SCEA News Server
Lines: 8
Message-ID: <6ejf6a$jdt4@scea>
References: <350CA14E.E92D9217@sinclair.net>
NNTP-Posting-Host: 204.156.23.205
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

For the past two weeks I've twice submitted my webpage to have a link created, but nobody has put a link on the members page. Is anyone maintaining this?

--MESSAGE FILE 17305 END: ./2 SCEA/yaroze/freetalk/000000514html.html

--MESSAGE FILE 17306 START: ./2 SCEA/yaroze/freetalk/000000515html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Kevin Davis" <kevindavis@balt.checkfree.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Codewarrior works, GNU doesn't
Date: Mon, 16 Mar 1998 10:24:05 -0500
Organization: SCEA News Server
Lines: 19
Message-ID: <6ejfio$jdt5@scea>
References: <6ej1qp$ber1@emeka.playstation.co.uk>
NNTP-Posting-Host: 204.156.23.205
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>Are you sure the new program space required by the globals
>doesn't conflict with the data around the program (eg TIM files),
>you can use mapfiles (GNU will generate these, see makefile
>options and sample code) to see exactly how much space
>the executable uses up.

I'll try the mapfiles.

>PS why did you want to cut down on the number
>of parameters to functions?

I had read in a programming book that the use of global variables was
quicker than passing in variables to a function. What do you think?

Kevin

--MESSAGE FILE 17306 END: ./2 SCEA/yaroze/freetalk/000000515html.html

--MESSAGE FILE 17307 START: ./2 SCEA/yaroze/freetalk/000000516html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: Codewarrior works, GNU doesn't
Date: 16 Mar 1998 16:13:54 -0000
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 25
Sender: news@chuka.playstation.co.uk
Message-ID: <6ejj42$c4a1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

    by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id IAA16679
    for <news@playstation.co.uk>; Mon, 16 Mar 1998 08:18:39 -0800 (PST)
From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk

>PS why did you want to cut down on the number
>of parameters to functions?
I had read in a programming book that the use of global variables was
quicker than passing in variables to a function. What do you think?
Kevin

on PSX, globals are probably slower; not a huge amount though.
Whichever platform it is (and hence whichever of globals and stack
are quicker), it's probably not a major difference.

     Lewis

--MESSAGE FILE 17307 END: ./2 SCEA/yaroze/freetalk/000000516html.html

--MESSAGE FILE 17308 START: ./2 SCEA/yaroze/freetalk/000000517html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <cgraham@intelligent-group.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Codewarrior works, GNU doesn't
Date: Mon, 16 Mar 1998 17:49:18 +0000
Organization: Intelligent Research
Lines: 27
Message-ID: <350D661D.5AFF90C0@intelligent-group.com>
References: <6ejj42$c4a1@emeka.playstation.co.uk>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

Lewis_Evans@Playstation.sony.com wrote:

>   by mail2.fw-sj.sony.com (8.8.8/8.8.8) with ESMTP id IAA16679
>   for <news@playstation.co.uk>; Mon, 16 Mar 1998 08:18:39 -0800 (PST)
> From: Lewis_Evans@Playstation.sony.com
> To: news@playstation.co.uk
>
> >PS why did you want to cut down on the number
> >of parameters to functions?
> I had read in a programming book that the use of global variables was
> quicker than passing in variables to a function. What do you think?
> Kevin
>
> on PSX, globals are probably slower; not a huge amount though.
> Whichever platform it is (and hence whichever of globals and stack
> are quicker), it's probably not a major difference.
>
>   Lewis

Parameters are quicker for 4 long sized parameters or less (as they go via
registers), or if the stack is in cache. Otherwise globals are quicker.

Craig.

--MESSAGE FILE 17308 END: ./2 SCEA/yaroze/freetalk/000000517html.html

--MESSAGE FILE 17309 START: ./2 SCEA/yaroze/freetalk/000000518html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Webpage descriptions
Date: Mon, 16 Mar 1998 20:57:12 GMT
Organization: L4 Software
Lines: 18
Message-ID: <350d9191.25106969@205.149.189.29>
References: <350CA14E.E92D9217@sinclair.net> <6ejf6a$jdt4@scea>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Joshua,

I'm working with Sony on this problem. Please be patient a bit longer.

Mario

On Mon, 16 Mar 1998 10:17:26 -0500, "Kevin Davis"
<kevindavis@balt.checkfree.com> wrote:

>For the past two weeks I've twice submitted my webpage to have a link
>created, but nobody has put a link on the members page. Is anyone
>maintaining this?
>
>
>
>

--MESSAGE FILE 17309 END: ./2 SCEA/yaroze/freetalk/000000518html.html

--MESSAGE FILE 17310 START: ./2 SCEA/yaroze/freetalk/000000519html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups:
scee.yaroze.freetalk.english,scea.yaroze.freetalk,scee.yaroze.mydemos,scea.yaroz
e.announce
Subject: Mine Field v1.0 (NTSC) ready for downloading!
Date: Mon, 16 Mar 1998 15:20:29 -0800
Organization: Cisco Systems
Lines: 21
Message-ID: <350DB3BD.2E12F823@netmagic.net>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-245.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:519
scea.yaroze.freetalk:519 scee.yaroze.mydemos:111 scea.yaroze.announce:62

Hiya all,

I finished up the game I have been working on for the last 3 weeks
or so. I was going to make it larger, but decided it was already
hard enough. Some of the highlights:

```
    - 6 different levels
    - a good-looking mouse cursor
    - a cheezy digital soundtrack (if you can call it that)

To get it, point your browser to:

  http://www.scea.sony.com/net/yaroze/pages/ftp/elee2/minefld.zip

Please see the README.TXT file for details on setup and game play.
Comments always appreciated.  Have fun!  ^_^

Jyaa...
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17310 END: ./2 SCEA/yaroze/freetalk/000000519html.html


--MESSAGE FILE 17311 START: ./2 SCEA/yaroze/freetalk/000000520html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Mine Field v1.0 (NTSC) ready for downloading!
Date: Wed, 18 Mar 1998 06:47:30 -0800
Organization: Cisco Systems
Lines: 45
Message-ID: <350FDE82.C858D151@netmagic.net>
References: <350DB3BD.2E12F823@netmagic.net> <350E9B93.310@writeme.com>
<350EEED6.40C20D1C@netmagic.net>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:540
scea.yaroze.freetalk:520

Elliott Lee wrote:
>
> James Rutherford wrote:
> >
> > Elliott Lee wrote:
> >
> > > To get it, point your browser to:
> > >
> > >   ...www.scea.sony.com/net/yaroze/pages/ftp/elee2/minefld.zip
> >
> > SCEE can access Elliott's ftp mirror at:
> >
> > http://www.netyaroze-europe.com/yaroze_scea/pages/ftp/elee2/
> >
> > I guess minefld.zip should be there by the next update.
> > (any chance of a PAL version/option by then, Tenchi?)
> >
> > James (~mrfrosty)
>
> Hm... how about I provide all the source and whatnot and let someone
> with a PAL system convert it?  Should be really easy and I have no
> way of testing PAL here...  :(
>
> - e?
>   tenchi@netmagic.net
```

>   http://www.netmagic.net/~tenchi/yaroze/

I just put up the source for Mine Field in the scee.yaroze.mydemos
under the thread with the same subject. (I didn't CC it to all the
groups 'cuz it's just too big.) Anyhoo, that will give anyone full
access to the code and supporting files. Plus, you get two extra
bonuses:

        - my current libraries for manipulating controller status,
          text printing, and sprite loading

        - an offset calculator for your siocons auto file

Unzip it with the directory option to explode the subtrees. Also,
see the README.TXT in the root for details on compiling it.

Jyaa...
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17311 END: ./2 SCEA/yaroze/freetalk/000000520html.html

--MESSAGE FILE 17312 START: ./2 SCEA/yaroze/freetalk/000000521html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@codeworks.demon.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: NTSC version of Z2 now available.
Date: Tue, 17 Mar 1998 18:42:58 +0000
Organization: Mobius Codeworks Ltd.
Lines: 14
Message-ID: <350EC432.79FDA8DD@codeworks.demon.co.uk>
NNTP-Posting-Host: codeworks.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (WinNT; I)

An NTSC version of Z2 (our Edge competition entry) is now on my SCEE
members page.

Big thanks to Jeff Lawton for testing it for me. Cheers!

Follow the links from.

http://www.netyaroze-europe.com/~Sig1LL

If you have the Pal version you can just get the binary (z2ntsc) and
modify the auto file. The datafile stays the same.

Cheers
Jim
--MESSAGE FILE 17312 END: ./2 SCEA/yaroze/freetalk/000000521html.html

--MESSAGE FILE 17313 START: ./2 SCEA/yaroze/freetalk/000000522html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.hardware,scea.yaroze.programming.gnu_compiler,s
cee.yaroze.freetalk.english,scee.yaroze.programming.gnu_compiler,scee.yaroze.pro
gramming.libraries
Subject: Re: Root counter controls...
Date: Thu, 19 Mar 1998 08:55:01 -0000

Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <6eqm63$l5r14@chuka.playstation.co.uk>
References: <6ec3ji$i0m17@scea>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:522
scea.yaroze.programming.gnu_compiler:87 scee.yaroze.freetalk.english:549
scee.yaroze.programming.gnu_compiler:180 scee.yaroze.programming.libraries:140

I think you would probally be better off using VSync(1) for most timing
purposes (it count's in hsyncs)
unless you want some really tight timing...
But checking the time for a single small function (<1 Hsync) can often
give misleading results as the effects of other bus masters / cache history
and dram refresh will sometimes give spurious results.

Cheers,

Colin.

Jeff Lawton wrote in message <6ec3ji$i0m17@scea>...
>Has anyone ever played with the Root counter functions:
>
>ResetRCnt
>GetRCnt
>StartRCnt
>
>How do they work?
>
>I need some timers in the program I am working on, and I thought they might
>be the answer...
>
>Regards,
>
>Jeff / Nemesis
>
>
>

--MESSAGE FILE 17313 END: ./2 SCEA/yaroze/freetalk/000000522html.html

--MESSAGE FILE 17314 START: ./2 SCEA/yaroze/freetalk/000000523html.html
Path: chuka.playstation.co.uk!news
From: Stephen Fernandez <sf054@mdx.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: YarozeMaster
Date: Thu, 19 Mar 1998 14:12:01 +0000
Organization: InterPlanetaryCraft
Lines: 17
Message-ID: <351127B1.100E@mdx.ac.uk>
References: <6e90kp$6nq6@chuka.playstation.co.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)
To: Maurice Sibrandi <sibrandi@orion.nl>
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:523
scee.yaroze.freetalk.english:552

Maurice Sibrandi wrote:
>
> Check out this awesome siocons replacement at
> http://www.netyaroze-europe.com/~deruiter
> and give comments!
>
> Bye!

i cant actually find the program
on your website
where exactly is it please?>

cheers.
steve.f
sf054@mdx.ac.uk
--MESSAGE FILE 17314 END: ./2 SCEA/yaroze/freetalk/000000523html.html

--MESSAGE FILE 17315 START: ./2 SCEA/yaroze/freetalk/000000524html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.hardware,scea.yaroze.programming.gnu_compiler,s
cee.yaroze.freetalk.english,scee.yaroze.programming.gnu_compiler,scee.yaroze.pro
gramming.libraries
Subject: Re: Root counter controls...
Date: Thu, 19 Mar 1998 08:56:41 -0500
Organization: SCEA News Server
Lines: 25
Message-ID: <6er7qh$l3g5@scea>
References: <6ec3ji$i0m17@scea> <6eqm63$l5r14@chuka.playstation.co.uk>
NNTP-Posting-Host: pc42.aug-ga.ddinet.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:524
scea.yaroze.programming.gnu_compiler:88 scee.yaroze.freetalk.english:553
scee.yaroze.programming.gnu_compiler:181 scee.yaroze.programming.libraries:141

SCEE wrote in message <6eqm63$l5r14@chuka.playstation.co.uk>...
>I think you would probally be better off using VSync(1) for most timing
>purposes (it count's in hsyncs)
>unless you want some really tight timing...
>But checking the time for a single small function (<1 Hsync) can often
>give misleading results as the effects of other bus masters / cache history
>and dram refresh will sometimes give spurious results.

Boy thanks.. That was a rather informative response... Now I know how the
Root control timers work.. I'll get right on it.... I don't mean to sound
rude or make your response seem unwanted.. It just frustrates me that even
simple things (or things you would imagine to be simple) are so poorly
understood.. I just wanted to try them.

All sarcasm aside.... Does anyone know how to use them.. I don't care if I
can use VSync as a timer (I'm aware of that) or not... I want to know all I
can about the Yaroze, and the docs on the Root timers are very poorly
written...

Regards,

Jeff / Nemesis

--MESSAGE FILE 17315 END: ./2 SCEA/yaroze/freetalk/000000524html.html

--MESSAGE FILE 17316 START: ./2 SCEA/yaroze/freetalk/000000525html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk,scea.yaroze.sound
Subject: How do they do it???
Date: Thu, 19 Mar 1998 22:03:04 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <3511953f.732272@news.scea.sony.com>
NNTP-Posting-Host: ip139.ts3.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Hi I have noticed in all the newer games that are being realesed they
have stopped purtting music in redbook audio format and now it's in
the data track but my question is how do they do that? I have looked
at a CD that has "encoded" music and stuff and found no real
soundfiles at all I though they must have been stored as like a vab or
somthing but whats really cool is that they can fit all the music
doing that on the CD! I could imange how much space it would take up
but anyway it was just a curious question.
--MESSAGE FILE 17316 END: ./2 SCEA/yaroze/freetalk/000000525html.html

--MESSAGE FILE 17317 START: ./2 SCEA/yaroze/freetalk/000000526html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.hardware,scea.yaroze.programming.gnu_compiler,s
cee.yaroze.freetalk.english,scee.yaroze.programming.gnu_compiler,scee.yaroze.pro
gramming.libraries
Subject: Re: Root counter controls...
Date: Fri, 20 Mar 1998 01:05:22 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 56
Message-ID: <6esf11$l5r32@chuka.playstation.co.uk>
References: <6ec3ji$i0m17@scea> <6eqm63$l5r14@chuka.playstation.co.uk>
<6er7qh$l3g5@scea>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:526
scea.yaroze.programming.gnu_compiler:89 scee.yaroze.freetalk.english:565
scee.yaroze.programming.gnu_compiler:182 scee.yaroze.programming.libraries:142

Hi Jeff,

RCntCNT2 counts in 8 clock ticks (33Mhz/8)
To time a routine use the following...

```
ResectRCnt( RCntCNT2 );
StartRCnt( RCntCNT2 );

call routine

time = GetRCnt( RCntCNT2 );
```

I'm sorry you thought I was being unhelpfull with my last response, but I offer the same advice to professional developers, plus with the Yaroze you don't have access to any other timers as they are used by the libraries internally.

Cheers,

Colin.

Jeff Lawton wrote in message <6er7qh$l3g5@scea>...
>SCEE wrote in message <6eqm63$l5r14@chuka.playstation.co.uk>...
>>I think you would probally be better off using VSync(1) for most timing
>>purposes (it count's in hsyncs)
>>unless you want some really tight timing...
>>But checking the time for a single small function (<1 Hsync) can often
>>give misleading results as the effects of other bus masters / cache history
>>and dram refresh will sometimes give spurious results.
>
>
>Boy thanks.. That was a rather informative response... Now I know how the
>Root control timers work.. I'll get right on it.... I don't mean to sound
>rude or make your response seem unwanted.. It just frustrates me that even
>simple things (or things you would imagine to be simple) are so poorly
>understood.. I just wanted to try them.
>
>All sarcasm aside.... Does anyone know how to use them.. I don't care if I
>can use VSync as a timer (I'm aware of that) or not... I want to know all I
>can about the Yaroze, and the docs on the Root timers are very poorly
>written...
>
>Regards,
>
>Jeff / Nemesis
>
>

--MESSAGE FILE 17317 END: ./2 SCEA/yaroze/freetalk/000000526html.html

--MESSAGE FILE 17318 START: ./2 SCEA/yaroze/freetalk/000000527html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.sound
Subject: Re: How do they do it???
Date: Thu, 19 Mar 1998 19:02:30 -0600
Organization: SCEA News Server
Lines: 19
Message-ID: <3511C025.D8820CD9@ix.netcom.com>
References: <3511953f.732272@news.scea.sony.com>
NNTP-Posting-Host: dgr-il4-11.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Michael Klucher wrote:

> Hi I have noticed in all the newer games that are being realesed they
> have stopped purtting music in redbook audio format and now it's in
> the data track but my question is how do they do that? I have looked
> at a CD that has "encoded" music and stuff and found no real
> soundfiles at all I though they must have been stored as like a vab or
>
> somthing but whats really cool is that they can fit all the music
> doing that on the CD! I could imange how much space it would take up
> but anyway it was just a curious question.

Maybe they're storing the music as a video file without the picture.
Then the compressed file contaning the music is streamed through the
decoding hardware... I dunno for sure. I do know that the music for
Soul Blade's intro can be played just the same as the rest of the music.

Manny Najera

--MESSAGE FILE 17318 END: ./2 SCEA/yaroze/freetalk/000000527html.html

--MESSAGE FILE 17319 START: ./2 SCEA/yaroze/freetalk/000000528html.html
Path: chuka.playstation.co.uk!news
From: "SCEE" <dev_support@interactive.sony.com>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.sound
Subject: Re: How do they do it???
Date: Fri, 20 Mar 1998 07:47:29 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <6et6is$l5r33@chuka.playstation.co.uk>
References: <3511953f.732272@news.scea.sony.com>
NNTP-Posting-Host: 194.203.13.10
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Hi,
A lot of games are using XA audio instead of DA audio. (This is the format
that is used for audio in video clips on the playstation) as this allows
more music to fit on the CD.

Colin.

Michael Klucher wrote in message <3511953f.732272@news.scea.sony.com>...
>Hi I have noticed in all the newer games that are being realesed they
>have stopped purtting music in redbook audio format and now it's in
>the data track but my question is how do they do that? I have looked
>at a CD that has "encoded" music and stuff and found no real
>soundfiles at all I though they must have been stored as like a vab or
>somthing but whats really cool is that they can fit all the music
>doing that on the CD! I could imange how much space it would take up
>but anyway it was just a curious question.

--MESSAGE FILE 17319 END: ./2 SCEA/yaroze/freetalk/000000528html.html

--MESSAGE FILE 17320 START: ./2 SCEA/yaroze/freetalk/000000529html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Kevin Davis" <KMFSV@aol.com>
Newsgroups: scea.yaroze.freetalk
Subject: Tron cycles V1.0 available
Date: 20 Mar 1998 07:10:50 GMT
Organization: SCEA News Server

Lines: 12
Message-ID: <01bd53cf$95ba6b80$0780accf@kd-home>
NNTP-Posting-Host: 207-172-128-7.s7.as1.col.erols.com
X-Newsreader: Microsoft Internet News 4.70.1162

My game Tron Cycles is available for downloading.

This first version is NTSC only and uses CodeWarrior's PSComUtil to
download and run.
I apologize to people who didn't get codewarrior and will make a siocons
version A.S.A.P.

Go to:

http://www.scea.sony.com/net/yaroze/pages/kdavis.html

Kevin
--MESSAGE FILE 17320 END: ./2 SCEA/yaroze/freetalk/000000529html.html

--MESSAGE FILE 17321 START: ./2 SCEA/yaroze/freetalk/000000530html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.hardware,scea.yaroze.programming.gnu_compiler,s
cee.yaroze.freetalk.english,scee.yaroze.programming.gnu_compiler,scee.yaroze.pro
gramming.libraries
Subject: Re: Root counter controls...
Date: Fri, 20 Mar 1998 09:14:59 -0500
Organization: SCEA News Server
Lines: 37
Message-ID: <6etta3$mfo1@scea>
References: <6ec3ji$i0m17@scea> <6eqm63$l5r14@chuka.playstation.co.uk>
<6er7qh$l3g5@scea> <6esf11$l5r32@chuka.playstation.co.uk>
NNTP-Posting-Host: pc42.aug-ga.ddinet.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:530
scea.yaroze.programming.gnu_compiler:90 scee.yaroze.freetalk.english:575
scee.yaroze.programming.gnu_compiler:183 scee.yaroze.programming.libraries:143

SCEE wrote in message <6esf11$l5r32@chuka.playstation.co.uk>...
>Hi Jeff,
>
>RCntCNT2 counts in 8 clock ticks (33Mhz/8)
>To time a routine use the following...
>
>ResectRCnt(RCntCNT2);
>StartRCnt(RCntCNT2);
>
>call routine
>
>time = GetRCnt(RCntCNT2);
>
>
>I'm sorry you thought I was being unhelpfull with my last response, but I
>offer the same advice to professional developers, plus with the Yaroze you
>don't have access to any other timers as they are used by the libraries
>internally.

I am thankful for any respose.. Sometimes I just get fed up with the docs..
I like to know how to use what it is I'm playing with. One of those things
was timers... Currently I do use the vsync because no one seemed to know

how the timers functioned... The response you just gave me is exactly what I was looking for.. I wanted to know how they worked... I couldn't for the life of me figure out what you passed into the timer...

I surely didn't mean to sound rude about it... Was meant more as sarcasm... Sorry if I offended you.

BTW Thanks for the solution to my question.

Regards,

Jeff / Nemesis

--MESSAGE FILE 17321 END: ./2 SCEA/yaroze/freetalk/000000530html.html

--MESSAGE FILE 17322 START: ./2 SCEA/yaroze/freetalk/000000531html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups:
scee.yaroze.freetalk.english,scea.yaroze.freetalk,scee.yaroze.mydemos
Subject: Re: Mine Field v1.0 (NTSC) ready for downloading!
Date: Fri, 20 Mar 1998 11:45:52 -0800
Organization: Cisco Systems
Lines: 95
Message-ID: <3512C770.B644F3DE@netmagic.net>
References: <350DB3BD.2E12F823@netmagic.net>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------957FA2CE834CCB9F08148CAE"
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:577
scea.yaroze.freetalk:531 scee.yaroze.mydemos:116

This is a multi-part message in MIME format.
--------------957FA2CE834CCB9F08148CAE
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Elliott Lee wrote:
>
> Hiya all,
>
> I finished up the game I have been working on for the last 3 weeks
> or so. I was going to make it larger, but decided it was already
> hard enough. Some of the highlights:
>
>   - 6 different levels
>   - a good-looking mouse cursor
>   - a cheezy digital soundtrack (if you can call it that)
>
> To get it, point your browser to:
>
>   http://www.scea.sony.com/net/yaroze/pages/ftp/elee2/minefld.zip
>
> Please see the README.TXT file for details on setup and game play.
> Comments always appreciated. Have fun! ^_^
>
> Jyaa...
> - e!
>   tenchi@netmagic.net
>   http://www.netmagic.net/~tenchi/yaroze/

It was just pointed out to me that it will not compile because it's missing an #included file "soundsys.c". Doh. That file was used for loading in the General MIDI sounds from the Yaroze boot CD, but I ended up commenting out that section (in LoadSounds()) and forgot to remove the associated line in the minefld.h file. :P So, there are two options:

- download this library to get files soundsys.c and soundsys.h
- comment out the #include "soundsys.c" in the minefld.h file

Sorry for the confusion,
- e!
tenchi@netmagic.net
http://www.netmagic.net/~tenchi/yaroze/
--------------957FA2CE834CCB9F08148CAE
Content-Type: application/x-zip-compressed; name="soundsys.zip"
Content-Transfer-Encoding: base64
Content-Disposition: inline; filename="soundsys.zip"

UEswMFBLAwQUAAIACABJBlsk+4MivaACAAC6BwAACgAAAHNvdW5kc3lzLmitVF1vm0AQfMaS
/8PWfUmixMZ5qNqkaYUNxEgYIji7reLIOmAdo8BdBEcSq+p/7wH+SOJEaiXuxT5mZ5jdm6PX
g/uM32Y0PYNy+bxgEfirXGAKdhxkNFu1W70epDRmizjBqiwvq/JV3g1LrMK32At8ucV9xEqj
KoQFzyBCQeMk725LGBd4pig/NM+xnEs4+vdV0hVlsIIij9ktiCVK9QUtEgEJD6mIOcuPYcUL
eIyTBEK5LVKsWSmmPFtBgOIRkYH69FlVv6iqelL+66tqsOh/ACBLKiBFyvKaVWqlRS71Y3ZX
KmebOYLgkAuaCZCMWkOqqN2ad/T/q92qptNtZFVSI0PTDQ9Myzb8RrXbrY8xC5MiQviaxMG9
DMC35u0PXccnmkOa9i7FXDKSg/HJxDTPqgcXz5bsTqYqZqhouu7NdcPUJjZRTvrtliJLaVGe
PCYYlnmrIl7dJpvT6HJ8cLij++7E0Tf8+XSgHNSpw/C0/37ZaFMm06Qe1u/cS/m6j/JowXJM
93UXO3VnMp5fjut3VElQTmtNVqQBZsAX9TWuLmwODDHCaEd/TpUdqO8gI2U9Hfm0VDNLsesb
iFmET5jvWGPt53yoe+547hnEs6Sd/qfXfjIUWSy9yDlHHChU9XLkeLduWyOSOpgQw987vX1/
U8f1xpr9lvWpL707pPS+B00Nb+D6xmZaS/4ID5gFPMfvzUfdnDhDYrkOXHkuccmvq4YvbMzE
i5BCMU+4/II+0GCJNDp+to+ooNs9FfIkgkIgHJ4333XHdoea3YGp5lnaoOmPVN2Csg6kjrm4
3rsLN7KrcEkz5ehFbvfrLn7LGHRmM10j2mxWIfKH6Gp3Ojjvd47fRUcSleAf+aJhlJRiG0em
xRb8bUvVHK6RRTft1l9QSwMEFAACAAgAlgZbJBck6VfmBQAA3RAAAAoAAABzb3VuZHN5cy5j
tVdtb9s2EP4sA/4PFw/J5Nax5Q0YWqfu5thOasAvhZ1kG5oioGXaFiqRBknF1drut+9ISrKc
pENfUn1IJN7x7rmX50g3GrARfCVI1AJ8ZjxmC5glUtEIhsFcEJGUS40GRCRgyyCkLUdqFZnI
uq8FRmgFdyRwS4UMOGs5zbpX98ySLyhRdNFyfvkNzugcms+fPzOCeLN4WEBiteai5fTDMOBK
wZBSa4lHG8KSlvNacMV9HiL0pdoSYcX0GAGHLUdR5q+DPxhVEVkFfh1frD+BQmet1KbVaGy3
23pRo/Gv3ZbH5/NNIoLVWrUct1s14OA+oFznNRcKA5eQK884S6CLkGNFBfQZ/lWY0IgyBQPm
13NPCyp9EWyUyduUxypgVILiEHKyAIK1iQgjKwom17t9jCtdgT870/FgfA5PvvzR2x3nNIFY
BmwFak0RxJLEoUKfPjGB1CDhMWyDMMQwmYwjandFNOIigTlVW0oZeO+fed5zz/OO9VvT8+bL
5gHAxZooiChh0u7StqJYov2AvdOWRdaCOlCpiFCAO6wNtOLV7b4nX/+USyY79Ud5jKnz/rg/
7QxhMO4OL3v92aPa/ylgfhgvKFRyKq0rPyCG4eS0M3xc6I+NMcD+v+qcwpqSBVIGeYFUMN1Y
A72+Jbd0yUUEODfIvpgoJYI5Ms0YQg7hBGrL2PepxE722lQILmROt5ajuSVN568oo4KEMBr0
BpZiIKmCpeCRkf9NBP+HQrd3PJ2MsFtNY1oWFGh4gZoaYwEVkMVCoH8ks2n9OYWQiBVGptak
wBwzJh0EDzIiYViUN5daXgcYLA0d5Yb6wTKB4yZgIoASfw18qWEaG7nD2h6nDYnReyxx2mbj
wymk2tnHAnuPiUonPH2MLsl0d/qXkhqvnV5vetPrn3Uuhxea3HG6nqKRdwYYjopAQkjx5MAZ
Z0vic+QDzofbYEEX2BZmUZJoE6ICZ4WyFOB2e1ifu8a1ZiVvjgrINY/DhU4GZzRN3a55pAaJ
01f7NDnaUbL+qM0e4Blgjt0htuH5yIX4JuQ4iW/JXFekVvjWqc+/c6RQLZc+GDsOJm7OZaCS
E/utD+aaoEoktaV2UfOZOknJqhs71zdJD8ul3UJ75+DI9d7/Ws32ReQdFiAWtpK7vsajV5dH
ELbCUgRLN4vghbtrqSp8/Jitv3R3bV3VQUAmac8ml+Ne1jg3V69OcoM6BQ8Z1OsPG9SSuwZP
M4NZuAft85HVuRpPpiMc8Gb7B/1nIzCVqFzRBdJn5P0pITFyxVvXrALX5ZJTsUx5ZQjVgkOv
/uz9+o6wh7D0lSsX1lCW1TyFDbik8w7wCUAPxc9Ang2G/fGFhpxXtlAbrIwgOJ9QXWPt4VR6
k209w51Xp2/bqcOT/9F6ZbQ0vKwTzgKcj/fGpu45CfMEYRCBt6j0UtHtHZRLOKhco9D2Tsz/
F+PL0U3RzcyuP31aKMBe2O1d2Ff96elk1reahTrNcsfdnpmN15VDeV2p1NLYzjTCN9rNW7Bt
DWDogajsO6I0rNEwzcuLUeevGzNVbqb9i+mgP4OjIzgwu1KVDHIK2hTMQNJXGhXjPOFKWskX
BlQIqV7JkRrDq7TEOgjsvSUHDHNDcL7uPHQXNhE6XPcoi32Ayjb2B9KBrIHMt81I88R+0zAz
je07S5jvetVUZHvze5KWFdmK8jTCA9l6sOstrA/3snbN+tPpZNoqzlfwCfsZj3TduyZ7tjkO
LAOzg+0znWKFX0pGrYtRxoLpZEExW/vRfkuTT96RBC/X7mEYI9nwvKrqCO5XuS4DvLFkzYOu
zS+JQJmJBfbucvAtALJpaK9JaMtOshyDmSA/nGTfSaXuYooDzTDkfslrbnrUPqneiynvFRfN
Vj+T9j3KbgkmPWYqCO0VKtATgVFzB9Aq27XuRhdcPKPbFpfhWbPmVasvvV0kBfrlxpHoYQKU
6dsK/rgUsfkJ+fsuR9pou2Bkn92PR+GvbmF9LBbPuK88IsqllGFNbeRTejK9wUy8LZf+A1BL
AQIUABQAAgAIAEkGWyT7gyK9oAIAALoHAAAKAAAAAAAAAAAAEAIAC2gQQAAABzb3VuZHN5cy5o
UEsBAhQAFAACAAgAlgZbJBck6VfmBQAA3RAAAAoAAAAAAAAAAQAgALaBzAIAAHNvdW5kc3lz

LmNQSwUGAAAAAAIAAgBwAAAA2ggAAAAA
--------------957FA2CE834CCB9F08148CAE--

--MESSAGE FILE 17322 END: ./2 SCEA/yaroze/freetalk/000000531html.html

--MESSAGE FILE 17323 START: ./2 SCEA/yaroze/freetalk/000000532html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jonathan Calvert <jonathan.calvertNO-SPAM@mindspring.com>
Newsgroups: scea.yaroze.freetalk
Subject: E3 Tickets and Game Developer Magazine
Date: Fri, 20 Mar 1998 21:52:25 -0500
Organization: SCEA News Server
Lines: 19
Message-ID: <35132B69.7810@mindspring.com>
Reply-To: jonathan.calvertNO-SPAM@mindspring.com
NNTP-Posting-Host: user-37kbveb.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

I just wanted to give everyone a heads up that the April 1998 Game
Developer magazine has a Free ticket to this year's E3.

This ticket is the standard exhibit and keynote ticket. Normal price is
$45 before April 24 (I think this is the cut off date) and $75 at the
door.

This year E3 will once again be in Atlanta, GA from May 28 - May 30. If
you are attending, I highly recommend picking up your badge on May 27.
You will miss most of the crowd (long lines) and be first in on the show
floor!

If you live in driving distance you should really try to make it to the
show. This is the last year on the east coast. I think the next few
years will be back on the west coast. <sigh>

--
Jonathan
[Please remove NO-SPAM to email me]
--MESSAGE FILE 17323 END: ./2 SCEA/yaroze/freetalk/000000532html.html

--MESSAGE FILE 17324 START: ./2 SCEA/yaroze/freetalk/000000533html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jonathan Calvert <jonathan.calvertNO-SPAM@mindspring.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time
Date: Fri, 20 Mar 1998 23:06:44 -0500
Organization: SCEA News Server
Lines: 32
Message-ID: <35133CD4.1847@mindspring.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com> <34FE273F.5982CFDD@sinclair.net>
Reply-To: jonathan.calvertNO-SPAM@mindspring.com
NNTP-Posting-Host: user-37kbveb.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

Joshua Meeds wrote:

[snip of questions I originally posted...]

> > 1 - Do you feel that you have enough time to dedicate to Yaroze
> > programming?

> If I could have a solid month to work with the thing, without having
> to worry about money, I believe I could become quite profficient.
> Especially if I was working on a project (which is where I learn the
> fastest/best).

For some reason this comes across funny to me. I keep telling everyone
that "if I only had the time I could really produce something". I never
seem to have the time, so I do not even have only single line of code
posted to my home page. <sigh>

I also learn best by developing. The last few week (at work) I was
forced
to learn sockets (for Win 95) while working under a very tight schedule.
I am not sure if I would have ever looked into sockets if I was not
forced
to do this assignment by my boss. The point is...I had to do this
assignment.

Maybe I need to put a Yaroze project on a schedule/time line. Maybe
then
I would actually do something. <grin>

--
Jonathan
[Please remove NO-SPAM to email me]
--MESSAGE FILE 17324 END: ./2 SCEA/yaroze/freetalk/000000533html.html

--MESSAGE FILE 17325 START: ./2 SCEA/yaroze/freetalk/000000534html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jonathan Calvert <jonathan.calvertNO-SPAM@mindspring.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Talent vs. Time [was Re: omigod]
Date: Fri, 20 Mar 1998 23:16:57 -0500
Organization: SCEA News Server
Lines: 42
Message-ID: <35133F39.2E94@mindspring.com>
References: <34E10AF7.F024308@ix.netcom.com> <34E2F857.714@sms.ed.ac.uk>
<6c1n9l$4706@scea> <34E87B54.B3@sms.ed.ac.uk> <6caek3$5bj13@scea>
<34F38487.6C2C@mindspring.com>
Reply-To: jonathan.calvertNO-SPAM@mindspring.com
NNTP-Posting-Host: user-37kbveb.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

Jonathan Calvert wrote:
>
[major snip]

> If anyone cares to post, I would love to see the answers to the
> following questions:
>
> 1 - Do you feel that you have enough time to dedicate to Yaroze
> programming?
> 2 - Do you regularly read the various news groups?
> 3 - Do you contribute to the various news groups?

> 4 - Have you created a working program?
> 5 - Have you posted the program and/or source to your member page?
> 6 - Do you regularly visit other member pages?
> 7 - Do you look at the resources on the other Yaroze sites (i.e. Europe
>   and Japan)

[snip]

It is always strange to reply to one's self (or something like that).

I just wanted to say "thank you" to everyone who replied to my set of questions. It seems [being very general here] that we all would like to think that we could produce something to be proud of "if we only had more time". This was a very common reply/response.

It just so happens that I have not even read a Sony news post since my original post of the above questions (about 4-6 weeks ago - who is counting). I was sucked into a major black hole at work and all kinds of crazy stuff happened in my personal life.

Anyway, I am back in the saddle again, and I hope to start producing some
code soon. Of course, I am loosing my computer room because my wife and I are turning it into a nursery. My Yaroze and TV are in a different room
than my development computer. This makes development and testing kind of a pain...   <grin>

--
Jonathan
[Please remove NO-SPAM to email me]
--MESSAGE FILE 17325 END: ./2 SCEA/yaroze/freetalk/000000534html.html

--MESSAGE FILE 17326 START: ./2 SCEA/yaroze/freetalk/000000535html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: HOVER and AIRBOB
Date: Fri, 20 Mar 1998 23:32:44 -0800
Organization: SCEA News Server
Lines: 17
Message-ID: <35136D1C.4B14@bc.sympatico.ca>
References: <34F3BE88.60B3@bc.sympatico.ca>
<34f5d5aa.1008610@news.scea.sony.com> <sumner-
ya02408000R0303981345090001@news.scea.sony.com>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m01-23.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)

"Hung at checking for memory card" is a message that the game reports on the TV monitor. The problem is due to a bug in the Yaroze memory card libraries, and I don't know why HOVER encounters it and other games don't. It is unrelated to the serial connection speed (I've got a stinky old mac that can only manage 56K).

There's a patch (PAT0319) which can be downloaded from the SCEI site which patches the directory of the memory card (I believe) and allows Hover to run.

Unfortunately, the CARD_FIX.BAT file has the following line:

load -npat0319

which PSComUtil doesn't like. Just loading pat0319 manually and running it doesn't work.

- nick
--MESSAGE FILE 17326 END: ./2 SCEA/yaroze/freetalk/000000535html.html

--MESSAGE FILE 17327 START: ./2 SCEA/yaroze/freetalk/000000536html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Nick <Nick_Porcino@bc.sympatico.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: 3D Animation Bones or Mime?
Date: Fri, 20 Mar 1998 23:45:56 -0800
Organization: SCEA News Server
Lines: 26
Message-ID: <35137032.35F0@bc.sympatico.ca>
References: <6dmp3m$f3e3@scea>
Reply-To: Nick_Porcino@studio.disney.com
NNTP-Posting-Host: vcta01m01-23.bctel.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-2022-jp
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-SYMPA (Macintosh; I; PPC)
To: Nathan Miller <nmiller@igalaxy.net>

Has anyone helped you with your problem?

I can tell you right up front that I don't think you'll get any satisfaction using MIME to animate a bones system. All mime gives you is a linear interpolation between frames, and I don't think that's what you want at all.

I'd be willing to help you out if you provide more details about what you're working on.

I've been advertising my work on a bones system for quite a while now, but no one seems to be interested, whine, whine, okay I'll knock off the self pity.

I do have a file format decoder working, on the fly TMD construction, and hierarchical coordinate systems. I've got a bunch of solids flying around, and a few simple lighting effects. I'm implementing the hierarchical math and joint skinning right now and adaptive NURB mesh tesselation as soon as the skinning is ready. And yes, I'm doing it all using only the Yaroze's stripped down version of GsLib.

Incidentally, the animation file format I'm working with is Martin Hash 3D, as it is specifically designed for character animation, and I believe was used to do the modelling for Duke Nukem.

- nick
--MESSAGE FILE 17327 END: ./2 SCEA/yaroze/freetalk/000000536html.html

--MESSAGE FILE 17328 START: ./2 SCEA/yaroze/freetalk/000000537html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Uh oh...
Date: Sat, 21 Mar 1998 04:31:45 -0800
Organization: SCEA News Server
Lines: 13

Message-ID: <3513B331.101B1B45@sinclair.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Am I the only one that finds it ominous that all of a sudden SCEA is reminding us (on the Yaroze home page) that we signed this license agreement? Could they be considering implementing the option to charge for membership, or even worse, cutting the program altogether (which it says they can do after April 1st)?! Let it not be so...

It DID remind me that I should put the "Portions Copyright Sony" stuff into my title screens... I completely forgot about that.
--

- Dreamwriter Dragon
dreamer@sinclair.net
-==UDIC==-
--MESSAGE FILE 17328 END: ./2 SCEA/yaroze/freetalk/000000537html.html

--MESSAGE FILE 17329 START: ./2 SCEA/yaroze/freetalk/000000538html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Uh oh...
Date: Sat, 21 Mar 1998 16:25:07 GMT
Organization: L4 Software
Lines: 21
Message-ID: <3513e905.532955@205.149.189.29>
References: <3513B331.101B1B45@sinclair.net>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Joshua,

There's nothing sudden about it. That message has always been at the bottom of the members home page, you just had to scroll passed a couple other messages to get to it. Those messages were pretty dated, so I removed them.

Mario

On Sat, 21 Mar 1998 04:31:45 -0800, Joshua Meeds
<dreamer@sinclair.net> wrote:

>Am I the only one that finds it ominous that all of a sudden SCEA is
>reminding us (on the Yaroze home page) that we signed this license
>agreement? Could they be considering implementing the option to charge
>for membership, or even worse, cutting the program altogether (which it
>says they can do after April 1st)?! Let it not be so...
>
>It DID remind me that I should put the "Portions Copyright Sony" stuff
>into my title screens... I completely forgot about that.

--MESSAGE FILE 17329 END: ./2 SCEA/yaroze/freetalk/000000538html.html

--MESSAGE FILE 17330 START: ./2 SCEA/yaroze/freetalk/000000539html.html

Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Oops...
Date: Sat, 21 Mar 1998 10:38:50 -0800
Organization: SCEA News Server
Lines: 31
Message-ID: <3514093A.7D3FFB56@sinclair.net>
References: <3513B331.101B1B45@sinclair.net> <3513e905.532955@205.149.189.29>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Ah, you gotta excuse my paranoid side, I just would hate to suddenly
lose this great chance for writing my own Psx games.

Mario Perdue wrote:
>
> Joshua,
>
> There's nothing sudden about it. That message has always been at the
> bottom of the members home page, you just had to scroll passed a
> couple other messages to get to it. Those messages were pretty dated,
> so I removed them.
>
> Mario
>
> On Sat, 21 Mar 1998 04:31:45 -0800, Joshua Meeds
> <dreamer@sinclair.net> wrote:
>
> >Am I the only one that finds it ominous that all of a sudden SCEA is
> >reminding us (on the Yaroze home page) that we signed this license
> >agreement? Could they be considering implementing the option to charge
> >for membership, or even worse, cutting the program altogether (which it
> >says they can do after April 1st)?! Let it not be so...
> >
> >It DID remind me that I should put the "Portions Copyright Sony" stuff
> >into my title screens... I completely forgot about that.

--

                - Dreamwriter Dragon
                  dreamer@sinclair.net
                        -==UDIC==-
--MESSAGE FILE 17330 END: ./2 SCEA/yaroze/freetalk/000000539html.html

--MESSAGE FILE 17331 START: ./2 SCEA/yaroze/freetalk/000000540html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Peter_Alau@playstation.sony.com (Peter Alau)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Oops...
Date: Mon, 23 Mar 1998 17:21:54 GMT
Organization: SCEA News Server
Lines: 10
Message-ID: <351799f0.3890466@205.149.189.29>
References: <3513B331.101B1B45@sinclair.net> <3513e905.532955@205.149.189.29>
<3514093A.7D3FFB56@sinclair.net>
NNTP-Posting-Host: 206.41.6.40
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Newsreader: Forte Agent 1.5/32.452

On Sat, 21 Mar 1998 10:38:50 -0800, Joshua Meeds
<dreamer@sinclair.net> wrote:

>Ah, you gotta excuse my paranoid side, I just would hate to suddenly
>lose this great chance for writing my own Psx games.
>
 One of my favorite quotes is "Just because I'm paranoid, doesn't mean
that they are not out to get me."

-Peter
--MESSAGE FILE 17331 END: ./2 SCEA/yaroze/freetalk/000000540html.html

--MESSAGE FILE 17332 START: ./2 SCEA/yaroze/freetalk/000000541html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <stevedunn@dial.pipex.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Oops...
Date: Mon, 23 Mar 1998 18:25:04 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <6f69g3$f1o18@chuka.playstation.co.uk>
References: <3513B331.101B1B45@sinclair.net> <3513e905.532955@205.149.189.29>
<3514093A.7D3FFB56@sinclair.net> <351799f0.3890466@205.149.189.29>
NNTP-Posting-Host: userl629.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

DONT CALL ME A PSYCO !

;)

>On Sat, 21 Mar 1998 10:38:50 -0800,
Joshua Meeds
><dreamer@sinclair.net> wrote:
>
>>Ah, you gotta excuse my paranoid side,
I just would hate to suddenly
>>lose this great chance for writing my
own Psx games.
>>
> One of my favorite quotes is "Just
because I'm paranoid, doesn't mean
>that they are not out to get me."
>
>-Peter

--MESSAGE FILE 17332 END: ./2 SCEA/yaroze/freetalk/000000541html.html

--MESSAGE FILE 17333 START: ./2 SCEA/yaroze/freetalk/000000542html.html
Path: chuka.playstation.co.uk!news
From: "Mark Wilson" <m.wilson@dial.pipex.com>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.codewarrior
Subject: Re: Codewarrior works, GNU doesn't
Date: Tue, 24 Mar 1998 18:04:03 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <6f8scn$f1o23@chuka.playstation.co.uk>
References: <6ec5lm$i0m18@scea>
NNTP-Posting-Host: an040.du.pipex.com

X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:542
scea.yaroze.programming.codewarrior:308

>I recently finished the first cut of the game I've been working on. I did
>the programming using codewarrior and wanted to generate a version using
>GNU. While the program compiles ok, when I run it I'm having all sorts of
>problems mostly with my program freezing up for no apparent reason. I
>believe the problem to be with my use of global variables that are shared
>between the different C files. In order to cut down on function parameters
>I made a bunch of my variables global. When I change these to be passed
>parameters the program seems to work correctly. The problem is I have a
lot
>of global variables and I don't want to change all of them since this works
>in codewarrior. Anyone else run into a similar problem or have an idea as
>to what's wrong?

I had the same problem, so I turned all the warnings on in GNU and it came
up with a whole stack of things that Codewarrior didn't seem concerned
about. Once I sorted those out it worked fine.

Mark

--MESSAGE FILE 17333 END: ./2 SCEA/yaroze/freetalk/000000542html.html

--MESSAGE FILE 17334 START: ./2 SCEA/yaroze/freetalk/000000543html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!agrier
From: agrier@metro.poofy.goof.com (Aaron J. Grier)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: MOD->SEQ (was Re: If you liked Hover...)
Date: 25 Mar 1998 22:17:20 GMT
Organization: The Cod Reelledge Doftware Levelompent Sab
Lines: 14
Message-ID: <slrn6hj16m.d96.agrier@metro.poofy.goof.com>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com>
NNTP-Posting-Host: metro.dialup.reed.edu
X-Newsreader: slrn (0.9.3.2 UNIX)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:543
scee.yaroze.freetalk.english:587

On Mon, 23 Feb 1998 19:18:05 -0600, Manny Najera <mannyn@ix.netcom.com> wrote:

>For example, if everyone here used MOD files on a daily basis, a MOD to
>SEQ converter would have been coded ages ago.

I'm sure some of us here _do_ use MOD files every day... Coding such
a thing is wholly non-trivial, as both formats make quite differing base
assumptions about how the music is generated. (There are a couple
converters that exist, but they do rather piss-poor jobs...)

  Aaron J. Grier | "Not your ordinary poofy goof." | agrier@poofy.goof.com
  agrier@reed.edu | agrier@metro.grumblesmurf.net | ...!reed!vla!agrier
  DECBEE65 0DEE3A0C 1ED7F54D 9E023CC4 and 0x0663D1A9 at a server near you.
--MESSAGE FILE 17334 END: ./2 SCEA/yaroze/freetalk/000000543html.html

--MESSAGE FILE 17335 START: ./2 SCEA/yaroze/freetalk/000000544html.html
Path: chuka.playstation.co.uk!news

From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: MOD->SEQ (was Re: If you liked Hover...)
Date: Mon, 30 Mar 1998 12:09:58 +0100
Organization: Intelligent Research
Lines: 23
Message-ID: <351F7D86.53479646@hinge.mistral.co.uk>
References: <6cqrac$as1@chuka.playstation.co.uk>
<34F21FCD.BCFD8F77@ix.netcom.com> <slrn6hj16m.d96.agrier@metro.poofy.goof.com>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:544
scee.yaroze.freetalk.english:589

Aaron J. Grier wrote:

> On Mon, 23 Feb 1998 19:18:05 -0600, Manny Najera <mannyn@ix.netcom.com> wrote:
>
> >For example, if everyone here used MOD files on a daily basis, a MOD to
> >SEQ converter would have been coded ages ago.
>
> I'm sure some of us here _do_ use MOD files every day... Coding such
> a thing is wholly non-trivial, as both formats make quite differing base
> assumptions about how the music is generated. (There are a couple
> converters that exist, but they do rather piss-poor jobs...)
>

There are at least two MOD players for the Playstation. I've onlyseen code from hacker WWW sites to do it though.....

>   Aaron J. Grier | "Not your ordinary poofy goof." | agrier@poofy.goof.com

Craig.

--MESSAGE FILE 17335 END: ./2 SCEA/yaroze/freetalk/000000544html.html

--MESSAGE FILE 17336 START: ./2 SCEA/yaroze/freetalk/000000545html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Yaroze Server dying?
Date: Mon, 30 Mar 1998 18:54:41 -0500
Organization: SCEA News Server
Lines: 27
Message-ID: <352030C1.1F66C97D@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 216.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

I just received my yaroze kit a week ago - and just recieved my access name and password. But now that I'm on the web site... It seems like everything posted is really old!!! Look, the last auditorium session was last year - as well as most of the games. The only new games were made in japan!

People write in the newsgroups sparsely, and Sony's minimum cut-off
date for the yaroze project is only 2 days away...

Did I sign up too late!? It seems like net yaroze was super active
last year! Now it seems to be thinning out to nothing...

To be honest, I'm worried that I spent $899 for nothing.

Common Sony!!! Do something so scrape up intrest once again, and get
these news groups flowing!

--
'Darco
darco@NOSPAM@.bigfoot.com

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Meow, Meow, Meow..." - The Dan
--MESSAGE FILE 17336 END: ./2 SCEA/yaroze/freetalk/000000545html.html

--MESSAGE FILE 17337 START: ./2 SCEA/yaroze/freetalk/000000546html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Server dying?
Date: Mon, 30 Mar 1998 18:45:10 -0800
Organization: Cisco Systems
Lines: 64
Message-ID: <352058B6.27C24832@netmagic.net>
References: <352030C1.1F66C97D@mail.datasys.net>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Welcome...

Darco wrote:
> I just received my yaroze kit a week ago - and just recieved my access
> name and password. But now that I'm on the web site... It seems like
> everything posted is really old!!! Look, the last auditorium session
> was last year - as well as most of the games. The only new games were
> made in japan!

Naw, the server just hasn't been updated in a while. Check the
newsgroups as well. Quite a few new things are announced there
rather than being posted in the showcase, for example.

> People write in the newsgroups sparsely, and Sony's minimum cut-off
> date for the yaroze project is only 2 days away...

Most of appear to be busy with full-time work, and a lot of questions
get answered within time.

> Did I sign up too late!? It seems like net yaroze was super active
> last year! Now it seems to be thinning out to nothing...
>

> To be honest, I'm worried that I spent $899 for nothing.
>
> Common Sony!!! Do something so scrape up intrest once again, and get
> these news groups flowing!

The Yaroze program isn't cheap. Sure it's a bargain when compared to some other professional development programs, but $899 isn't just pocket change. So, you have to figure that the price factor is what will keep a lot of potential programmers away.

In general, the Yaroze program is what you make of it. There are a lot of us doing it, and only a portion are really frequent contributors to the newsgroups. We all seem to be working on our own projects, and a few have formed groups or collaborated with other people.

I personally don't think you are too late in joining the group. Make some code, announce it on the groups, ask questions, generate some conversational topics, and join us for the Saturday talks (6PM EST, 9PM PST, in the Lobby). I'm sure you'll be plenty occupied when you get some projects rolling. You've got a powerful toy for your money---don't get discouraged by the lack of activity that seems to be here.

A good starting point is to put up some info about yourself. Reply to the 1/18/98 Federmeyer post "What are you?"...

> --
> 'Darco
> darco@NOSPAM@.bigfoot.com
>
> UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
> WWW: (sorry, page is down)
> Voria: http://www.datasys.net/users/stu/rquat/voria
> PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
>
> "Meow, Meow, Meow..." - The Dan

Happy coding,
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17337 END: ./2 SCEA/yaroze/freetalk/000000546html.html

--MESSAGE FILE 17338 START: ./2 SCEA/yaroze/freetalk/000000547html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Net Yaroze ICQ Interest Group
Date: Tue, 31 Mar 1998 11:54:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <6fqho2$6ne29@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.75.167.131
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:547
scee.yaroze.freetalk.english:595

I have just created an ICQ interest group for Net Yaroze members. It's URL is http://groups.icq.com/group.asp?no=17896

JohnT

Contact me at http://wwp.mirabilis.com/9461567
Send e-mail to johnt@nettech.demon.co.uk
Visit my web site at www.coco.net.uk/johnt

--MESSAGE FILE 17338 END: ./2 SCEA/yaroze/freetalk/000000547html.html

--MESSAGE FILE 17339 START: ./2 SCEA/yaroze/freetalk/000000548html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Server dying?
Date: Tue, 31 Mar 1998 22:05:10 GMT
Organization: SCEA News Server
Lines: 22
Message-ID: <352166d4.11002728@news.scea.sony.com>
References: <352030C1.1F66C97D@mail.datasys.net>
NNTP-Posting-Host: client-151-198-130-75.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Hello, and relax, there is a lot that goes on that isn't obvious when you first look around.
The program was always supposed to be user-driven. That's the business model.
No, there has not been any classes since last August, but that is dur to the fact there was some staff changes. New presentations are in the works and will be coming around soon.
I notice a minimum of twenty new posts in the newsgroups per day, including the european groups.
There are now weekly chat seesions in the lobby of the auditorium, every Saturday at 9:00 pm EST.
In addition, most of us make a good attempt to create interesting webpages for others to visit and check out.
There are upgrades being made to the engine that drives the website going on all the time. You notice suddenly when that old 3.4 kb./sec. rate of data transfer gets blown away by a 10 kb./sec. rate.
As you make buddies, you will get involved and begin to feel the activity. The program isn't dying by any means, heck it's just getting going.

-Matt

--MESSAGE FILE 17339 END: ./2 SCEA/yaroze/freetalk/000000548html.html

--MESSAGE FILE 17340 START: ./2 SCEA/yaroze/freetalk/000000549html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Server dying?
Date: Tue, 31 Mar 1998 21:55:26 -0800
Organization: SCEA News Server
Lines: 42
Message-ID: <3521D6CE.3F777815@sinclair.net>
References: <352030C1.1F66C97D@mail.datasys.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Darco wrote:

> Look, the last auditorium session
> was last year - as well as most of the games. The only new games were
> made in japan!

The auditorium's plans had to be suspended due to a staffing change at Sony, but there are new sessions being setup right now. As for the games in the main website, they are all old, don't go by those. Rather, go through the members' web pages - it may take a while to go through all of them, but it is worth it. Most of them are interesting, and many have games and demos available for download (Quick Plug :D such as my website, which has my unfinished but playable [and I think fun] game, Faces of Evil, and my current projects and efforts week by week).

> People write in the newsgroups sparsely, and Sony's minimum cut-off
> date for the yaroze project is only 2 days away...

I'm sure there are many "Ghost" readers in the newsgroups who don't think they have anything to say - ask the right question, or make the right comment, and you may end up with an avalanche of responses. And when you can access the European SCEE Yaroze sites (it takes a couple weeks for your name/password to filter through), you'll notice that they appear to have many more members than us in SCEA, so their newsgroups generally get more activity (and it takes f o r e v e r to go through all their websites). I generally read everything from both sets of newsgroups daily.

> Did I sign up too late!? It seems like net yaroze was super active
> last year! Now it seems to be thinning out to nothing...

Actually, you signed up at a great time - yes, it was pretty active back at the beginning, but then it slowed way down, and just now it just started picking up again - FAST! And as the informal Auditorium chats on Saturdays get more notice, people will get more and more involved.

--

- Joshua Meeds
Dreamwriter Dragon
dreamer@sinclair.net
-==UDIC==-
--MESSAGE FILE 17340 END: ./2 SCEA/yaroze/freetalk/000000549html.html

--MESSAGE FILE 17341 START: ./2 SCEA/yaroze/freetalk/000000550html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (Dennis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze ICQ Interest Group
Date: Thu, 2 Apr 1998 09:59:18 +0100
Organization: Debri
Lines: 18
Message-ID: <1d6rqz5.1smsuzryuapsN@a1-88-106.a1.nl>
References: <6fqho2$6ne29@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-106.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:550
scee.yaroze.freetalk.english:601

JohnT <johnt@nettech.demon.co.uk> wrote:

> I have just created an ICQ interest group for Net Yaroze members. It's URL
> is http://groups.icq.com/group.asp?no=17896
>
> JohnT
>
> --
> Contact me at http://wwp.mirabilis.com/9461567
>   Send e-mail to johnt@nettech.demon.co.uk
>   Visit my web site at www.coco.net.uk/johnt
> --

Great idea, that's better than IRC!
Thanx!

DEnnis.
--MESSAGE FILE 17341 END: ./2 SCEA/yaroze/freetalk/000000550html.html

--MESSAGE FILE 17342 START: ./2 SCEA/yaroze/freetalk/000000551html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Job offer Discussion Group?
Date: Fri, 03 Apr 1998 14:28:45 -0500
Organization: SCEA News Server
Lines: 18
Message-ID: <3525386D.7BB37AD2@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 367.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Shouldn't there be a separate discussion group where companies can
advertise their current open job positions? It seems logical... Rather
than hunting through all the different discussion groups searching for
a job offer, just make one place to go - and one place for developers
to post job offers.

Anyone in favor, reply.

Anyone against, reply but say why you are against it.

--
'Darco
darco@bigfoot.com

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17342 END: ./2 SCEA/yaroze/freetalk/000000551html.html

--MESSAGE FILE 17343 START: ./2 SCEA/yaroze/freetalk/000000552html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <evans@fourny.demon.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Job offer Discussion Group?
Date: Sat, 4 Apr 1998 21:19:32 +0100

Organization: Yaloozer
Lines: 21
Message-ID: <6g64bq$6vn3@chuka.playstation.co.uk>
References: <3525386D.7BB37AD2@mail.datasys.net>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

>Shouldn't there be a separate discussion group where companies can
>advertise their current open job positions? It seems logical... Rather
>than hunting through all the different discussion groups searching for
>a job offer, just make one place to go - and one place for developers
>to post job offers.

Is it just my browser or aren't there loads of job offers on the yaroze
newsgroups

and a good thing too - careerists suck

yours amateurishly
gr
---
strawberry.milkshake.kid@fourny.demon.co.uk
Lets trip each other up in the guise of going out

--MESSAGE FILE 17343 END: ./2 SCEA/yaroze/freetalk/000000552html.html

--MESSAGE FILE 17344 START: ./2 SCEA/yaroze/freetalk/000000553html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Job offer Discussion Group?
Date: Sat, 04 Apr 1998 16:43:58 GMT
Organization: SCEA News Server
Lines: 19
Message-ID: <35265efe.7883686@news.scea.sony.com>
References: <3525386D.7BB37AD2@mail.datasys.net>
<6g64bq$6vn3@chuka.playstation.co.uk>
NNTP-Posting-Host: client-151-198-130-6.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Is it just my browser or aren't there loads of job offers on the yaroze
>newsgroups

   I have only noticed one offer, from triplebeam entertainment...
Must've missed 'em. Doesn't matter, if others want to look for work,
check out Next Generation Issue #39, March '98. They have detailed job
descriptions, and a whole page of companies and recruiters you can
contact.

>and a good thing too - careerists suck

Um... I'll leave that one alone! [ROFL]

-Matt, who thinks Graeme must have been playing Frogger all morning to
think pros are so lame...

--MESSAGE FILE 17344 END: ./2 SCEA/yaroze/freetalk/000000553html.html

--MESSAGE FILE 17345 START: ./2 SCEA/yaroze/freetalk/000000554html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Job offer Discussion Group?
Date: Sat, 04 Apr 1998 15:19:06 -0800
Organization: SCEA News Server
Lines: 22
Message-ID: <3526BFEA.81ECE54E@sinclair.net>
References: <3525386D.7BB37AD2@mail.datasys.net>
<6g64bq$6vn3@chuka.playstation.co.uk> <35265efe.7883686@news.scea.sony.com>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

>Doesn't matter, if others want to look for work,
> check out Next Generation Issue #39, March '98. They have detailed job
> descriptions, and a whole page of companies and recruiters you can
> contact.

Every issue of Next Generation has that section; they are one great
magazine!

> >and a good thing too - careerists suck

Hee hee - Wouldn't it be better to get paid to write games than some
other boring job? ;)

> -Matt, who thinks Graeme must have been playing Frogger all morning to
> think pros are so lame...

What's wrong with Frogger, *I've* been playing it all morn- oh. :)
--

                - Dreamwriter Dragon
                  dreamer@sinclair.net
                        -==UDIC==-
--MESSAGE FILE 17345 END: ./2 SCEA/yaroze/freetalk/000000554html.html

--MESSAGE FILE 17346 START: ./2 SCEA/yaroze/freetalk/000000555html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Job offer Discussion Group?
Date: Sat, 04 Apr 1998 20:37:36 GMT
Organization: SCEA News Server
Lines: 16
Message-ID: <35269990.13524971@news.scea.sony.com>
References: <3525386D.7BB37AD2@mail.datasys.net>
<6g64bq$6vn3@chuka.playstation.co.uk> <35265efe.7883686@news.scea.sony.com>
<3526BFEA.81ECE54E@sinclair.net>
NNTP-Posting-Host: client-151-198-130-23.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>>Doesn't matter, if others want to look for work,
>> check out Next Generation Issue #39, March '98. They have detailed job

>> descriptions, and a whole page of companies and recruiters you can
>> contact.
>
>Every issue of Next Generation has that section; they are one great
>magazine!
>

   I did not mean the help wanted ads, I meant a whole special story
on different positions in the industry. Then, at the end, there's an
entire page of like 100 or so companies and recruiting agencies.
I take your point, but March's issue is extra handy.

-Matt
--MESSAGE FILE 17346 END: ./2 SCEA/yaroze/freetalk/000000555html.html

--MESSAGE FILE 17347 START: ./2 SCEA/yaroze/freetalk/000000556html.html
Path: chuka.playstation.co.uk!news
From: rs108@mdx.ac.uk (Robert Swan)
Newsgroups: scea.yaroze.freetalk
Subject: demo of a new(-ish) game
Date: Mon, 06 Apr 1998 01:53:40 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <35283544.1165420@news.playstation.co.uk>
NNTP-Posting-Host: stu-dialup1.mdx.ac.uk
X-Newsreader: Forte Free Agent 1.11/32.235

http://www.netyaroze-europe.com/~middex2/ftp/Race_B.zip

Ive put up the latest version of my racing demo, which is the last
version ill do until i start again with a different track system.

This new version is not so unfriendly as the old one. you can have as
many laps as you want, stores last nine lap times, rates each lap time
(sort of!) and keeps your best and worst lap times on screen. Make
sure you unzip them into the correct directories (ie, use pkunzip -d)

no readme.txt in there, but here are the commands.

siocons auto - to run it the first time
siocons rerun - to run it after then

controls are
left / right - steer
L1 / R1 - steer heavily + brake a bit
cross - accelerate
square - brake

select - quit

if you want to edit it to run in pal, the SetVideoMode(MODE_PAL)
command is in the file function.c, then simply recompile.

To get the game running in one frame on NTSC I had to cut the number
of objects being drawn. hope it doesnt affect things too badly. Any
comments would be lovely, seeing as I will develop this further
(unlike revolution)

Robert Swan
rs108@mdx.ac.uk
http://www.netyaroze-europe.com/~middex2/ftp
--MESSAGE FILE 17347 END: ./2 SCEA/yaroze/freetalk/000000556html.html

--MESSAGE FILE 17348 START: ./2 SCEA/yaroze/freetalk/000000557html.html
Path: chuka.playstation.co.uk!news
From: rs108@mdx.ac.uk (Robert Swan)
Newsgroups: scea.yaroze.freetalk
Subject: Re: demo of a new(-ish) game
Date: Mon, 06 Apr 1998 17:09:59 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <35290c5d.10010582@news.playstation.co.uk>
References: <35283544.1165420@news.playstation.co.uk>
NNTP-Posting-Host: stu-dialup14.mdx.ac.uk
X-Newsreader: Forte Free Agent 1.11/32.235

Honestly, this is the last version Ill do (perhaps). If you do want to change it to NTSC, change line number 90 in the functon.c file then recompile. Changes to the game are:

The track gets drawn much further into the distance. This does not slow it down even in NTSC.

Pressing CIRCLE will toggle semi-transparent/solid ghost car + trees

There is now a ghost car for you to race against. It just sits on the start line until you do a lap under 20 seconds, then it will follow the path of your fastest lap. Makes it a bit more fun

Minor cosmetic changes to the track, such as flipping it and altering trees + tunnels

btw My fastest time is 11.72 seconds. Care to beat it? Or just slag off the game? fair enough!

Robert Swan
--MESSAGE FILE 17348 END: ./2 SCEA/yaroze/freetalk/000000557html.html

--MESSAGE FILE 17349 START: ./2 SCEA/yaroze/freetalk/000000558html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: Did anyone see this?
Date: Tue, 07 Apr 1998 16:02:39 -0500
Organization: SCEA News Server
Lines: 9
Message-ID: <352A946E.AD2704FC@ix.netcom.com>
NNTP-Posting-Host: dgr-il4-16.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Bill Rehbock said:

"The one thing you could do with Net Yaroze is a very good game prototype. It can't stream data from the CD. In my humble opinion the pricing of the Yaroze system was insane. $750 is too high for a hobbyist thing."

--MESSAGE FILE 17349 END: ./2 SCEA/yaroze/freetalk/000000558html.html

--MESSAGE FILE 17350 START: ./2 SCEA/yaroze/freetalk/000000559html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Did anyone see this?
Date: Tue, 07 Apr 1998 17:41:10 GMT
Organization: SCEA News Server
Lines: 20
Message-ID: <352a6358.9594437@news.scea.sony.com>
References: <352A946E.AD2704FC@ix.netcom.com>
NNTP-Posting-Host: client-151-198-130-26.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Bill Rehbock said:
>
>"The one thing you could do with Net Yaroze is a very good game
>prototype. It can't stream data from the CD. In my
>humble opinion the pricing of the Yaroze system was insane. $750 is too
>high for a hobbyist thing."

Where did you get this quote from? I'd like to read the whole article. Considering that we were given the opportunity to educate ourselves on a modern 32-bit system, and that even Digipen students are learning on SNES systems, I found the price to be tolerable. There's never been an opportunity before like this. I doubt Sony is making much money at all from the program. I think Bill has a conflict of interest, I wouldn't be surprised to find out VM Labs is planning to release a hobbyist kit to compete with Sony when Project X is released this August. What better way to get prospective talent working in your corner, supporting your system?

-Matt
--MESSAGE FILE 17350 END: ./2 SCEA/yaroze/freetalk/000000559html.html

--MESSAGE FILE 17351 START: ./2 SCEA/yaroze/freetalk/000000560html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Jerry_Jessop@Playstation.Sony.Com (Jerry Jessop)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Did anyone see this?
Date: Tue, 07 Apr 1998 22:32:47 GMT
Organization: SCEA Hardware Engineering
Lines: 33
Message-ID: <352aa934.27179277@news.scea.sony.com>
References: <352A946E.AD2704FC@ix.netcom.com>
<352a6358.9594437@news.scea.sony.com>
NNTP-Posting-Host: 206.41.6.40
X-Newsreader: Forte Free Agent 1.1/32.230

Bill's comments were from an article online at www.gamasutra.com recently.

Jerry

On Tue, 07 Apr 1998 17:41:10 GMT, matth@bellatlantic.net (Matthew Hulett) wrote:

>

>>Bill Rehbock said:
>>
>>"The one thing you could do with Net Yaroze is a very good game
>>prototype. It   can't stream data from the CD. In my
>>humble opinion the pricing of the Yaroze system was insane. $750 is too
>>high for a hobbyist thing."
>
>   Where did you get this quote from? I'd like to read the whole
>article. Considering that we were given the opportunity to educate
>ourselves on a modern 32-bit system, and that even Digipen students
>are learning on SNES systems, I found the price to be tolerable.
>There's never been an opportunity before like this. I doubt Sony is
>making much money at all from the program. I think Bill has a conflict
>of interest, I wouldn't be surprised to find out VM Labs is planning
>to release a hobbyist kit to compete with Sony when Project X is
>released this August. What better way to get prospective talent
>working in your corner, supporting your system?
>
>-Matt

--MESSAGE FILE 17351 END: ./2 SCEA/yaroze/freetalk/000000560html.html

--MESSAGE FILE 17352 START: ./2 SCEA/yaroze/freetalk/000000561html.html
Path: chuka.playstation.co.uk!news
From: "Pete" <Hanno@btinternet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Serial port control - ioctl()
Date: 8 Apr 1998 17:16:49 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <01bd6312$ca5e9800$1e3463c3@default>
NNTP-Posting-Host: host5-99-52-30.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161

Hi,

I'd like to create a program that streams data between the PC and the
playstation via the serial port (preferably asynchronously), by firstly
downloading the playstation app via siocons (or PScomUtil), executing it,
then shutting down siocons and taking control of the serial port for my own
use. So far I've not had much luck, I can send and receive data to siocons,
but when I shut it down and run my own PC app I get nothing from the
playstation, nor is any data sent received.

If someone more knowledgeable than myself could give me a few pointers as
to where to start, and also a few examples of how to use ioctl() I would be
extremely grateful.

Cheers,

   Pete

--MESSAGE FILE 17352 END: ./2 SCEA/yaroze/freetalk/000000561html.html

--MESSAGE FILE 17353 START: ./2 SCEA/yaroze/freetalk/000000562html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: A Joke....
Date: Wed, 15 Apr 1998 13:02:35 GMT
Organization: SCEA News Server
Lines: 49

Message-ID: <3534ae2b.28858676@news.scea.sony.com>
NNTP-Posting-Host: client-120-43.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Well, it is so quiet around here, I figured I would post a joke. Remember, it is just a joke! I found it on the internet, and my friends and I got quite a laugh...

TOP 10 REASONS BEER IS BETTER THAN RELIGION

REASON #10.
....
No one will kill you for not drinking beer.

REASON # 9.
....
Beer doesn't tell you how to have sex.

REASON # 8.
....
Beer has never caused a major war.

REASON # 7.
....
They don't force beer on minors who can't think for themselves.

REASON # 6.
....
When you have a beer - you don't knock on people's doors trying to give it away!!!

REASON # 5.
....
Nobodys has ever been burned at the stake, hanged or tortured over his/her brand of beer.

REASON # 4.
....
You don't have to wait 2000+ years for a second beer.

REASON # 3.
....
There are laws saying beer labels can't lie to you.

REASON # 2.
....
You can prove you have a beer.

REASON # 1.
....
If you have devoted your life to beer, there are groups to help you stop.

I hope you are laughing, no debates, please! [LOL]

-Matt
--MESSAGE FILE 17353 END: ./2 SCEA/yaroze/freetalk/000000562html.html

--MESSAGE FILE 17354 START: ./2 SCEA/yaroze/freetalk/000000563html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scea.yaroze.freetalk
Subject: Re: A Joke....
Date: Wed, 15 Apr 1998 20:38:04 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 218

Message-ID: <6h3245$g1s10@chuka.playstation.co.uk>
References: <3534ae2b.28858676@news.scea.sony.com>
NNTP-Posting-Host: userl611.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Almost a tie-in, here goes...

With the newly found discovery that God
is a programmer, a Q&A session from Gods
'Technical Manager'

Q: Does God control everything that
happens in my
life?
A: He could, if he used the debugger,
but it's
tedious to step through all those
variables.

Q: Why does God allow evil to happen?
A: God thought he eliminated evil in one
of the
earlier revs.

Q: Does God know everything?
A: He likes to think so, but he is often
amazed to
find out what goes on in the overnight
job.

Q: What causes God to intervene in
earthly
affairs?
A: If a critical error occurs, the
system pages
him automatically and he logs on from
home to try
to bring it up. Otherwise things can
wait until
tomorrow.

Q: Did God really create the world in
seven days?
A: He did it in six days and nights
while living
on cola and candy bars. On the seventh
day he went
home and found out his girlfriend had
left him.

Q: How come the Age of Miracles Ended?
A: That was the development phase of the
project,
now we are in the maintenance phase.

Q: Will there be another Universe after
the Big
Bang?

A: A lot of people are drawing things on the white
board, but doubt that it will ever be implemented.

Q: Who is Satan?
A: Satan is an MIS director who takes credit for
more powers than he actually possesses, so people
who aren't programmers are scared of him. God
thinks of him as irritating but irrelevant.

Q: What is the role of sinners?
A: Sinners are the people who find new and
imaginative ways to mess up the system when God
has made it idiot-proof.

Q: Where will I go after I die?
A: Onto a backup tape.

Q: Will I be reincarnated?
A: Not unless there is a special need to recreate
you. And searching backup files is a major hassle,
so if there is a request for you, God will just
say that the tape has been lost.

Q: Am I unique and special in the universe?
A: There are over 10,000 major university and
corporate sites running exact duplicates of you in
the present release version.

Q: What is the purpose of the universe?
A: God created it because he values elegance and
simplicity, but then the users and managers
demanded he tack senseless features onto it and
now everything is more complicated and expensive
than ever.

Q: If I pray to God, will he listen?
A: You can waste his time telling him what to do,
or you can just get off his back and let him
program.

Q: What is the one true religion?
A: All systems have their advantages and
disadvantages, so just pick the one that best

suits your needs and don't let anyone
put you
down.

Q: How can I protect myself from evil?
A: Change your password every month and
don't make
it a name, a common word, or a date like
your
birthday.

Q: Some people claim they hear the voice
of God.
Is this true?
A: They are much more likely to receive
e-mail.

Q: Some people say God is Love.
A: That is not a question. Please
restate your
query in the form of a question. Abort,
Retry,
Fail?

 Structure Computers
Http://www.jokes.com
>   Well, it is so quiet around here, I
figured I would post a joke.
>Remember, it is just a joke!   I found
it on the internet, and my
>friends and I got quite a laugh...
>
>
>TOP 10 REASONS BEER IS BETTER THAN
RELIGION
>
>
>   REASON #10.
>   ....
>   No one will
kill you for not drinking beer.
>   REASON # 9.
>   ....
>   Beer doesn't
tell you how to have sex.
>   REASON # 8.
>   ....
>   Beer has
never caused a major war.
>   REASON # 7.
>   ....
>   They don't
force beer on minors who
>   can't   think
for themselves.
>   REASON # 6.
>   ....
>   When you have
a beer - you don't knock
>   on people's
doors trying to give it away!!!
>   REASON # 5.
>   ....
>   Nobodys has

ever been burned at the
> stake, hanged
or tortured over his/her
> brand of beer.
> REASON # 4.
> ....
> You don't
have to wait 2000+ years for
> a second
beer.
> REASON # 3.
> ....
> There are
laws saying beer labels can't lie
> to you.
> REASON # 2.
> ....
> You can prove
you have a beer.
> REASON # 1.
> ....
> If you have
devoted your life to beer,
> there are
groups to help you stop.
>
> I hope you are laughing, no debates,
please! [LOL]
>
>-Matt

--MESSAGE FILE 17354 END: ./2 SCEA/yaroze/freetalk/000000563html.html

--MESSAGE FILE 17355 START: ./2 SCEA/yaroze/freetalk/000000564html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Lets TRY to keep on topic
Date: Wed, 15 Apr 1998 19:35:28 -0400
Organization: SCEA News Server
Lines: 67
Message-ID: <35354440.EEE6D327@mail.datasys.net>
References: <3534ae2b.28858676@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 367.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Funny, yes. But this is a Yaroze channel! I don't mind really, it was
pretty funny but thats not the point. :) Lets try to keep on topic.

Beer speed, my son. :P

Matthew Hulett wrote:
>
> Well, it is so quiet around here, I figured I would post a joke.
> Remember, it is just a joke! I found it on the internet, and my
> friends and I got quite a laugh...
>
> TOP 10 REASONS BEER IS BETTER THAN RELIGION

>
>
>   REASON #10.
>   ....
>   No one will kill you for not drinking beer.
>   REASON # 9.
>   ....
>   Beer doesn't tell you how to have sex.
>   REASON # 8.
>   ....
>   Beer has never caused a major war.
>   REASON # 7.
>   ....
>   They don't force beer on minors who
>   can't   think for themselves.
>   REASON # 6.
>   ....
>   When you have a beer - you don't knock
>   on people's doors trying to give it away!!!
>   REASON # 5.
>   ....
>   Nobodys has ever been burned at the
>   stake, hanged or tortured over his/her
>   brand of beer.
>   REASON # 4.
>   ....
>   You don't have to wait 2000+ years for
>   a second beer.
>   REASON # 3.
>   ....
>   There are laws saying beer labels can't lie
>   to   you.
>   REASON # 2.
>   ....
>   You can prove you have a beer.
>   REASON # 1.
>   ....
>   If you have devoted your life to beer,
>   there are groups to help you stop.
>
>   I hope you are laughing, no debates, please! [LOL]
>
> -Matt

--
'Darco
darco@bigfoot.com

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17355 END: ./2 SCEA/yaroze/freetalk/000000564html.html

--MESSAGE FILE 17356 START: ./2 SCEA/yaroze/freetalk/000000565html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Fractals for better graphics
Date: Wed, 15 Apr 1998 19:44:58 -0400

Organization: SCEA News Server
Lines: 35
Message-ID: <3535467A.A219E4C1@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 367.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

I'm not a yaroze guru, but I like to think of myself as an intelegent programer. Here's my idea:

If you need to have some snazzy graphics in your game, why not use fractals? Slow, maybe - but you can be generating them in the background while you display that title screen...

While not good for pictures(Unless you have access to fractal compression algorythms), they can make absolutely beautiful designs and patterns that take up virtually no space at all(Depending on how much you can crunch your fractal generator code). You can hide the calculation times behind any static screen - as long as the static image serves some purpose(Like a map, instructions screen, or even a copyright or title screen).

Manderbrolt and Julia fractals would probably be best suited for this, but you could use any fractal. Fractal Plasma routines could be especially useful for generating TMD data for land terrain, instead of sending all of the data to the playstation via the serial cable. Have a game with thousands of different levels, without having to send any data back and forth between the playstation and the computer!

Anyway, I hope this sparks some imagination. All comments are welcome.

--
'Darco
darco@bigfoot.com

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17356 END: ./2 SCEA/yaroze/freetalk/000000565html.html

--MESSAGE FILE 17357 START: ./2 SCEA/yaroze/freetalk/000000566html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Lets TRY to keep on topic
Date: Wed, 15 Apr 1998 22:51:58 GMT
Organization: SCEA News Server
Lines: 15
Message-ID: <353537ec.15454907@news.scea.sony.com>
References: <3534ae2b.28858676@news.scea.sony.com>
<35354440.EEE6D327@mail.datasys.net>
NNTP-Posting-Host: client-151-198-130-97.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Wed, 15 Apr 1998 19:35:28 -0400, Darco <rquat@mail.datasys.net>
wrote:

>Funny, yes. But this is a Yaroze channel! I don't mind really, it was
>pretty funny but thats not the point. :) Lets try to keep on topic.
>
>Beer speed, my son. :P

   Nag, nag, nag... one thread of jokes in the freetalk section is no big deal. This is the freetalk section, at least Steve joined in the fun, it has been awfully quiet the past week. Even yarozers need to laugh once in a while... I hope more members will post their favorite jokes on the thread in days to come, Steve's gave me quite a laugh!

-Matt, who thinks freetalk should be just that, freetalk.
--MESSAGE FILE 17357 END: ./2 SCEA/yaroze/freetalk/000000566html.html

--MESSAGE FILE 17358 START: ./2 SCEA/yaroze/freetalk/000000567html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Lets TRY to keep on topic
Date: Wed, 15 Apr 1998 23:26:52 GMT
Organization: SCEA News Server
Lines: 21
Message-ID: <35353e65.17111790@news.scea.sony.com>
References: <3534ae2b.28858676@news.scea.sony.com>
<35354440.EEE6D327@mail.datasys.net> <353537ec.15454907@news.scea.sony.com>
NNTP-Posting-Host: client-151-198-130-97.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   As an aside, I just checked the newsgroup page to double check my self. It says that the freetalk section is for discussing anything we want. Not anything about yaroze programming, just anything... It also says that technical discussions should be kept to the appropiate groups, such that your thread on fractals would seem to be more out of place than my thread for jokes.
   Have a last word, please, I don't wish to argue. I have said my last word. But it seems clear that this section is for discussing anything we please, be it politics, jokes, demos, facets of the industry, etc... I would have felt different if one of the professional staff had said something, instead of another member.
   I suppose if I saw a thread on world religions, it would be odd, but I would just ignore it and move on to the threads that interest me, it isn't like only one thread can be active at any one time. I actually would be interested to know the thoughts of members on many different topics that have nothing to do with yaroze programming, you all are a very interesting, intelligent bunch. This is part of the reason I wish more of the lurkers would start posting...

   Peace,
   Matt
--MESSAGE FILE 17358 END: ./2 SCEA/yaroze/freetalk/000000567html.html

--MESSAGE FILE 17359 START: ./2 SCEA/yaroze/freetalk/000000568html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Lets TRY to keep on topic
Date: Thu, 16 Apr 1998 07:12:46 GMT
Organization: SCEA News Server
Lines: 2
Message-ID: <3535af40.272642@news.scea.sony.com>
References: <3534ae2b.28858676@news.scea.sony.com>

<35354440.EEE6D327@mail.datasys.net> <353537ec.15454907@news.scea.sony.com>
<35353e65.17111790@news.scea.sony.com>
NNTP-Posting-Host: ip160.ts3.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

I like the jokes! I think if everythink stayed on topic all the time
this place would get pretty boring!
--MESSAGE FILE 17359 END: ./2 SCEA/yaroze/freetalk/000000568html.html

--MESSAGE FILE 17360 START: ./2 SCEA/yaroze/freetalk/000000569html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups:
scea.yaroze.programming.3d_graphics,scea.yaroze.programming.3d_studio,scea.yaroz
e.freetalk
Subject: Yaroze 3D FAQ
Date: Thu, 16 Apr 1998 07:47:20 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <3538b787.2391518@news.scea.sony.com>
NNTP-Posting-Host: ip160.ts3.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451
Xref: chuka.playstation.co.uk scea.yaroze.programming.3d_graphics:231
scea.yaroze.programming.3d_studio:46 scea.yaroze.freetalk:569

Hello everyone! I know mario is compiling a yaroze FAQ so I thought it
might be kinda cool to go a little more specific and compile a 3D
Graphic yaroze FAQ ok so the title is still being worked on :). But if
you have any suggestions would like to help on send in a question for
it please E-Mail me at dajudge@inficad.com I thought I could even
include stuff like where to get free moddeling stuff and choosing the
right software for you and even go into some advanced stuff but anyway
let me know!
Michael KLucher
--MESSAGE FILE 17360 END: ./2 SCEA/yaroze/freetalk/000000569html.html

--MESSAGE FILE 17361 START: ./2 SCEA/yaroze/freetalk/000000570html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Lets TRY to keep on topic
Date: Thu, 16 Apr 1998 06:44:35 -0400
Organization: SCEA News Server
Lines: 42
Message-ID: <3535E113.E8FFB6ED@mail.datasys.net>
References: <3534ae2b.28858676@news.scea.sony.com>
<35354440.EEE6D327@mail.datasys.net> <353537ec.15454907@news.scea.sony.com>
<35353e65.17111790@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 316.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

jeez... Man, I thought I made it clear in my message that I wasn't

trying to be offensive, just making an observation. If I offended you, then I'll just post somewhere else.

But I do have my opinion and I stick by it. No need to bash me for it. My post on fractals was well suited for this newsgroup because it was not a suggestion of a technical nature, but just a concept. If, as I surely will, write a fractal program, I will discuss how I programed it in the programing newsgroup.

Matthew Hulett wrote:
>
> As an aside, I just checked the newsgroup page to double check my
> self. It says that the freetalk section is for discussing anything we
> want. Not anything about yaroze programming, just anything... It also
> says that technical discussions should be kept to the appropiate
> groups, such that your thread on fractals would seem to be more out of
> place than my thread for jokes.
> Have a last word, please, I don't wish to argue. I have said my
> last word. But it seems clear that this section is for discussing
> anything we please, be it politics, jokes, demos, facets of the
> industry, etc... I would have felt different if one of the
> professional staff had said something, instead of another member.
> I suppose if I saw a thread on world religions, it would be odd,
> but I would just ignore it and move on to the threads that interest
> me, it isn't like only one thread can be active at any one time. I
> actually would be interested to know the thoughts of members on many
> different topics that have nothing to do with yaroze programming, you
> all are a very interesting, intelligent bunch. This is part of the
> reason I wish more of the lurkers would start posting...

--
'Darco
darco@bigfoot.com

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
are not out to get me."
--MESSAGE FILE 17361 END: ./2 SCEA/yaroze/freetalk/000000570html.html

--MESSAGE FILE 17362 START: ./2 SCEA/yaroze/freetalk/000000571html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Lets TRY to keep on topic
Date: Thu, 16 Apr 1998 12:14:53 GMT
Organization: SCEA News Server
Lines: 17
Message-ID: <3535f282.32992477@news.scea.sony.com>
References: <3534ae2b.28858676@news.scea.sony.com>
<35354440.EEE6D327@mail.datasys.net> <353537ec.15454907@news.scea.sony.com>
<35353e65.17111790@news.scea.sony.com> <3535E113.E8FFB6ED@mail.datasys.net>
NNTP-Posting-Host: client-151-198-130-72.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>But I do have my opinion and I stick by it. No need to bash me for it.

Bash?!? Have you ever checked out some of the usenet groups?
I did not bash you. No cursing, no slamming, no capitol letters, no

exclamation points, no names, etc...I simply made an argument for why my thread does not call for others to be correcting my behavior. You are entitled to your opinion. The only time I have found it necessary to correct other's behavior is when rude criticism occurs, which is very rare. Discussions of how to boot gold discs or to chip and hack the PSX have tempted me, but I figured I would just be quiet. If the pros are willing to let such entries stand, I have nothing to say... Heck, I enjoyed reading your post on fractals, please don't stop posting. In fact, the more you post, the better!

-Matt

--MESSAGE FILE 17362 END: ./2 SCEA/yaroze/freetalk/000000571html.html

--MESSAGE FILE 17363 START: ./2 SCEA/yaroze/freetalk/000000572html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: "Sean Kennedy" <skennedy@bconnex.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Did anyone see this?
Date: 16 Apr 1998 20:19:09 GMT
Organization: SCEA News Server
Lines: 81
Message-ID: <01bd6975$f92fee40$2964d68e@dilbert.humberc.on.ca>
References: <352A946E.AD2704FC@ix.netcom.com>
<352a6358.9594437@news.scea.sony.com> <352aa934.27179277@news.scea.sony.com>
NNTP-Posting-Host: ratbert.humberc.on.ca
X-Newsreader: Microsoft Internet News 4.70.1155

Hi Everyone, Been Buzy again..

Jerry Jessop <Jerry_Jessop@Playstation.Sony.Com> wrote in article
<352aa934.27179277@news.scea.sony.com>...
> Bill's comments were from an article online at www.gamasutra.com
> recently.
> Jerry

Yes I saw this article too.

> On Tue, 07 Apr 1998 17:41:10 GMT, matth@bellatlantic.net (Matthew
> Hulett) wrote:
> >>Bill Rehbock said:
> >>
> >>"The one thing you could do with Net Yaroze is a very good game
> >>prototype. It   can't stream data from the CD. In my
> >>humble opinion the pricing of the Yaroze system was insane. $750 is too
> >>high for a hobbyist thing."
It is a little mental perhaps if the Yaroze system was to be distributed in
REAL BULK quantities.

But it isn't. So the classic business economics of the project, dictates
that the price will be high. But look at what you get. The is the Web
system, Software, Access to fellow hobbyists, and the ability to really get
"Inside PSX" and lot's more.
I am, and still believe there are three distinct groups of people in this
technology.
Those that spend the money to see something.
Those that Speng more money to see How it was done. [Yaroze]
Those Who Spend all the money to actually do what was done. [Mr. J.
Cameron?]

> >   Where did you get this quote from? I'd like to read the whole
> >article. Considering that we were given the opportunity to educate

> >ourselves on a modern 32-bit system, and that even Digipen students
> >are learning on SNES systems, I found the price to be tolerable.
> >There's never been an opportunity before like this.

Digipen uses MacOS and Win32/NT systems to do development.
This is the standard way of doing dev work.
They then use Dev tools with SNES systems because they could get a lot of
them,
for an economical price.

> > I doubt Sony is
> >making much money at all from the program. I think Bill has a conflict
> >of interest, I wouldn't be surprised to find out VM Labs is planning
> >to release a hobbyist kit to compete with Sony when Project X is
> >released this August. What better way to get prospective talent
> >working in your corner, supporting your system?
> >-Matt

Kudos Matt, an excellent observation.
But I would not expect any other tactic from VM Labs, with just that
premise.

Why?
Well, what has been the biggest killer of Consoles/Handhelds {read EGM
May98 pp22 'Power Play'} that have been tried to be put out in the last
9-10 years: [I Quote]

DIED: Lack of software support, high price "Lynx"
DIED: Lack of Software, price "Game Gear"
DIED: High Price, Death of TurboGrafx "Turbo Express"

Lack of software support is one of the WORST things to try and get over
when starting off a new platform.

BUT, The easiest way of getting software developed is to work hard bringing
development houses on-side, use well known software [GCC or CW or Visual
C++],
and make add-ins for current development products on the market.

To take care of the creative side, offer an economic solution that can be
examined with a lot of freebies. LINUX is a good example of this type of
premise. Just look at the amount of "Free" unix software is on the net and
how much of it runs on LINUX.
Same thing here.

-sean
--MESSAGE FILE 17363 END: ./2 SCEA/yaroze/freetalk/000000572html.html

--MESSAGE FILE 17364 START: ./2 SCEA/yaroze/freetalk/000000573html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Lets TRY to keep on topic
Date: Thu, 16 Apr 1998 22:35:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <6h5ta2$shn2@chuka.playstation.co.uk>
References: <3534ae2b.28858676@news.scea.sony.com>
<35354440.EEE6D327@mail.datasys.net> <353537ec.15454907@news.scea.sony.com>
<35353e65.17111790@news.scea.sony.com> <3535E113.E8FFB6ED@mail.datasys.net>
<3535f282.32992477@news.scea.sony.com>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0

The more ANYONE posts the better!! The Net side of the Yaroze scene has been very quiet since I joined.

JohnT

Matthew Hulett wrote in message <3535f282.32992477@news.scea.sony.com>...
>
>>But I do have my opinion and I stick by it. No need to bash me for it.
>
>   Bash?!? Have you ever checked out some of the usenet groups?
>I did not bash you. No cursing, no slamming, no capitol letters, no
>exclamation points, no names, etc...I simply made an argument for why
>my thread does not call for others to be correcting my behavior. You
>are entitled to your opinion. The only time I have found it necessary
>to correct other's behavior is when rude criticism occurs, which is
>very rare. Discussions of how to boot gold discs or to chip and hack
>the PSX have tempted me, but I figured I would just be quiet. If the
>pros are willing to let such entries stand, I have nothing to say...
>Heck, I enjoyed reading your post on fractals, please don't stop
>posting. In fact, the more you post, the better!
>
>-Matt
>

--MESSAGE FILE 17364 END: ./2 SCEA/yaroze/freetalk/000000573html.html

--MESSAGE FILE 17365 START: ./2 SCEA/yaroze/freetalk/000000574html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Resolution
Date: Thu, 16 Apr 1998 18:21:25 -0400
Organization: SCEA News Server
Lines: 46
Message-ID: <35368465.ED5D87DE@mail.datasys.net>
References: <3534ae2b.28858676@news.scea.sony.com>
<35354440.EEE6D327@mail.datasys.net> <353537ec.15454907@news.scea.sony.com>
<35353e65.17111790@news.scea.sony.com> <3535E113.E8FFB6ED@mail.datasys.net>
<3535f282.32992477@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 270.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Matthew Hulett wrote:
>
> >But I do have my opinion and I stick by it. No need to bash me for it.
>
>   Bash?!? Have you ever checked out some of the usenet groups?
> I did not bash you. No cursing, no slamming, no capitol letters, no
> exclamation points, no names, etc...I simply made an argument for why
> my thread does not call for others to be correcting my behavior.

Hmm... Ok, bash wasn't a good word to use. But you did seem quite upset that I said what I said. I tried hard (Yeah, allot of thought went into it) to make that first message seem as non-threatening as possible. (I even added a pun at the end to try to reinforce the impression) I guess I failed. I'll follow your lead though and just

let sony decide what is inappropriate for specific groups.

> You
> are entitled to your opinion. The only time I have found it necessary
> to correct other's behavior is when rude criticism occurs, which is
> very rare. Discussions of how to boot gold discs or to chip and hack
> the PSX have tempted me, but I figured I would just be quiet. If the
> pros are willing to let such entries stand, I have nothing to say...
> Heck, I enjoyed reading your post on fractals, please don't stop
> posting. In fact, the more you post, the better!

I'm glad that you enjoyed my post. I'm writing a program now for
generating Manderbrolt fractals on the playstation - It'll be cool
when I get finished. I'll post the source in the programing section as
a link. I'm suprised that no one has commented about my fractal post
yet... (Except obviously you) :/ Oh well. I'll try to post some more
thought provoking ideas as I come upon them, as well as working
through them to show how they might be implemented.

Peace!

--
'Darco
darco@bigfoot.com

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17365 END: ./2 SCEA/yaroze/freetalk/000000574html.html

--MESSAGE FILE 17366 START: ./2 SCEA/yaroze/freetalk/000000575html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Resolution
Date: Fri, 17 Apr 1998 04:03:11 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <3536d31c.56300017@news.scea.sony.com>
References: <3534ae2b.28858676@news.scea.sony.com>
<35354440.EEE6D327@mail.datasys.net> <353537ec.15454907@news.scea.sony.com>
<35353e65.17111790@news.scea.sony.com> <3535E113.E8FFB6ED@mail.datasys.net>
<3535f282.32992477@news.scea.sony.com> <35368465.ED5D87DE@mail.datasys.net>
NNTP-Posting-Host: client-120-34.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

This is inappropiariate here, so I will say what I have to say in an
e-mail.

Peace.
--MESSAGE FILE 17366 END: ./2 SCEA/yaroze/freetalk/000000575html.html

--MESSAGE FILE 17367 START: ./2 SCEA/yaroze/freetalk/000000576html.html
Path: chuka.playstation.co.uk!scea!greg_labrec@interactive.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Did anyone see this?
Date: Fri, 17 Apr 1998 05:02:33 GMT

Organization: SCEA News Server
Lines: 23
Message-ID: <3536df78.59464437@news.scea.sony.com>
References: <352A946E.AD2704FC@ix.netcom.com>
<352a6358.9594437@news.scea.sony.com> <352aa934.27179277@news.scea.sony.com>
<01bd6975$f92fee40$2964d68e@dilbert.humberc.on.ca>
NNTP-Posting-Host: client-120-34.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

I know you, did you ever get a letter from "James" asking you about yaroze development with Linux? Believe it or not, I do visit all the pages at one time or another. Maybe you could indulge us all and start a new thread on what goes into using the yaroze with Linux, your page gives few details. I'd be curious to hear.

What really piques my curiosity about Project X is that they are marketing development kits for $7500.. Wow, is that cheap! Any four or five of us could team up and purchase a professional kit. This would not be so easy with PSX or Nintendo, considering the former costs $20,000 - $30,000, and the N64 kit costs several times more.

I was wondering how they could succeed in a market with three consoles already out there, what could their business plan be? Now I see part of the plan is to market great tools at reasonable prices. I mispoke when I said August, when I type fast I screw up. I await the release in October, I want to see this hardware at work.

Mario, our ever-secretive independant contractor, who is bound by a NDA, got a preview of the system, and he believes they will do very well. I am not convinced yet, but now my opinion allows for the possibility. Hopefully, they won't charge $400. for the system the way the 32-bit generation did when it showed up. I actually want them to succeed now, which has not always been the case.

-Matt
--MESSAGE FILE 17367 END: ./2 SCEA/yaroze/freetalk/000000576html.html

--MESSAGE FILE 17368 START: ./2 SCEA/yaroze/freetalk/000000577html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Unix, WINE and Yaroze tools.
Date: 23 Apr 1998 17:37:45 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Sender: thutton@TECH10
Message-ID: <u67k13s52.fsf@cybec.com.au>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:665
scea.yaroze.freetalk:577

Anyone tried to run rsdtool or timtool using WINE, the Windows emulator under a free PC unix?

Might give it ago later on, though considering that rsdtool isn't that stable under the real Windows I don't like my chances.
--
Toby.
--MESSAGE FILE 17368 END: ./2 SCEA/yaroze/freetalk/000000577html.html

--MESSAGE FILE 17369 START: ./2 SCEA/yaroze/freetalk/000000578html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english

Subject: A short story...
Date: Thu, 23 Apr 1998 13:55:20 -0400
Organization: SCEA News Server
Lines: 16
Message-ID: <6hnusu$a2a7@scea>
NNTP-Posting-Host: pc42.aug-ga.ddinet.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:578
scee.yaroze.freetalk.english:674

I just opened up a web site off the sony server. I wanted to make a place we could all go to trade Libs that were / are user created. All runtime code will be password protected on the Yaroze servers, and we will NOT post any code that is licensed by Sony, we are only looking for user libs.. You can get there by going http://yaroze-world.org . If you have any libs or any reviews or pretty much anything you want to add to the site please let me know.

On a side note if you send me e-mail and don't get a reply right away it's because I'll be in Austria / Germany from Apr 24 -> May 9th...

Regards,

Jeff / Nemesis

--MESSAGE FILE 17369 END: ./2 SCEA/yaroze/freetalk/000000578html.html

--MESSAGE FILE 17370 START: ./2 SCEA/yaroze/freetalk/000000579html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: A short story...
Date: 23 Apr 1998 20:52:41 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <6ho9mp$3li37@chuka.playstation.co.uk>
References: <6hnusu$a2a7@scea>
NNTP-Posting-Host: n8.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/6hnusu$a2a7@scea
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:579
scee.yaroze.freetalk.english:680

Does this site support Netscape1.0 as I only get a blank page?

"Jeff Lawton" <jlawton@groupz.net> wrote:
>I just opened up a web site off the sony server. I wanted to make a place
>we could all go to trade Libs that were / are user created. All runtime
>code will be password protected on the Yaroze servers, and we will NOT post
>any code that is licensed by Sony, we are only looking for user libs.. You
>can get there by going http://yaroze-world.org . If you have any libs or
>any reviews or pretty much anything you want to add to the site please let
>me know.
>
>On a side note if you send me e-mail and don't get a reply right away it's
>because I'll be in Austria / Germany from Apr 24 -> May 9th...
>

>Regards,
>
>Jeff / Nemesis
>
>

--MESSAGE FILE 17370 END: ./2 SCEA/yaroze/freetalk/000000579html.html

--MESSAGE FILE 17371 START: ./2 SCEA/yaroze/freetalk/000000580html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Net Yaroze Web ring
Date: Fri, 24 Apr 1998 07:45:55 GMT
Organization: SCEA News Server
Lines: 3
Message-ID: <354042f0.285440@news.scea.sony.com>
NNTP-Posting-Host: ip214.ts4.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Just to let everyone know I have created a Net Yaroze web ring for out
side yaroze pages you can find it at www.inficad.com/~dajudge in the
Net Yaroze section
--MESSAGE FILE 17371 END: ./2 SCEA/yaroze/freetalk/000000580html.html

--MESSAGE FILE 17372 START: ./2 SCEA/yaroze/freetalk/000000581html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: A short story...
Date: Fri, 24 Apr 1998 15:07:50 +0200
Organization: Debri Productions
Lines: 8
Message-ID: <1d7yxva.1dndhbp2c4thcN@a1-88-127.a1.nl>
References: <6hnusu$a2a7@scea> <6ho9mp$3li37@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-127.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:581
scee.yaroze.freetalk.english:686

West <wb6ac> wrote:

> Does this site support Netscape1.0 as I only get a blank page?
>
>
Netscape 1.0 ?????? Thats old, what computer do you use? C64 ;-)

DEnnis..
--MESSAGE FILE 17372 END: ./2 SCEA/yaroze/freetalk/000000581html.html

--MESSAGE FILE 17373 START: ./2 SCEA/yaroze/freetalk/000000582html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: A short story...
Date: 24 Apr 1998 14:49:45 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12

Message-ID: <6hq8qa$b02@chuka.playstation.co.uk>
References: <6hnusu$a2a7@scea> <6ho9mp$3li37@chuka.playstation.co.uk>
<1d7yxva.1dndhbp2c4thcN@a1-88-127.a1.nl>
NNTP-Posting-Host: n35.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/1d7yxva.1dndhbp2c4thcN@a1-88-127.a1.nl
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:582
scee.yaroze.freetalk.english:690

macsuppor@a1.nl (DEnnis Brinkhuis) wrote:
>West <wb6ac> wrote:
>
>> Does this site support Netscape1.0 as I only get a blank page?
>>
>>
>Netscape 1.0 ?????? Thats old, what computer do you use? C64 ;-)
>
>DEnnis..

No something far worse. A **&^%$# Sun Sparcstation4.

--MESSAGE FILE 17373 END: ./2 SCEA/yaroze/freetalk/000000582html.html

--MESSAGE FILE 17374 START: ./2 SCEA/yaroze/freetalk/000000583html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: CGDC anyone?
Date: Fri, 24 Apr 1998 13:07:39 -0700
Organization: SCEA News Server
Lines: 11
Message-ID: <wal-ya02408000R2404981307390001@news.scea.sony.com>
NNTP-Posting-Host: dnai-207-181-237-139.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

Are any other Net Yarozers (gee, is there a term for Net Yaroze users?)
going to the Computer Game Developers Conference in May? I'm going. Maybe
we should get together for a dinner or something.

BTW, Gamasutra (www.gamasutra.com) is having a Net Yaroze giveaway
contest... of course everyone hear already has one, but you might want to
tell your envious friends.

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 17374 END: ./2 SCEA/yaroze/freetalk/000000583html.html

--MESSAGE FILE 17375 START: ./2 SCEA/yaroze/freetalk/000000584html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Programing Group
Date: Wed, 29 Apr 1998 16:40:13 -0400
Organization: SCEA News Server
Lines: 24

Message-ID: <3547902D.9BA7BA48@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 312.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

My programing group, Voria, is in desperate need of programers and a
web master. If you consider yourself an avid or even a moderate
playstation programer, please email me. You can as well go to our web
page, but be warned that it is not yet finished. (ie: we need a web
master) If you are interested, email me and tell us your talents.

Currently, we have 3 members - a programer(me), an artist, and a
muscian.

Voria Webpage: http://www.datasys.net/users/stu/rquat/voria

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17375 END: ./2 SCEA/yaroze/freetalk/000000584html.html

--MESSAGE FILE 17376 START: ./2 SCEA/yaroze/freetalk/000000585html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Robert Schutt" <rschutt@cs.colgate.edu>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.hardware,scea.yaroze.programming.gnu_compiler,s
cee.yaroze.freetalk.english,scee.yaroze.programming.gnu_compiler,scee.yaroze.pro
gramming.libraries
Subject: Re: Root counter controls...
Date: Thu, 30 Apr 1998 21:38:13 -0400
Organization: SCEA News Server
Lines: 32
Message-ID: <6ib8bi$cv09@scea>
References: <6ec3ji$i0m17@scea>
NNTP-Posting-Host: 149.43.162.22
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:585
scea.yaroze.programming.gnu_compiler:96 scee.yaroze.freetalk.english:721
scee.yaroze.programming.gnu_compiler:198 scee.yaroze.programming.libraries:148

I have been playing with the Root Counter Controls.

I think there may be a bug with the root counter.

It seems to me that the root counter is incremented every
clock cycle. Not every 8 clock cycles like the documentation
suggests.

This is done after several experiments with timing features.

If anyone is interested let me know.

Jeff Lawton wrote in message <6ec3ji$i0m17@scea>...
>Has anyone ever played with the Root counter functions:
>
>ResetRCnt
>GetRCnt
>StartRCnt
>
>How do they work?
>
>I need some timers in the program I am working on, and I thought they might
>be the answer...
>
>Regards,
>
>Jeff / Nemesis
>
>
>

--MESSAGE FILE 17376 END: ./2 SCEA/yaroze/freetalk/000000585html.html

--MESSAGE FILE 17377 START: ./2 SCEA/yaroze/freetalk/000000586html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: How did you get started???
Date: Sat, 02 May 1998 00:13:20 GMT
Organization: SCEA News Server
Lines: 19
Message-ID: <354a636a.1323252@news.scea.sony.com>
NNTP-Posting-Host: ip54.ts5.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Well I thought I might try to drum up alittle ativity in the group
asnd ask a cool question. How did you get started in the yaroze
program?

For me I first saw the Yaroze on the show "The Site" that used to be
on MSNBC they showed a demo of some girl (who was apperantly the
programmers sister) and a little like gun and you could shoot at her
head I have no idea what this game was but anyways this is what first
put the seed in my mind "I must have this machine" but I wated and
waited finally I moved off to college and had some extra money
finally! I monitored the outside net yaroze group which was 99.5%
spam for mod chips and other things trying to get an idea if the
yaroze was relally worth the cost so I wrote the only person who ever
really posted there, Mario who I di not know at the time worked for
sony. He tald me about the yaroze and gave me alittle more idea about
it than the FAQ did and yes he did tell me he worked in the program.
Two weeks later I bought my yaroze and have been happy ever scence.

What's your story??? :)
--MESSAGE FILE 17377 END: ./2 SCEA/yaroze/freetalk/000000586html.html

--MESSAGE FILE 17378 START: ./2 SCEA/yaroze/freetalk/000000587html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Sat, 02 May 1998 00:14:30 GMT
Organization: SCEA News Server
Lines: 2
Message-ID: <354b653c.1789613@news.scea.sony.com>
References: <354a636a.1323252@news.scea.sony.com>
NNTP-Posting-Host: ip54.ts5.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Actually now that I think about it too mario should have gotten some
kind of kickback from that sale :)
--MESSAGE FILE 17378 END: ./2 SCEA/yaroze/freetalk/000000587html.html

--MESSAGE FILE 17379 START: ./2 SCEA/yaroze/freetalk/000000588html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Fri, 01 May 1998 18:42:25 -0700
Organization: SCEA News Server
Lines: 14
Message-ID: <354A7A01.6278BB75@sinclair.net>
References: <354a636a.1323252@news.scea.sony.com>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Pretty simple: I read an article about it in a magazine, had to have
it, saved up the bucks, and sent off for it. Of course, I spent the
first 6 months only using it for, like, 6-8 hours a month (working on
Faces of Evil), but now I'm into working on it at least a little every
week (usually a lot).

>
> What's your story??? :)

--

                - Dreamwriter Dragon
                  dreamer@sinclair.net
                        -==UDIC==-
--MESSAGE FILE 17379 END: ./2 SCEA/yaroze/freetalk/000000588html.html

--MESSAGE FILE 17380 START: ./2 SCEA/yaroze/freetalk/000000589html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Fri, 1 May 1998 23:16:45 -0400
Organization: SCEA News Server
Lines: 22
Message-ID: <6ie2e7$edu1@scea>
References: <354a636a.1323252@news.scea.sony.com>
NNTP-Posting-Host: sud-tcs1-port23.vianet.on.ca

X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I was actually trying to learn to develop games for the PC.
But with the hundreds of different hardware manufacturers for the PC I found it almost impossible to write something that would work on any machine out there. Instead of concentrating on the actual game I found I spent more time learning dev tools that stick around for a couple moths then something new and improved comes up. (DirectX, OpenGL, Glide)

Realizing my frustrations I tried searching for a console to program for with dedicated hardware that would never change.   That was the definite selling point for me. After realizing that pro dev kit cost more than a brand new car, I knew the Yaroze was for me.

And that's a little story of how a Northern boy starts into video game programming!!!

Steve Tolin
titan@vianet.on.ca

>What's your story??? :)

--MESSAGE FILE 17380 END: ./2 SCEA/yaroze/freetalk/000000589html.html

--MESSAGE FILE 17381 START: ./2 SCEA/yaroze/freetalk/000000590html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Fri, 01 May 1998 21:01:52 -0700
Organization: Cisco Systems
Lines: 21
Message-ID: <354A9AB0.90EA3907@netmagic.net>
References: <354a636a.1323252@news.scea.sony.com>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

[...]
> What's your story??? :)

A friend got one almost 3/4 of a year before me and kept telling me about it. After finally getting a look at it in a VideogameSpot review and seeing some of the screen captures on SCEA, I pondered over the feasibility of it all. The PSX had proven itself that it could support quality gaming despite its hardware limitations. And the Yaroze was _programmable_. That was the selling point. I got into computer programming because of games and now I code CGIs for a living. :)

You have to figure that there's always going to be opportunities like this that come up once in a while. The question is: do you let it pass you by or do you take a chance? I figured, that if it worked out, it would be one of those experiences that lasts a lifetime. If not, then I'd only lose money and time. So far from what I've seen and what I've done, I haven't been disappointed. ^_^

- e!

  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17381 END: ./2 SCEA/yaroze/freetalk/000000590html.html

--MESSAGE FILE 17382 START: ./2 SCEA/yaroze/freetalk/000000591html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Sat, 02 May 1998 11:39:39 -0500
Organization: (no organization)
Lines: 38
Message-ID: <354B4C4B.31F2@charlie.cns.iit.edu>
References: <354a636a.1323252@news.scea.sony.com>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)

Michael Klucher wrote:
> What's your story??? :)

For years I got my hands on all the old console "grey area"
development info I could: Atari 2600, ColecoVision, NES, SNES,
Genesis, etc.

Developing for these systems was a hacking dream come true,
but a software engineering nightmare! You litterally need to
do stuff like desolder ROMS from old game carts, and replace
them with sockets and EPROMs, etc. You needed to find cross
assemblers and cross compilers (only ever got a C compiler
for the Genesis, everything else was assembly!), and get it
all working yourself. You even needed to write all your own
graphics converters, music routines, etc. The technical
challange was awesome!

By day I was a mild-mannered software engineer, following
ISO 9000 process, doing functional specs, design docs, code
reviews, etc. But by night, my dual personality split into
a mad hacker, following nothing but his whims and his insane
quest for knowledge! Bwa-ha-ha-hahaha!!!!
Ahem, sorry, got carried away there. :-)

Shocking, yes, but programming the old consoles was a hobby
I really enjoyed, just so I could say "I know how they did that".

I think I first heard about Yarouze (the olde spelling) in
Next Generation magazine, and they even featured a cover
story on Net Yaroze a few months before it was available.

I signed up on the web the day it was announced, and sent
off my money the very day I got the sign-up kit in the mail!
I was not about to let an opportunity like this slip by!

Now I know how they make Playstation games! :-)

EdF
--MESSAGE FILE 17382 END: ./2 SCEA/yaroze/freetalk/000000591html.html

--MESSAGE FILE 17383 START: ./2 SCEA/yaroze/freetalk/000000592html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Sat, 02 May 1998 12:49:18 -0400
Organization: SCEA News Server
Lines: 52
Message-ID: <354B4E8E.E49AD422@mail.datasys.net>
References: <354a636a.1323252@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 314.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Just a small note before I start - This message is SUPPOSE to be in the "How did you get started??" thread; and it looks like it is from my newsreader, but I am aware that some people kept asking me why I always start a new thread when I knew I didn't. ANYWAY...

Michael Klucher wrote:
> What's your story??? :)

Well, it goes back a few years when I was as Toys-r-us. I was looking at some new games to get for my shiny new n64. When we were leaving, a magazine caught my eye. It was next generation magazine, yellow with a big black PSX controller on front; "Sony's New PlayStation - Coming in '97: The console that lets YOU make the game".

My brow raised with curiosity as I went to go pick up the magazine that would eventually change my goal in life. I opened up the cover and read the first page.

"I can't believe it - I must be dreaming", I thought. But I read on and it kept getting better. I quickly bought the magazine, and read over the entire article. My first impression was "I want one!".

Then after the initial euphoria wore off, I started to read through my shiny new magazine. I looked at the front cover for any other interesting headlines, and at the bottom of the page "REVEALED! Everything they don't teach you at the DigiPen videogame school". My brow raised again, and I quickly flipped to the page at the front of the magazine.

That's where I also decided I wanted to go to DigiPen to learn to program videogames for a living. Since that time, I have gone to the 2 week summer programing workshop at DigiPen Vancouver, and I hope to go to DigiPen Institute of Technology (In Redmond, Washington) when I finish highschool the year 2000. And I have no doubt that if I hadn't saw that yaroze controller on the front of that magazine, I would still be planning on going to Georgia Tech and waste a few years taking stupid core classes. Now I have an opportunity to go straight into the video game industry.

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria

PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17383 END: ./2 SCEA/yaroze/freetalk/000000592html.html

--MESSAGE FILE 17384 START: ./2 SCEA/yaroze/freetalk/000000593html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Sat, 02 May 1998 14:08:42 -0400
Organization: SCEA News Server
Lines: 42
Message-ID: <354B612A.6708EE7F@mail.datasys.net>
References: <354a636a.1323252@news.scea.sony.com>
<354B4C4B.31F2@charlie.cns.iit.edu>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 314.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Ed Federmeyer wrote:
>
> Michael Klucher wrote:
> > What's your story??? :)
>
> For years I got my hands on all the old console "grey area"
> development info I could: Atari 2600, ColecoVision, NES, SNES,
> Genesis, etc.
>
> Developing for these systems was a hacking dream come true,
> but a software engineering nightmare! You litterally need to
> do stuff like desolder ROMS from old game carts, and replace
> them with sockets and EPROMs, etc. You needed to find cross
> assemblers and cross compilers (only ever got a C compiler
> for the Genesis, everything else was assembly!), and get it
> all working yourself. You even needed to write all your own
> graphics converters, music routines, etc. The technical
> challange was awesome!

I tried to do that to a Super Nintendo cart... But to my dissmay, when
I was trying to de-sodder the battery(which was dead), the sodder
seemed to be explosive! Everytime I tried to de-sodder it, it would
keep spattering sodder everywhere, (Loud too, scared the crap out of
me) so I decided to quit until I got some goggles. It wasn't the
battery - the battery was intact. (Besides being dead)

Kinda off topic, but I'm not going to get into another argument about
correct and incorrect topics. :)

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17384 END: ./2 SCEA/yaroze/freetalk/000000593html.html

--MESSAGE FILE 17385 START: ./2 SCEA/yaroze/freetalk/000000594html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: The Name of A Game
Date: Sat, 2 May 1998 15:36:14 -0400
Organization: SCEA News Server
Lines: 30
Message-ID: <6ifrrb$edu3@scea>
NNTP-Posting-Host: sud-tcs1-port35.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:594
scee.yaroze.freetalk.english:761

I used to play an arcade game that was most fun and I would like to try and
find it or info about it.

Maybe some of you have played it or might remember somthing, anyways...

The game:

Very similar to Xevious: Top view, scrolling upwards; space ship flying
over land (grass, and rock)

Now here's the main distinguishing feature of the game.

Like Gradius it had power ups. There were stars you collected. After so
many stars then you could purchase new weapoons or items for your ship. I
remember the best config was to get homing missle, speed upgrades, but
there were also wing upgrades that would widen your ship (to a length of 3).
If you got shot in the wing you'd loose them.

Simple as that.

If you remember this game I would very much appretiate some info on it.

Thanx in advance.
Steve Tolin
titan@vianet.on.ca

--MESSAGE FILE 17385 END: ./2 SCEA/yaroze/freetalk/000000594html.html

--MESSAGE FILE 17386 START: ./2 SCEA/yaroze/freetalk/000000595html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: The Name of A Game
Date: Sun, 3 May 1998 10:55:59 +0200
Organization: Debri Productions
Lines: 6
Message-ID: <1d8fbsq.1l4yfjouy2r3wN@a1-88-103.a1.nl>
References: <6ifrrb$edu3@scea>

NNTP-Posting-Host: a1-88-103.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:595
scee.yaroze.freetalk.english:762

Sorry, sounds like a game that's been cloned a lot. It even sounds like
the last game Ambrosia produced for the Macintosh.

The options sounds like parodius, but that ain't topview but sideview.

DEnnis..
--MESSAGE FILE 17386 END: ./2 SCEA/yaroze/freetalk/000000595html.html

--MESSAGE FILE 17387 START: ./2 SCEA/yaroze/freetalk/000000596html.html
Path: chuka.playstation.co.uk!news
From: "Mark Wilson" <m.wilson@dial.pipex.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: The Name of A Game
Date: Sun, 3 May 1998 11:03:10 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <6ihf3m$jpr2@chuka.playstation.co.uk>
References: <6ifrrb$edu3@scea>
NNTP-Posting-Host: ag243.du.pipex.com
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:596
scee.yaroze.freetalk.english:763

>Like Gradius it had power ups. There were stars you collected. After so
>many stars then you could purchase new weapoons or items for your ship. I
>remember the best config was to get homing missle, speed upgrades, but
>there were also wing upgrades that would widen your ship (to a length of
3).
>If you got shot in the wing you'd loose them.
>
>Simple as that.
>

It could be Slap Fight, I only ever played the C64 version, but I recall
that having wing extensions.

Mark

--MESSAGE FILE 17387 END: ./2 SCEA/yaroze/freetalk/000000596html.html

--MESSAGE FILE 17388 START: ./2 SCEA/yaroze/freetalk/000000597html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: 3 May 1998 11:53:09 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 111
Sender: news@chuka.playstation.co.uk
Message-ID: <6ihial$f2a1@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 3 May 1998 10:58:23 UT

by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id LAA09011
for <news@playstation.co.uk>; Sun, 3 May 1998 11:57:57 +0100 (BST)
From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Well, lets see. I've been playing games ever since my VIC 20 and coded some from the back of books. But then I left coding and just went game crazy!
I bought or begged my parents for every system that came out (see the list on
my homepage). I kept on playing and playing until my eyes turn blood shot red.
It wasn't until two years after I graduated high school that I went to College (yes I
know ...two years..I was a immature drunken shit to go sooner). After doing my first
year in Computer Engineering Technology I decided to head out west to Vancouver
and party some more (yes party some more). I then decided to go back to school
in the fall after seeing an ad for Digipen(check www.digipen.com) in a local University
Calendar. It was the first video game school in North America to open, which was being
sponsored by Nintendo. I then teamed up with four Americans and we all shared a house
and went to Digipen. It was great until my student loan fell through half way past the first year
and I was ticked off. I had no other choice but to quit. My roomates continued to attend the
two year coarse and I was stuck thinking how the hell I'm going to get into this industry.
I am Mr. Videogames, and nothing was going to ruin my dreams of getting in. I then had to get
a shit cooking job and work 40 hours a week and save up for a new computer. When I bought the
computer I coded my ass off for the duration of the coarse they were attending. I had to catch
up to my roomates and continue to pursue my dreams. I bought so many damn game programming
books (see list on my homepage) and etc that I couldn't read them all. I did manage to read
the books that caught my attention. I would almost lock myself up in my room and code, code,
code. I had drank lots of Coke or 7-Up to keep me awake during the long hours. I sometimes
coded into daybreak and could hear the damn birds chirping (might have been on too much
caffeine at the time..ha!). I then decided it was time to go to a cheaper local College and take
a programming coarse there..I did but was still broke as hell. I then had to attend College,
work 35 hours a week, then go back home and code some demos. After about 8 months of that
bullshit I was finally done my coarse and completed a couple of game demos from coding at
night (see my hompage for demos). By the way I don't wish anyone has to go through that
bullshit routine I had to do..don't wish it on my worst enemy. I passed out about 12 times at
work and once almost taken to the hospital. I was having 3 to 4 hours a sleep per day..argh!!!

Anyhow getting back to the good stuff. Last year at this time I attended the Computer Game
Developers Converence to look for a job in the game industry. Well turns out companies were
interested but couldn't get me into America since I didn't have 3 years experience or a BSc.
I guess it sucked to be me after attending that show. But just before I attended I got my Yaroze
in the mail!! So after the CGDC I started to code on the Yaroze, with the same bullshit routine
of 12-14 hours a day to knock a demo together. I then decided to apply overseas since I had
relatives in England. Well, I did, sent a demo to Sony, and I guess now the rest is history. As for
my four roomates they all got jobs in the game industry one month before me...and I didn't even
attend the first video game school in North America...also saved $21,000. It's been 16, 17 years
playing games and I'm still kicking around. Sorry if I got off topic and wrote a damn novel...ha!

>From: "Steve Tolin" <titan@vianet.on.ca>

>And that's a little story of how a Northern boy starts into video game
>programming!!!

Hey Sudbury boy, I'm more Northern then you! And this is how someone from Timmins, Ontario (the great white north) got into the video game programming,
and got into the video game industry.

P.S. Is there any snow left up in Northern Ontario? But then again Timmins has got
to be one of the coldest places on earth.

>What's your story??? :)

Regards,

George

--MESSAGE FILE 17388 END: ./2 SCEA/yaroze/freetalk/000000597html.html

--MESSAGE FILE 17389 START: ./2 SCEA/yaroze/freetalk/000000598html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Sun, 03 May 1998 13:02:04 -0400
Organization: SCEA News Server
Lines: 31
Message-ID: <354CA30C.B8620CE7@mail.datasys.net>
References: <6ihial$f2a1@emeka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 368.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 4.04 [en] (Win95; I)

George_Bain@Playstation.sony.com wrote:
>
>   via smtpd (for [194.203.13.2]) with SMTP; 3 May 1998 10:58:23 UT
>   by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id LAA09011
>   for <news@playstation.co.uk>; Sun, 3 May 1998 11:57:57 +0100 (BST)
> From: George_Bain@Playstation.sony.com
> To: news@playstation.co.uk
> Content-Disposition: inline
>
> Well, lets see. I've been playing games ever since my VIC 20 and coded
> some from the back of books. But then I left coding and just went game
> crazy!
> I bought or begged my parents for every system that came out (see the list
> on
> my homepage).

What is your homepage address?

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17389 END: ./2 SCEA/yaroze/freetalk/000000598html.html

--MESSAGE FILE 17390 START: ./2 SCEA/yaroze/freetalk/000000599html.html
Path: chuka.playstation.co.uk!news
From: "Chain" <s.mussell@virgin.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: The Name of A Game
Date: Sun, 3 May 1998 22:49:46 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <6iiodf$jpr17@chuka.playstation.co.uk>
References: <6ifrrb$edu3@scea>
NNTP-Posting-Host: p11-cacique-gui.tch.virgin.net
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:599
scee.yaroze.freetalk.english:782

Nemisis?

Steve Tolin wrote in message <6ifrrb$edu3@scea>...
>I used to play an arcade game that was most fun and I would like to try and
>find it or info about it.
>
>Maybe some of you have played it or might remember somthing, anyways...
>
>The game:
>
>Very similar to Xevious: Top view, scrolling upwards; space ship flying
>over land (grass, and rock)

>
>Now here's the main distinguishing feature of the game.
>
>Like Gradius it had power ups. There were stars you collected. After so
>many stars then you could purchase new weapoons or items for your ship. I
>remember the best config was to get homing missle, speed upgrades, but
>there were also wing upgrades that would widen your ship (to a length of
3).
>If you got shot in the wing you'd loose them.
>
>Simple as that.
>
>If you remember this game I would very much appretiate some info on it.
>
>
>Thanx in advance.
>Steve Tolin
>titan@vianet.on.ca
>
>
>
>

--MESSAGE FILE 17390 END: ./2 SCEA/yaroze/freetalk/000000599html.html

--MESSAGE FILE 17391 START: ./2 SCEA/yaroze/freetalk/000000600html.html
Path: chuka.playstation.co.uk!news
From: Nick Slaven <NickSlaven@compuserve.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: The Name of A Game
Date: Mon, 04 May 1998 00:47:46 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 44
Message-ID: <354D0220.F25A8ECE@compuserve.com>
References: <6ifrrb$edu3@scea> <6iiodf$jpr17@chuka.playstation.co.uk>
NNTP-Posting-Host: ld21-080.lon.compuserve.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:600
scee.yaroze.freetalk.english:784

I used to play nemisis a hell of a lot, and this game sounds totally different,
For a start nemisis was side on view scrolling right to left.

Nick

Chain wrote:

> Nemisis?
>
> Steve Tolin wrote in message <6ifrrb$edu3@scea>...
> >I used to play an arcade game that was most fun and I would like to try and
> >find it or info about it.
> >
> >Maybe some of you have played it or might remember somthing, anyways...
> >
> >The game:
> >
> >Very similar to Xevious: Top view, scrolling upwards; space ship flying
> >over land (grass, and rock)

> >
> >Now here's the main distinguishing feature of the game.
> >
> >Like Gradius it had power ups. There were stars you collected. After so
> >many stars then you could purchase new weapoons or items for your ship. I
> >remember the best config was to get homing missle, speed upgrades, but
> >there were also wing upgrades that would widen your ship (to a length of
> 3).
> >If you got shot in the wing you'd loose them.
> >
> >Simple as that.
> >
> >If you remember this game I would very much appretiate some info on it.
> >
> >
> >Thanx in advance.
> >Steve Tolin
> >titan@vianet.on.ca
> >
> >
> >
> >

--MESSAGE FILE 17391 END: ./2 SCEA/yaroze/freetalk/000000600html.html

--MESSAGE FILE 17392 START: ./2 SCEA/yaroze/freetalk/000000601html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Sun, 3 May 1998 19:37:59 -0400
Organization: SCEA News Server
Lines: 41
Message-ID: <6iiub7$edu4@scea>
References: <6ihial$f2a1@emeka.playstation.co.uk>
NNTP-Posting-Host: sud-tcs1-port8.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

That' s true. You probably are one of the people in here that are from one
of the most remote locations.

For those of you who don't know, drive from Detroit (I'll use this as a
point of reference) about 3 -4 hours north east to Toronto, Ontario, then
drive 4 hours due north to Sudbury (Tha's where I am) then drive another
four hours north to reach Timmins.   Just as a note (although I'm not a big
fan or anything)
Shania Twain (originally from Timmins) is commencing her world wide tour
starting in Sudbury next weekend.

As for the snow, this winter has been the best I can ever remember.
Sudbury had very little snow (go figure) and Timmins was probably the same.

Thanks El-Nino

Steve Tolin

>Hey Sudbury boy, I'm more Northern then you! And this is how someone from

>Timmins, Ontario (the great white north) got into the video game
>programming,
>and got into the video game industry.
>
>P.S. Is there any snow left up in Northern Ontario? But then again Timmins
>has got
>to be one of the coldest places on earth.
>
>>What's your story??? :)
>
>
>Regards,
>
>George
>
>
>

--MESSAGE FILE 17392 END: ./2 SCEA/yaroze/freetalk/000000601html.html

--MESSAGE FILE 17393 START: ./2 SCEA/yaroze/freetalk/000000602html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: The Name of A Game
Date: Sun, 3 May 1998 21:20:02 -0400
Organization: SCEA News Server
Lines: 37
Message-ID: <6ij4bh$edu5@scea>
References: <6ifrrb$edu3@scea> <6ihf3m$jpr2@chuka.playstation.co.uk>
NNTP-Posting-Host: sud-tcs1-port20.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:602
scee.yaroze.freetalk.english:788

And the winner is:

MARK WILSON

Thanks everyone. I did a little searching of all the mentioned games. It
was Slap Fight.

I did a little browsing and was able to find an emulated version. I can't
believe it was 1986. That's 12 years ago. I've been playing games for way
too long. Anyways, I'm gonna get back to playing Slap Fight.

Thanks to everyone.

Steve Tolin

Mark Wilson wrote in message <6ihf3m$jpr2@chuka.playstation.co.uk>...
>>Like Gradius it had power ups. There were stars you collected. After so
>>many stars then you could purchase new weapoons or items for your ship. I
>>remember the best config was to get homing missle, speed upgrades, but
>>there were also wing upgrades that would widen your ship (to a length of
>3).
>>If you got shot in the wing you'd loose them.
>>

>>Simple as that.
>>
>
>It could be Slap Fight, I only ever played the C64 version, but I recall
>that having wing extensions.
>
>Mark
>
>

--MESSAGE FILE 17393 END: ./2 SCEA/yaroze/freetalk/000000602html.html

--MESSAGE FILE 17394 START: ./2 SCEA/yaroze/freetalk/000000603html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kevin Holbrook <Kevin_Holbrook@bmc.com>
Newsgroups: scea.yaroze.freetalk
Subject: PSXsock
Date: Sun, 03 May 1998 21:20:49 -0500
Organization: SCEA News Server
Lines: 7
Message-ID: <354D2601.744BBFEC@bmc.com>
NNTP-Posting-Host: dresden.bmc.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)

I have been looking for references to something which was called
"PSXsock" which allowed socket communications.

I can't find the author or links. Can anyone point to the author or his
web page?

Thanks.
--MESSAGE FILE 17394 END: ./2 SCEA/yaroze/freetalk/000000603html.html

--MESSAGE FILE 17395 START: ./2 SCEA/yaroze/freetalk/000000604html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: George_Bain@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: 4 May 1998 12:15:08 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 26
Sender: news@chuka.playstation.co.uk
Message-ID: <6ik7vs$i6h1@emeka.playstation.co.uk>
Reply-To: George_Bain@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 4 May 1998 11:20:16 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id MAA01308
    for <news@playstation.co.uk>; Mon, 4 May 1998 12:19:48 +0100 (BST)
From: George_Bain@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Hi there,

Under SCEA...look for George Bain under homepages!

Regards,

George

What is your homepage address?

--
'Darco
darco@NOSPAM@bigfoot.com

--MESSAGE FILE 17395 END: ./2 SCEA/yaroze/freetalk/000000604html.html

--MESSAGE FILE 17396 START: ./2 SCEA/yaroze/freetalk/000000605html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: The Name of A Game
Date: Mon, 04 May 1998 16:09:36 +0100
Organization: The Hex Heroes
Lines: 9
Message-ID: <354DDA30.D2E@writeme.com>
References: <6ifrrb$edu3@scea> <6iiodf$jpr17@chuka.playstation.co.uk>
<354D0220.F25A8ECE@compuserve.com>
NNTP-Posting-Host: atl4-036.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:605
scee.yaroze.freetalk.english:803

Nick Slaven wrote:

> I used to play nemisis a hell of a lot, and this game sounds totally
> different, For a start nemisis was side on view scrolling right to
> left.

Nemesis = Gradius :)

James (~mrfrosty)
--MESSAGE FILE 17396 END: ./2 SCEA/yaroze/freetalk/000000605html.html

--MESSAGE FILE 17397 START: ./2 SCEA/yaroze/freetalk/000000606html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: DMS player / S2S utility: preview available
Date: Mon, 04 May 1998 14:08:58 -0700
Organization: Cisco Systems
Lines: 40
Message-ID: <354E2E6A.1DFE2BA3@netmagic.net>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Xref: chuka.playstation.co.uk scea.yaroze.freetalk:606
scee.yaroze.freetalk.english:810

Heya,

I've nearing the completion of a project started nearly a month ago, and
I've got a usable demo available for download which includes a sample
S3M file.

DMS is a rather buggy implementation of a S3M player for the Yaroze, but
it works! You create an S3M-compatible file, convert it to DMS format,
load it to the Yaroze, and include some small libraries in your
executable. If you write your S3M file correctly, you should be able to
get all 16-channels to play back and still have room for sound effects.
You can theoretically have more than 1 DMS file playing back at the same
time, too.

The DMS player is written for NTSC, but the DMS libraries can be
configured for either NTSC or PAL. (For lack of a high-resolution timer,
I'm using the vsync counts.) The code for the player is also included
in the archive so you can make the necessary adjustments for PAL.
(Remember to check the DMSInit() call in the main() function!)

If you're interested in checking this out, go to:

        http://www.netmagic.net/~tenchi/yaroze/

and click on the Download link. There is a ZIP archive with:

        - a README.TXT which you should read :P
        - DMSPlay (NTSC)
        - S2S (DOS utility)
        - TEST1.DMS (a sample song with its accompanying .S3M file)
        - full source code to DMSPlay, DMS, S2S, and other stuff

NOTE: If you don't have direct SCEA access, you can grab the archive
directly from:

        http://www.netmagic.net/~tenchi/yaroze/download/dmstest.zip

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17397 END: ./2 SCEA/yaroze/freetalk/000000606html.html

--MESSAGE FILE 17398 START: ./2 SCEA/yaroze/freetalk/000000607html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: E3
Date: Mon, 04 May 1998 17:43:18 -0400
Organization: SCEA News Server
Lines: 16
Message-ID: <354E3676.9499842C@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 430.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Anyone going to E3 this month? Anyone going reply, perhaps we can all
meet up there in person.

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17398 END: ./2 SCEA/yaroze/freetalk/000000607html.html

--MESSAGE FILE 17399 START: ./2 SCEA/yaroze/freetalk/000000608html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: Re: PSXsock
Date: 05 May 1998 10:23:31 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Sender: thutton@TECH10
Message-ID: <upvhtftvg.fsf@cybec.com.au>
References: <354D2601.744BBFEC@bmc.com>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

Kevin Holbrook <Kevin_Holbrook@bmc.com> writes:
>
> I have been looking for references to something which was called
> "PSXsock" which allowed socket communications.
>
> I can't find the author or links. Can anyone point to the author or his
> web page?

I'm not sure what the exact URL is for US members. The page on the
SCEE site is

http://www.netyaroze-europe.com/yaroze_scea/pages/jblack.html

So on the SCEA page it's probably .../~jblack/
--
Toby.
--MESSAGE FILE 17399 END: ./2 SCEA/yaroze/freetalk/000000608html.html

--MESSAGE FILE 17400 START: ./2 SCEA/yaroze/freetalk/000000609html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Tue, 05 May 1998 15:32:42 GMT
Organization: L4 Software
Lines: 10
Message-ID: <354f2b92.2323089@205.149.189.29>
References: <354E3676.9499842C@mail.datasys.net>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Newsreader: Forte Agent 1.5/32.452

I'll be there. You'll find me next to the Net Yaroze system.

Mario

On Mon, 04 May 1998 17:43:18 -0400, Darco <rquat@mail.datasys.net>
wrote:

>Anyone going to E3 this month? Anyone going reply, perhaps we can all
>meet up there in person.

--MESSAGE FILE 17400 END: ./2 SCEA/yaroze/freetalk/000000609html.html

--MESSAGE FILE 17401 START: ./2 SCEA/yaroze/freetalk/000000610html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: YarozeMaster
Date: Wed, 6 May 1998 15:07:24 +0200
Organization: Debri Productions
Lines: 27
Message-ID: <1d8lvav.tqq5mhrljlfeN@a1-88-115.a1.nl>
References: <6e90kp$6nq6@chuka.playstation.co.uk> <351127B1.100E@mdx.ac.uk>
NNTP-Posting-Host: a1-88-115.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:610
scee.yaroze.freetalk.english:840

Stephen Fernandez <sf054@mdx.ac.uk> wrote:

> Maurice Sibrandi wrote:
> >
> > Check out this awesome siocons replacement at
> > http://www.netyaroze-europe.com/~deruiter
> > and give comments!
> >
> > Bye!
>
>
> i cant actually find the program
> on your website
> where exactly is it please?>
>
That deruiter-guy is dutch. But I can't contact him. His mail-adress
seems to be faulty. Does anybody have a better adres of this bloke?

DEnnis Brinkhuis (NL)
---
http://come.to/debri
http://www.netyaroze-europe.com/~madmac
http://www.a1.nl/macsupport/debri/teamblack
---
debri@dds.nl
macsuppor@a1.nl

--MESSAGE FILE 17401 END: ./2 SCEA/yaroze/freetalk/000000610html.html

--MESSAGE FILE 17402 START: ./2 SCEA/yaroze/freetalk/000000611html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk

Subject: Re: Job offer Discussion Group?
Date: Wed, 6 May 1998 15:07:27 +0200
Organization: Debri Productions
Lines: 24
Message-ID: <1d8lvk9.2jkwmh1to9d8gN@a1-88-115.a1.nl>
References: <3525386D.7BB37AD2@mail.datasys.net>
<6g64bq$6vn3@chuka.playstation.co.uk> <35265efe.7883686@news.scea.sony.com>
<3526BFEA.81ECE54E@sinclair.net>
NNTP-Posting-Host: a1-88-115.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Joshua Meeds <dreamer@sinclair.net> wrote:

> >Doesn't matter, if others want to look for work,
> > check out Next Generation Issue #39, March '98. They have detailed job
> > descriptions, and a whole page of companies and recruiters you can
> > contact.
>
> Every issue of Next Generation has that section; they are one great
> magazine!
>
I don't know if its availeble in the US, but we have a magazine called
EDGE in europe. Its from Future publishers and has every month lots
compagnies advertizing for job offers. At least abourt 8 or 9 pages
every month.

DEnnis Brinkhuis (NL)
---
http://come.to/debri
http://www.netyaroze-europe.com/~madmac
http://www.a1.nl/macsupport/debri/teamblack
---
debri@dds.nl
macsuppor@a1.nl

--MESSAGE FILE 17402 END: ./2 SCEA/yaroze/freetalk/000000611html.html

--MESSAGE FILE 17403 START: ./2 SCEA/yaroze/freetalk/000000612html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Programing Group
Date: Wed, 6 May 1998 15:07:32 +0200
Organization: Debri Productions
Lines: 14
Message-ID: <1d8lvqg.ywdqqd8lnhsyN@a1-88-115.a1.nl>
References: <3547902D.9BA7BA48@mail.datasys.net>
NNTP-Posting-Host: a1-88-115.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

I'm a 2D and 3D designer, I do webpages to. The only thing is that I'm
dutch and so member of SCEE. My programming is still a problem but if I
can be of any help...

DEnnis Brinkhuis (NL)
---
http://come.to/debri
http://www.netyaroze-europe.com/~madmac
http://www.a1.nl/macsupport/debri/teamblack
---
debri@dds.nl
macsuppor@a1.nl

--MESSAGE FILE 17403 END: ./2 SCEA/yaroze/freetalk/000000612html.html

--MESSAGE FILE 17404 START: ./2 SCEA/yaroze/freetalk/000000613html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: YarozeMaster
Date: Wed, 06 May 1998 14:42:56 +0100
Organization: Intelligent Research
Lines: 17
Message-ID: <355068DF.75CE70E6@hinge.mistral.co.uk>
References: <6e90kp$6nq6@chuka.playstation.co.uk> <351127B1.100E@mdx.ac.uk>
<1d8lvav.tqq5mhrljlfeN@a1-88-115.a1.nl>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:613
scee.yaroze.freetalk.english:842

DEnnis Brinkhuis wrote:

> That deruiter-guy is dutch. But I can't contact him. His mail-adress
> seems to be faulty. Does anybody have a better adres of this bloke?
>
> DEnnis Brinkhuis (NL)

I got a couple of mails from him a while ago. He was going to addARS
fileserving to YarozeMaster and contacted me for the latest
source code....I'll see if I've still got his address when I get home
tonite.

BTW. Anyone live in or near Amsterdam? I'm over there at the end
of the month for a weekend...

Craig.

--MESSAGE FILE 17404 END: ./2 SCEA/yaroze/freetalk/000000613html.html

--MESSAGE FILE 17405 START: ./2 SCEA/yaroze/freetalk/000000614html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: 6 May 1998 14:49:38 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <6ipta2$jpr41@chuka.playstation.co.uk>
References: <6ihial$f2a1@emeka.playstation.co.uk> <6iiub7$edu4@scea>
NNTP-Posting-Host: n24.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/6iiub7$edu4@scea

"Steve Tolin" <titan@vianet.on.ca> wrote:
>That' s true. You probably are one of the people in here that are from one
>of the most remote locations.

You obvioulsy never been to Hatfield. At least it seems the remotest place on earth :)

--MESSAGE FILE 17405 END: ./2 SCEA/yaroze/freetalk/000000614html.html

--MESSAGE FILE 17406 START: ./2 SCEA/yaroze/freetalk/000000615html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: 3D programmer wanted
Date: Wed, 6 May 1998 19:56:49 +0200
Organization: Debri Productions
Lines: 19
Message-ID: <1d8m8q9.1c3cz1d1hen1t6N@a1-88-116.a1.nl>
NNTP-Posting-Host: a1-88-116.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

I need a 3D programmer for a little flight-sim.
The art-work is merely done (by myself).

Just take a look at the idea and tell me if you want to be part of this project...

http://www.a1.nl/macsupport/debri/stuff/planesane.html

DEnnis Brinkhuis (NL)
---
http://come.to/debri
http://www.netyaroze-europe.com/~madmac
http://www.a1.nl/macsupport/debri/teamblack
---
debri@dds.nl
macsuppor@a1.nl

--MESSAGE FILE 17406 END: ./2 SCEA/yaroze/freetalk/000000615html.html

--MESSAGE FILE 17407 START: ./2 SCEA/yaroze/freetalk/000000616html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Wed, 6 May 1998 15:21:17 -0400
Organization: SCEA News Server
Lines: 25
Message-ID: <6iqcel$6r4@scea>
References: <6ihial$f2a1@emeka.playstation.co.uk> <6iiub7$edu4@scea> <6ipta2$jpr41@chuka.playstation.co.uk>
NNTP-Posting-Host: sud-tcs1-port37.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

OK. Obviously there may be more remote locations on earth. I admit I don't know where Hatfield is but I'm pretty sure it's along the same line as a Timmins.

Seems funny how we're poking fun at a guy who is working for SCEE and is from a small town.

Just goes to show what hard work will give ya.

Later

Steve Tolin

West wrote in message <6ipta2$jpr41@chuka.playstation.co.uk>...
>"Steve Tolin" <titan@vianet.on.ca> wrote:
>>That' s true. You probably are one of the people in here that are from
one
>>of the most remote locations.
>
>You obvioulsy never been to Hatfield. At least it seems the remotest place
on
>earth :)
>

--MESSAGE FILE 17407 END: ./2 SCEA/yaroze/freetalk/000000616html.html

--MESSAGE FILE 17408 START: ./2 SCEA/yaroze/freetalk/000000617html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: YarozeMaster
Date: Wed, 6 May 1998 21:44:44 +0200
Organization: Debri Productions
Lines: 41
Message-ID: <1d8mjdd.c4gn4j1f0a3yuN@a1-88-100.a1.nl>
References: <6e90kp$6nq6@chuka.playstation.co.uk> <351127B1.100E@mdx.ac.uk>
<1d8lvav.tqq5mhrljlfeN@a1-88-115.a1.nl> <355068DF.75CE70E6@hinge.mistral.co.uk>
NNTP-Posting-Host: a1-88-100.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:617
scee.yaroze.freetalk.english:854

Craig Graham <c_graham@hinge.mistral.co.uk> wrote:

> DEnnis Brinkhuis wrote:
>
> > That deruiter-guy is dutch. But I can't contact him. His mail-adress
> > seems to be faulty. Does anybody have a better adres of this bloke?
> >
> > DEnnis Brinkhuis (NL)
>
> I got a couple of mails from him a while ago. He was going to addARS
> fileserving to YarozeMaster and contacted me for the latest
> source code....I'll see if I've still got his address when I get home
> tonite.
>
> BTW. Anyone live in or near Amsterdam? I'm over there at the end
> of the month for a weekend...
>
> Craig.

Thanks, would be graet if you could give me his adress. He did the same
school as I am doing now. And I live in the east of the Netherlands and
if I'm not mistaken, the bloke we are talking about lives somewhere in
the center of the Netherlands (but I'm not sure).
I do work in Amsterdam as a freelance system-manager. If you want, we
can meet in Amsterdam. Why are you in Amsterdam? And do you have a place
to stay in the Netherlands? You can stay at my humble place if you want.
I'm just a student, but compared with England I live very spaceious.

Just let me know, and meeting in Amsterdam is never a problem I think.

(us lucky dutch students have a pass for free -or reduced- public
transportation)

DEnnis Brinkhuis (NL)
---
http://come.to/debri
http://www.netyaroze-europe.com/~madmac
http://www.a1.nl/macsupport/debri/teamblack
---
debri@dds.nl
macsuppor@a1.nl

--MESSAGE FILE 17408 END: ./2 SCEA/yaroze/freetalk/000000617html.html

--MESSAGE FILE 17409 START: ./2 SCEA/yaroze/freetalk/000000618html.html
Path: chuka.playstation.co.uk!news
From: rs108@mdx.ac.uk (Robert Swan)
Newsgroups: scea.yaroze.freetalk
Subject: Offer to design a web site
Date: Thu, 07 May 1998 01:58:14 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <35511528.1789412@www.netyaroze-europe.com>
NNTP-Posting-Host: th-eng07-039.pool.dircon.co.uk
X-Newsreader: Forte Free Agent 1.11/32.235

Seeing as recently my tv is knackered, and not sure what Ill be doing
for now, Im offering my services to anyone who wants me to have a bash
at their web sites. I prefer clean, functional looking pages, which
you can be shown on my site

http://www.netyaroze-europe.com/~middex2

I won't email people who mentioned about wanting a web person, seeing
as there is a bit of a glut in the market for web designers, but if
any of you like what you see in mine, then id be happy to help you :)

Robert Swan
rs108@mdx.ac.uk
--MESSAGE FILE 17409 END: ./2 SCEA/yaroze/freetalk/000000618html.html

--MESSAGE FILE 17410 START: ./2 SCEA/yaroze/freetalk/000000619html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: YarozeMaster
Date: Thu, 07 May 1998 12:08:55 +0100
Organization: Intelligent Research
Lines: 43
Message-ID: <35519647.5628268A@hinge.mistral.co.uk>
References: <6e90kp$6nq6@chuka.playstation.co.uk> <351127B1.100E@mdx.ac.uk>
<1d8lvav.tqq5mhrljlfeN@a1-88-115.a1.nl> <355068DF.75CE70E6@hinge.mistral.co.uk>
<1d8mjdd.c4gn4j1f0a3yuN@a1-88-100.a1.nl>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:619
scee.yaroze.freetalk.english:863

DEnnis Brinkhuis wrote:

> Thanks, would be graet if you could give me his adress. He did the same

Here's his details....

Maurice Sibrandi (sibrandi@orion.nl)

> I do work in Amsterdam as a freelance system-manager. If you want, we
> can meet in Amsterdam. Why are you in Amsterdam? And do you have a place

Weekend break with my fiance and a few friends (being tourist's Friday 'til Monday).I hear it's a holiday weekend there, so it should be fun...see the sights, drink some
beer (etc)

> to stay in the Netherlands? You can stay at my humble place if you want.
> I'm just a student, but compared with England I live very spaceious.

We don't all live in tiny London hovels ;)(I've got an apartment at the Marina in Brighton, balcony over the lagoon,
boats, sea, sun, plenty of space and a pleasantly long way from London)

We're staying at some Hotel in the centre of Amsterdam (cann't remember the name of it)....

> Just let me know, and meeting in Amsterdam is never a problem I think.
> (us lucky dutch students have a pass for free -or reduced- public
> transportation)

It was never that easy when I was a student in England....I think thedutch get it to easy - being a student is all about tiny grotty smelly houses and walking everywhere 'coz you've got no money :)

> DEnnis Brinkhuis (NL)

Craig.

--MESSAGE FILE 17410 END: ./2 SCEA/yaroze/freetalk/000000619html.html

--MESSAGE FILE 17411 START: ./2 SCEA/yaroze/freetalk/000000620html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Thu, 07 May 1998 12:38:40 +0100
Organization: Intelligent Research
Lines: 76
Message-ID: <35519D40.32F85D0E@hinge.mistral.co.uk>
References: <354a636a.1323252@news.scea.sony.com>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

Michael Klucher wrote:

> Well I thought I might try to drum up alittle ativity in the group
> asnd ask a cool question. How did you get started in the yaroze
> program?

> What's your story??? :)

Hmm....got half an hour? Ok, read on....

Age 10,
    The kid (John) who's family had the Chinese takeaway in our little
village
    got a ZX81 (first computer in the village). We sat and played with it

    for hours on end on the TV in the front of their shop.
    Got Mum & Dad to buy me a ZX81 as well.
    Wrote a version of Defender in Basic.
Age 11
    Got a Dragon 32.
    Wrote loads of stuff in Basic.
    John got an Acorn/BBC Micro.
Age 12
    It wasn't fast enough, and I couldn't afford an assembler on
    2.50 a week pocket money, so I wrote my own 6809 assembler.
Age 13
    Got one of the first Atari ST's in the UK (no internal disc drive,
    TV modulator hacked in).Got a PD command line assembler
    and started doing some dodgy games and demos.
Age 16
    Sent some demo's to Gremlin, but don't take it any further
    as exams are coming....
Age 17
    Wrote a multiplayer networked MUD on the Acorn network
    at school for my A-Level CS project.
Age 18
    Started work at BAe Space Systems (Comms Sats Division) as
    student apprentice (microelectronics & computing)
Age 19
    University of Newcastle (4 years MEng) Coded a 3D graphics
    engine on Unix/OSF Motif.
    John decided computers sucked and went into graphic art...
Age 22
    Got an Atari Falcon (cool machine, shame it never took off).
    Coded some DSP56K.
Age 23
    Graduated (Masters), and got a job coding 68K & H8 Assembler
    for an Interactive TV systems company in London.
    Met a guy called Mark Lawrence in that company - cool guy, he
    coded the Memotech versions of Manic Miner & Jet Set Willy.
    Met a hacker called Jose - the guy who wrote the 3D engine
    for Robocop3 on the Amiga.
    Re-wrote the entire Atari OS from scratch to be fully multitasked
    (it could still run all programs GEM could, but at the same time).
Age 24
    Designed the graphics co-processor for the companys next generation
    box. Spent 6 monthes coding graphics demos for the new co-pro.
    Mark & myself talked one of our bosses into branching out into
    Playstation games.
    Our paths meet again, and my old friend John joins the team as our
    lead graphics and modelling man.
    Got a PC at home.
Age 25
    Finally got developer status from Sony and took delivery of dev kits
    etc....

    I'm obsesive, so I buy a Yaroze to code on at home.....
Age 26
    Start coding Direct3D as well as Yaroze and Developer Playstation.

And here we are now....

Craig.

--MESSAGE FILE 17411 END: ./2 SCEA/yaroze/freetalk/000000620html.html

--MESSAGE FILE 17412 START: ./2 SCEA/yaroze/freetalk/000000621html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: YarozeMaster
Date: Thu, 7 May 1998 19:13:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 54
Message-ID: <6istpa$aek4@chuka.playstation.co.uk>
References: <6e90kp$6nq6@chuka.playstation.co.uk> <351127B1.100E@mdx.ac.uk>
<1d8lvav.tqq5mhrljlfeN@a1-88-115.a1.nl> <355068DF.75CE70E6@hinge.mistral.co.uk>
<1d8mjdd.c4gn4j1f0a3yuN@a1-88-100.a1.nl> <35519647.5628268A@hinge.mistral.co.uk>
NNTP-Posting-Host: usera814.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:621
scee.yaroze.freetalk.english:866

>Weekend break with my fiance
    When, where and why wasn't I invited to the engagement ? :O We could have
had a great party at the 'mobile home' ! You could of told the girlfriend all
about it when we got home ! :)

Steve

Craig Graham wrote in message <35519647.5628268A@hinge.mistral.co.uk>...
>
>
>DEnnis Brinkhuis wrote:
>
>> Thanks, would be graet if you could give me his adress. He did the same
>
>Here's his details....
>
>Maurice Sibrandi (sibrandi@orion.nl)
>
>
>> I do work in Amsterdam as a freelance system-manager. If you want, we
>> can meet in Amsterdam. Why are you in Amsterdam? And do you have a place
>
>Weekend break with my fiance and a few friends (being tourist's Friday 'til
>Monday).I hear it's a holiday weekend there, so it should be fun...see the
>sights, drink some
>beer (etc)
>
>> to stay in the Netherlands? You can stay at my humble place if you want.
>> I'm just a student, but compared with England I live very spaceious.
>
>We don't all live in tiny London hovels ;)(I've got an apartment at the
>Marina in Brighton, balcony over the lagoon,
>boats, sea, sun, plenty of space and a pleasantly long way from London)

>
>We're staying at some Hotel in the centre of Amsterdam (cann't remember
>the name of it)....
>
>
>> Just let me know, and meeting in Amsterdam is never a problem I think.
>> (us lucky dutch students have a pass for free -or reduced- public
>> transportation)
>
>It was never that easy when I was a student in England....I think thedutch
>get it to easy - being a student is all about tiny grotty smelly houses
>and walking everywhere 'coz you've got no money :)
>
>
>> DEnnis Brinkhuis (NL)
>
>Craig.
>

--MESSAGE FILE 17412 END: ./2 SCEA/yaroze/freetalk/000000621html.html

--MESSAGE FILE 17413 START: ./2 SCEA/yaroze/freetalk/000000622html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: YarozeMaster
Date: Thu, 7 May 1998 21:29:27 +0200
Organization: Debri Productions
Lines: 37
Message-ID: <1d8o941.7ijb1b1ekh0hsN@a1-88-131.a1.nl>
References: <6e90kp$6nq6@chuka.playstation.co.uk> <351127B1.100E@mdx.ac.uk>
<1d8lvav.tqq5mhrljlfeN@a1-88-115.a1.nl> <355068DF.75CE70E6@hinge.mistral.co.uk>
<1d8mjdd.c4gn4j1f0a3yuN@a1-88-100.a1.nl> <35519647.5628268A@hinge.mistral.co.uk>
NNTP-Posting-Host: a1-88-131.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:622
scee.yaroze.freetalk.english:867

> We don't all live in tiny London hovels ;)(I've got an apartment at the
> Marina in Brighton, balcony over the lagoon,
> boats, sea, sun, plenty of space and a pleasantly long way from London)
>
> We're staying at some Hotel in the centre of Amsterdam (cann't remember
> the name of it)....
>

Is this an invitation? ;-D

> > Just let me know, and meeting in Amsterdam is never a problem I think.
> > (us lucky dutch students have a pass for free -or reduced- public
> > transportation)
>
> It was never that easy when I was a student in England....I think thedutch
> get it to easy - being a student is all about tiny grotty smelly houses
> and walking everywhere 'coz you've got no money :)
>

That depends how you look at it. Most students live in stinky little
rooms. To study in Holland you don't need the money (Yet), you get
study-finance. But thats getting less and less every year. If you don't
work, you have a hard time.

Now I don't live near my school. I travel 2 and a half hour to and 2 and a half hour from my school. In the east the appartments are so cheap that they are cheaper than a small room in a big city. So every day I travel about 5 hours, just to have some more space.
If you work next to your study, they reduce your study-finance. I do work a lot and have just a bit more than others that are to lazy to work. If you work as beeing a student you get punished and need to pay your own stuff. And don't underestimate that most dutch students do have loans to pay for more expensive studies.

But did you want to meet and have a drink in Amsterdam?

DEnnis Brinkhuis (NL)
--MESSAGE FILE 17413 END: ./2 SCEA/yaroze/freetalk/000000622html.html

--MESSAGE FILE 17414 START: ./2 SCEA/yaroze/freetalk/000000623html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Analog Pad w/Dual Shock
Date: Thu, 07 May 1998 16:45:50 -0400
Organization: SCEA News Server
Lines: 37
Message-ID: <35521D7E.D42C3393@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 384.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:868
scea.yaroze.freetalk:623

I just thought I would list some of my finding about programing with the Analog Pad.

The L3 and the R3 buttons (The joysticks themselves are buttons) can be read from the 9th and 10th bits respectively. (Remember those conveniently not used bits on the standard controller? It's those.)

The Controller ID of the PAD is 7 rather than 5 like I thought it would be. I still think it should be 5 instead of 7 to give computability with older analog games and just have a certain bit set to differentiate it from the older controller for the newer games, BUT enough of my gripes. :) Just remember the ID is 7. I'm not sure why Sony decided to do this.

I took apart the controller to examine the feedback mechanism, and I noticed that, to my suprise, the left side's (Side with the D-PAD) motor and lop-sided weight is ALOT bigger than the right's. This is interesting, I'm not sure why Sony decided to do this either.

I haven't tried to get the feedback system to work because I'm not sure even where to start. Does anyone know (A Sony employee maybe?) how to access the feedback (Dual Shock) function of the new Analog Control Pads?

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17414 END: ./2 SCEA/yaroze/freetalk/000000623html.html

--MESSAGE FILE 17415 START: ./2 SCEA/yaroze/freetalk/000000624html.html
Path: chuka.playstation.co.uk!news
From: "Mark Wilson" <m.wilson@dial.pipex.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Analog Pad w/Dual Shock
Date: Thu, 7 May 1998 22:37:40 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <6it9om$aek6@chuka.playstation.co.uk>
References: <35521D7E.D42C3393@mail.datasys.net>
NNTP-Posting-Host: userm176.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:869
scea.yaroze.freetalk:624

>I haven't tried to get the feedback system to work because I'm not
>sure even where to start. Does anyone know (A Sony employee maybe?)
>how to access the feedback (Dual Shock) function of the new Analog
>Control Pads?

I think accessing the feedback function wouldn't be possible with the
existing Yaroze libraries because there's no support for sending data to the
controller ports, the same reason the multi-tap can't be used.

Mark

--MESSAGE FILE 17415 END: ./2 SCEA/yaroze/freetalk/000000624html.html

--MESSAGE FILE 17416 START: ./2 SCEA/yaroze/freetalk/000000625html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Analog Pad w/Dual Shock
Date: Thu, 07 May 1998 20:48:04 -0400
Organization: SCEA News Server
Lines: 22
Message-ID: <35525644.993D2824@mail.datasys.net>
References: <35521D7E.D42C3393@mail.datasys.net>
<6it9om$aek6@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 440.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:871
scea.yaroze.freetalk:625

Mark Wilson wrote:

> I think accessing the feedback function wouldn't be possible with the
> existing Yaroze libraries because there's no support for sending data to the
> controller ports, the same reason the multi-tap can't be used.

Then I'll write my own functions for sending data to the ports. I just
got to know where to start.

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17416 END: ./2 SCEA/yaroze/freetalk/000000625html.html

--MESSAGE FILE 17417 START: ./2 SCEA/yaroze/freetalk/000000626html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Fri, 08 May 1998 05:10:25 GMT
Organization: SCEA News Server
Lines: 16
Message-ID: <355293aa.13272274@news.scea.sony.com>
References: <354E3676.9499842C@mail.datasys.net>
<354f2b92.2323089@205.149.189.29>
NNTP-Posting-Host: ip66.ts9.phx.inficad.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

I am going too in fact I just got my badge in the mail today!!

On Tue, 05 May 1998 15:32:42 GMT, mperdue@l4software.com (Mario
Perdue) wrote:

>I'll be there. You'll find me next to the Net Yaroze system.
>
>Mario
>
>On Mon, 04 May 1998 17:43:18 -0400, Darco <rquat@mail.datasys.net>
>wrote:
>
>>Anyone going to E3 this month? Anyone going reply, perhaps we can all
>>meet up there in person.

--MESSAGE FILE 17417 END: ./2 SCEA/yaroze/freetalk/000000626html.html

--MESSAGE FILE 17418 START: ./2 SCEA/yaroze/freetalk/000000627html.html
Path: chuka.playstation.co.uk!news
From: Ian Thompson <ianthomp@clara.net>
Newsgroups: scea.yaroze.freetalk
Subject: Finish/Add to Yaroze Utils

Date: Sat, 09 May 1998 11:19:34 +0100
Organization: The PC Shop
Lines: 10
Message-ID: <35542DB6.146E2EC2@clara.net>
Reply-To: ianthomp@clara.net
NNTP-Posting-Host: du-1924.claranet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

I am afraid I am getting a bit frustrated by this one.

Sony, how about releasing the source code for the unfinished beta tools (RSDTOOL etc.) so that WE could at least finish them.

This code has been gathering dust since 97 and we could use these utils.

Ian T.

--MESSAGE FILE 17418 END: ./2 SCEA/yaroze/freetalk/000000627html.html

--MESSAGE FILE 17419 START: ./2 SCEA/yaroze/freetalk/000000628html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: What's with the auditorium?
Date: Sat, 09 May 1998 22:14:53 GMT
Organization: SCEA News Server
Lines: 7
Message-ID: <3554d47c.570351@news.scea.sony.com>
NNTP-Posting-Host: client-120-79.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

I tried to drop in tonight for the chat, but www.scea.sony.com.8057 would not respond... I even tried reinstalling my browser to no avail. Was there a chat, or did everyone else have the same experience? What a shame, a couple of new people were going to show too.

-Matt
--MESSAGE FILE 17419 END: ./2 SCEA/yaroze/freetalk/000000628html.html

--MESSAGE FILE 17420 START: ./2 SCEA/yaroze/freetalk/000000629html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Sat, 9 May 1998 22:32:03 -0400
Organization: SCEA News Server
Lines: 14
Message-ID: <6j32tu$6r15@scea>
References: <354E3676.9499842C@mail.datasys.net>
<354f2b92.2323089@205.149.189.29> <355293aa.13272274@news.scea.sony.com>
NNTP-Posting-Host: 208.138.69.9
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I'll be there.

Jeff / Nemesis

http://yaroze-world.org

>On Mon, 04 May 1998 17:43:18 -0400, Darco <rquat@mail.datasys.net>
>>wrote:
>>
>>>Anyone going to E3 this month? Anyone going reply, perhaps we can all
>>>meet up there in person.
>

--MESSAGE FILE 17420 END: ./2 SCEA/yaroze/freetalk/000000629html.html

--MESSAGE FILE 17421 START: ./2 SCEA/yaroze/freetalk/000000630html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: What's with the auditorium?
Date: Sun, 10 May 1998 04:53:55 GMT
Organization: L4 Software
Lines: 19
Message-ID: <355532ac.10291504@205.149.189.29>
References: <3554d47c.570351@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Matt,

I think everyone had the same problem, I know I did. I'll see what I
can find out on monday. Hopefully we can get this corrected pretty
quick.

Mario

On Sat, 09 May 1998 22:14:53 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:

>   I tried to drop in tonight for the chat, but www.scea.sony.com.8057
>would not respond... I even tried reinstalling my browser to no
>avail. Was there a chat, or did everyone else have the same
>experience? What a shame, a couple of new people were going to show
>too.
>
>-Matt

--MESSAGE FILE 17421 END: ./2 SCEA/yaroze/freetalk/000000630html.html

--MESSAGE FILE 17422 START: ./2 SCEA/yaroze/freetalk/000000631html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Offer to design a web site
Date: Sun, 10 May 1998 01:43:12 GMT
Organization: SCEA News Server
Lines: 11
Message-ID: <35550541.3117300@news.scea.sony.com>
References: <35511528.1789412@www.netyaroze-europe.com>

NNTP-Posting-Host: client-151-198-130-16.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Seeing as recently my tv is knackered, and not sure what Ill be doing
>for now, Im offering my services to anyone who wants me to have a bash
>at their web sites.

   O.k. Rob, I am gonna take you up on your offer. I just added frames to my site and there are a few things I don't understand about what I did, and I would like to get everything working just the way I want it to. I'll e-mail you.

-Matt

--MESSAGE FILE 17422 END: ./2 SCEA/yaroze/freetalk/000000631html.html

--MESSAGE FILE 17423 START: ./2 SCEA/yaroze/freetalk/000000632html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Analog Pad w/Dual Shock
Date: Tue, 12 May 1998 03:24:21 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 65
Message-ID: <3557B2D4.BFB9DAEE@ndirect.co.uk>
References: <35521D7E.D42C3393@mail.datasys.net>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-36.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
To: darco@bigfoot.com
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:906
scea.yaroze.freetalk:632

Darco wrote:

> I just thought I would list some of my finding about programing with
> the Analog Pad.
>
> The L3 and the R3 buttons (The joysticks themselves are buttons) can
> be read from the 9th and 10th bits respectively. (Remember those
> conveniently not used bits on the standard controller? It's those.)

Isn't this the same as the standard analog pad?

>
>
> The Controller ID of the PAD is 7 rather than 5 like I thought it
> would be. I still think it should be 5 instead of 7 to give
> computability with older analog games and just have a certain bit set
> to differentiate it from the older controller for the newer games, BUT
> enough of my gripes. :) Just remember the ID is 7. I'm not sure why
> Sony decided to do this.

'twas a bit short sighted.

>
>
> I took apart the controller to examine the feedback mechanism, and I

> noticed that, to my suprise, the left side's (Side with the D-PAD)
> motor and lop-sided weight is ALOT bigger than the right's. This is
> interesting, I'm not sure why Sony decided to do this either.

It's to give two different types of vibration. Hence "Dual Shock".

>
>
> I haven't tried to get the feedback system to work because I'm not
> sure even where to start. Does anyone know (A Sony employee maybe?)
> how to access the feedback (Dual Shock) function of the new Analog
> Control Pads?

I think an answer to this one will be a long time comming. Without
updated libraries (which I'm sure won't be comming) you would need to
write directly to hardware. Now Sony just couldn't let that happen now
could they! Ho hum.

Herbs

>
>
> --
> 'Darco
> darco@NOSPAM@bigfoot.com
>
> Please replace "@NOSPAM@" with an "@" to email me.
>
> UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
> WWW: (sorry, page is down)
> Voria: http://www.datasys.net/users/stu/rquat/voria
> PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
>
> "Just because I'm paranoid, doesn't mean that they
> are not out to get me."

--MESSAGE FILE 17423 END: ./2 SCEA/yaroze/freetalk/000000632html.html

--MESSAGE FILE 17424 START: ./2 SCEA/yaroze/freetalk/000000633html.html
Path: chuka.playstation.co.uk!news
From: Byron@snsys.com (Byron Atkinson-Jones)
Newsgroups:
scee.yaroze.freetalk.english,scee.yaroze.beginners,scea.yaroze.freetalk
Subject: Re: Assigning texture maps to 3D objects at runtime?
Date: Tue, 12 May 1998 09:25:14 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 30
Message-ID: <355814cd.1014568@news.playstation.co.uk>
References: <34E72D24.691CD1E4@access.ch> <34E902FE.4224@charlie.cns.iit.edu>
<34E96F7C.3E149E37@access.ch> <6cf7fj$beo39@chuka.playstation.co.uk>
NNTP-Posting-Host: byron.snsys.com
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:908
scee.yaroze.beginners:261 scea.yaroze.freetalk:633

On Wed, 18 Feb 1998 18:01:09 -0000, "SCEE"
<dev_support@interactive.sony.com> wrote:

>Hi,
>
>If you want to apply an animated texture to a TMD, the easiest way is

>probally to have the animation frames in main ram, and download one frame at
>a time (using LoadImage) before drawing, so the GPU draws the same TMD
>each time with the same VRAM info, but the graphics change.
>Any other way does involve poking around with the innards of the TMD
>structure...
>
>Cheers,
>
>Colin.
>

Can you also adjust the translucency levels (i.e from opaque to
totally transparent)?

I would rather poke at the TMD structure directly, where would I find
the info to do this and what am I looking for. For sprites you did
this by altering the r, g, and b fields to adjust brightness. I am
assuming that the same thing is true for TMD's.

Cheers,

Byron

--MESSAGE FILE 17424 END: ./2 SCEA/yaroze/freetalk/000000633html.html

--MESSAGE FILE 17425 START: ./2 SCEA/yaroze/freetalk/000000634html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Analog Pad w/Dual Shock
Date: Tue, 12 May 1998 07:49:03 -0400
Organization: SCEA News Server
Lines: 62
Message-ID: <3558372F.B4A015F9@mail.datasys.net>
References: <35521D7E.D42C3393@mail.datasys.net>
<3557B2D4.BFB9DAEE@ndirect.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 81.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:910
scea.yaroze.freetalk:634

Alex Herbert wrote:
>
> Darco wrote:
>
> > I just thought I would list some of my finding about programing with
> > the Analog Pad.
> >
> > The L3 and the R3 buttons (The joysticks themselves are buttons) can
> > be read from the 9th and 10th bits respectively. (Remember those
> > conveniently not used bits on the standard controller? It's those.)
>
> Isn't this the same as the standard analog pad?

Which one? The big one? I wasn't aware that you could do that with the
larger version.

> >
> >
> > I took apart the controller to examine the feedback mechanism, and I
> > noticed that, to my suprise, the left side's (Side with the D-PAD)
> > motor and lop-sided weight is ALOT bigger than the right's. This is
> > interesting, I'm not sure why Sony decided to do this either.
>
> It's to give two different types of vibration. Hence "Dual Shock".

I dissagree, as it was my impression that you could change the
rotational speed of each motor, and that two motors were there to give
a different shock to each side of the controler. (Imagine you are in a
flying game and you get hit on the right side - you feel it on the
right side of the controler. Or of you get punched on the left side of
your face in a fighting game, you'll feel it on the left side) Having
two motors the the only purpose of having 2 different types of
feedback is a waste, and a bad move by Sony.

> >
> > I haven't tried to get the feedback system to work because I'm not
> > sure even where to start. Does anyone know (A Sony employee maybe?)
> > how to access the feedback (Dual Shock) function of the new Analog
> > Control Pads?
>
> I think an answer to this one will be a long time comming. Without
> updated libraries (which I'm sure won't be comming) you would need to
> write directly to hardware. Now Sony just couldn't let that happen now
> could they! Ho hum.

I guess I'll be doing a bit of hacking and detective work this summer
then.

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17425 END: ./2 SCEA/yaroze/freetalk/000000634html.html

--MESSAGE FILE 17426 START: ./2 SCEA/yaroze/freetalk/000000635html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Analog Pad w/Dual Shock
Date: 13 May 1998 11:38:07 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 37
Sender: thutton@TECH10
Message-ID: <uhg2v7xxc.fsf@cybec.com.au>
References: <35521D7E.D42C3393@mail.datasys.net>
    <3557B2D4.BFB9DAEE@ndirect.co.uk> <3558372F.B4A015F9@mail.datasys.net>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:921
scea.yaroze.freetalk:635

Darco <rquat@mail.datasys.net> writes:

>
> Alex Herbert wrote:
> >
> > Darco wrote:
> >
> > > I took apart the controller to examine the feedback mechanism, and I
> > > noticed that, to my suprise, the left side's (Side with the D-PAD)
> > > motor and lop-sided weight is ALOT bigger than the right's. This is
> > > interesting, I'm not sure why Sony decided to do this either.
> >
> > It's to give two different types of vibration. Hence "Dual Shock".
>
> I dissagree, as it was my impression that you could change the
> rotational speed of each motor, and that two motors were there to give
> a different shock to each side of the controler. (Imagine you are in a
> flying game and you get hit on the right side - you feel it on the
> right side of the controler. Or of you get punched on the left side of
> your face in a fighting game, you'll feel it on the left side) Having
> two motors the the only purpose of having 2 different types of
> feedback is a waste, and a bad move by Sony.

Nah, I prefer the way they've done it, with two *types* of vibration.
If I'm driving along a bumpy track in a crappy C class car in Gran
Turismo then I'll get the slow vibration from the larger motor. But
if I scrape the wall or get nudged by another car I get a quicker
vibration from the smaller motor. This is great, and is what enhances
gameplay.

I honestly think that if you had left and right vibration as you
described you wouldn't feel it properly, as the controller is too
small for that. The controller would have to be split in two, with
independant casing that didn't interfere with the other half. Too
difficult, not worth it IMHO.
--
Toby.
--MESSAGE FILE 17426 END: ./2 SCEA/yaroze/freetalk/000000635html.html

--MESSAGE FILE 17427 START: ./2 SCEA/yaroze/freetalk/000000636html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Wed, 13 May 1998 10:22:36 -0400
Organization: SCEA News Server
Lines: 12
Message-ID: <6jc9u6$2v212@scea>
References: <354E3676.9499842C@mail.datasys.net>
NNTP-Posting-Host: pc42.aug-ga.ddinet.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I'll be there.

Looking forward to attending.. Get to meet with some friends that I haven't
seen in awhile.

Darco wrote in message <354E3676.9499842C@mail.datasys.net>...
>Anyone going to E3 this month? Anyone going reply, perhaps we can all
>meet up there in person.

--MESSAGE FILE 17427 END: ./2 SCEA/yaroze/freetalk/000000636html.html

--MESSAGE FILE 17428 START: ./2 SCEA/yaroze/freetalk/000000637html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: How did you get started???
Date: Wed, 13 May 1998 11:01:07 -0400
Organization: SCEA News Server
Lines: 72
Message-ID: <6jcc68$2v213@scea>
References: <354a636a.1323252@news.scea.sony.com>
NNTP-Posting-Host: pc42.aug-ga.ddinet.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Michael Klucher wrote in message <354a636a.1323252@news.scea.sony.com>...
>Well I thought I might try to drum up alittle ativity in the group
>asnd ask a cool question. How did you get started in the yaroze
>program?

Man what a question... This could take quite awhile to explain.. I'll try to be brief... (Ya right)

It all started when I was a wee young one.. Probably 6 or 7... My mother loved hand held games. You know like Electronic Quarterback... I Don't remeber if it was out before pong (I was rather young). I remember my parents buying Pong when it came out. Talk about about a simple game.. Whoa... :) Any how it entertained my family for hours (pong that is).. I think at that point I was hooked on gaming... Although it was quite a while later, after a Telestar, Atari 2600, Intellivision, Coleco Vision, and then I remeber seeing the Vic 20, TI-99, and the Timex Sinclair in the stores and wishing I could have one. I would always run over to the computer section of Eaton's, The Bay, Sears where ever we happened to be.. I think I was about 10 then. I started saving up for my first computer. I would shovel driveways mow lawns, I had my paper route (christmas tips were always nice). It took quite awhile for me to get enough money. But my mother would always keep me busy with the lastest games.. Some of my fondest memories of my mother was playing games with her. Sadly she passed aways from cancer when I was 13. It was just after my 13th birthday that I was able to buy my first computer. It was an Atari 800.. Cost me a small fortune.. My father being the kind soul he was, and knowing that it took me forever to save the 600$ to buy the computer bought me a disk drive. Single sided floppy drive.. It was an Indus GT the latest and the greatest. Also carried a hefty price of $700.

Still to this day I need to have the latest and the greatest.. I think my wife kinda hates it, but what can you do.. I told her to blame my father for leaving me with that character flaw. Currently my main PC (I have 3) is a P2 400Mhz, Dimond Fire GL AGP, Monster 2 Vodoo 2, 128MB 100Mhz RAM, 10GB Storage, ISDN. It's kinda slow though.. :) j/k My slowest PC runs at the cruddy speed of 200Mhz.. My friends always tease me about how I'm addicted to my computers like a drug. I went to Austria / Germany for 2 weeks and all I could think about was getting home and back to coding on my computer.. It may very well be a sickness.... :) Although it is one I am rather happy living with, and one my wife has learned to live with.. She figures it could be worse, I could be out with the guys all the time partying.. Atleast this way she knows where I am.. Down the hall second door on the left.. :) Maybe I could turn my sickness into some sort of 12 step

program.. How to be a better code.. in 6 steps. Hmm Guess I just cut out half of the 12.. I'm sure you could use some sort of loop in there... :)

From teh Atari I got into Basic, Action (Pascal like), then MAC65 6502 ASM. I ended up getting a C64, Atari ST, Amiga, PC.. That brings you upto current day computer.. I have since learned to code in a few languages.. Went to school got my BSc, and today code for a living. I have worked with on-line games, multi threaded systems, and now code on Win95 / NT. I would love to go back to my gaming roots, although I fear that I make too much money doing what I'm doing, so for now it is a hobby. I would like to start up a video game company in the future, and I am using the Yaroze as that stepping stone. Hopefully I can forge friendships that can eventually become coding / working relationships.

Who knows what the future holds.. Oh currently I'm the ripe old age of imortals 29. This is the year I become the mortal age of 30. :)

Maybe you all know a little too much about me, if of course you read this far.. :)

Regards,

Jeff / Nemesis

http://yaroze-world.org

--MESSAGE FILE 17428 END: ./2 SCEA/yaroze/freetalk/000000637html.html

--MESSAGE FILE 17429 START: ./2 SCEA/yaroze/freetalk/000000638html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Thu, 14 May 1998 08:00:36 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <355aa489.39363581@news.scea.sony.com>
References: <354E3676.9499842C@mail.datasys.net>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Yea I get to finally do something cool. I hope to see you guys there!

On Mon, 04 May 1998 17:43:18 -0400, Darco <rquat@mail.datasys.net>
wrote:

>Anyone going to E3 this month? Anyone going reply, perhaps we can all
>meet up there in person.

--MESSAGE FILE 17429 END: ./2 SCEA/yaroze/freetalk/000000638html.html

--MESSAGE FILE 17430 START: ./2 SCEA/yaroze/freetalk/000000639html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Newsgroup integration
Date: Thu, 14 May 1998 16:46:46 +0100

Organization: The Hex Heroes
Lines: 9
Message-ID: <355B11E6.70EA@writeme.com>
NNTP-Posting-Host: gfs0-034.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:933
scea.yaroze.freetalk:639

Is it necessary to have SCEE and SCEA newsgroups split?

Could they both not be integrated into one with extra SCEE issues/ SCEA
issues groups (PAL/NTSC, respective website comments)?

Couldn't help but bring us a bit more together - besides quite a few
people tend to cross post anyway...

James (~mrfrosty)
--MESSAGE FILE 17430 END: ./2 SCEA/yaroze/freetalk/000000639html.html

--MESSAGE FILE 17431 START: ./2 SCEA/yaroze/freetalk/000000640html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Newsgroup integration
Date: Thu, 14 May 1998 11:47:57 -0700
Organization: Cisco Systems
Lines: 21
Message-ID: <355B3C5D.F96D51C0@netmagic.net>
References: <355B11E6.70EA@writeme.com>
Reply-To: tenchi@cisco.com
NNTP-Posting-Host: dhcp-e-39-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:934
scea.yaroze.freetalk:640

I guess that might depend on whether you want to merge the
non-English-speaking European branches, too. The majority of us here
use English rather than Japanese or French, and I wouldn't mind seeing
just a "yaroze.freetalk" group. :P Cross-posting does seem somewhat
wasteful. Just my opinion... ^_^

James Rutherford wrote:
>
> Is it necessary to have SCEE and SCEA newsgroups split?
>
> Could they both not be integrated into one with extra SCEE issues/ SCEA
> issues groups (PAL/NTSC, respective website comments)?
>
> Couldn't help but bring us a bit more together - besides quite a few
> people tend to cross post anyway...
>
> James (~mrfrosty)

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17431 END: ./2 SCEA/yaroze/freetalk/000000640html.html

--MESSAGE FILE 17432 START: ./2 SCEA/yaroze/freetalk/000000641html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Analog Pad w/Dual Shock
Date: Thu, 14 May 1998 16:11:18 -0400
Organization: SCEA News Server
Lines: 32
Message-ID: <355B4FE6.1F2BEDE7@mail.datasys.net>
References: <35521D7E.D42C3393@mail.datasys.net>
       <3557B2D4.BFB9DAEE@ndirect.co.uk> <3558372F.B4A015F9@mail.datasys.net>
<uhg2v7xxc.fsf@cybec.com.au>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 264.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:935
scea.yaroze.freetalk:641

>
> Nah, I prefer the way they've done it, with two *types* of vibration.
> If I'm driving along a bumpy track in a crappy C class car in Gran
> Turismo then I'll get the slow vibration from the larger motor. But
> if I scrape the wall or get nudged by another car I get a quicker
> vibration from the smaller motor. This is great, and is what enhances
> gameplay.
>
> I honestly think that if you had left and right vibration as you
> described you wouldn't feel it properly, as the controller is too
> small for that. The controller would have to be split in two, with
> independant casing that didn't interfere with the other half. Too
> difficult, not worth it IMHO.

Now that I think about it you're right. The hard caseing of the
controler will make it difficult to make one side vibrate and the
other to not. You are right, It makes sense now. Good example by the
way, otherwise I would still have not understood.

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17432 END: ./2 SCEA/yaroze/freetalk/000000641html.html

--MESSAGE FILE 17433 START: ./2 SCEA/yaroze/freetalk/000000642html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Sat, 16 May 1998 02:38:24 -0700

Organization: SCEA News Server
Lines: 21
Message-ID: <wal-ya02408000R1605980238240001@news.scea.sony.com>
References: <354E3676.9499842C@mail.datasys.net>
NNTP-Posting-Host: dnai-207-181-237-240.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <354E3676.9499842C@mail.datasys.net>, darco@bigfoot.com wrote:

> Anyone going to E3 this month? Anyone going reply, perhaps we can all
> meet up there in person.

I'll be there, too.

Should we organize a special dinner or something? It might be tough to choose a good time, what with all the parties going on :-) And it might be tough to decide on a place, unless someone here is familiar with Atlanta.

If we do decide on a place and time after the show starts, maybe we could convince Mario, who will be standing by the Net Yaroze system, to let us put up a notice nearby the NY booth or something, so that we can find each other. Maybe we could even invite would-be Yaroze owners, so they can find out more about the Yaroze from the user's point of view (us, that is)... unless we'd rather keep it exclusive...

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 17433 END: ./2 SCEA/yaroze/freetalk/000000642html.html

--MESSAGE FILE 17434 START: ./2 SCEA/yaroze/freetalk/000000643html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: ICQ
Date: Sat, 16 May 1998 23:09:10 +0200
Organization: Debri Productions
Lines: 8
Message-ID: <1d959mk.duund41ovk45cN@a1-88-130.a1.nl>
NNTP-Posting-Host: a1-88-130.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Antonio can't download ICQ from the site. Is there a PC-member that will mail him the PC version of ICQ? Don'ty sent it to me (so don't reply) I use a mac.
Please mail it to:

omoliner@lesein.es

Thanks!!
--MESSAGE FILE 17434 END: ./2 SCEA/yaroze/freetalk/000000643html.html

--MESSAGE FILE 17435 START: ./2 SCEA/yaroze/freetalk/000000644html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: SCEE serevr access
Date: Sun, 17 May 1998 17:21:09 -0400
Organization: SCEA News Server

Lines: 20
Message-ID: <355F54C4.12070740@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 192.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

I've been waiting for about 2 months to get access to the SCEE server,
and I dont' have access yet. Anyone have similar problems?

If Sony is reading, my login is 'rquattlebaum'. Please give me access,
as I just am now able to play pal games with color, and I really want
to see whats up in the eurpoean scene.

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17435 END: ./2 SCEA/yaroze/freetalk/000000644html.html

--MESSAGE FILE 17436 START: ./2 SCEA/yaroze/freetalk/000000645html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: ICQ
Date: Mon, 18 May 1998 22:51:56 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <3560b7c6.33866502@news.scea.sony.com>
References: <1d959mk.duund41ovk45cN@a1-88-130.a1.nl>
NNTP-Posting-Host: client-151-198-130-167.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello,
   Done.

-Matt
--MESSAGE FILE 17436 END: ./2 SCEA/yaroze/freetalk/000000645html.html

--MESSAGE FILE 17437 START: ./2 SCEA/yaroze/freetalk/000000646html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: The Yaroze and the O2
Date: Tue, 19 May 1998 20:18:02 -0500
Organization: SCEA News Server
Lines: 5
Message-ID: <35622F49.4F125E32@ix.netcom.com>
NNTP-Posting-Host: dgr-il4-17.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 [en] (Win95; I)
X-Priority: 3 (Normal)

Does anybody out there have a SGI O2? I don't know if I'll be able to
hook my Yaroze up to it (haven't seen the connections yet).

Manny Najera

--MESSAGE FILE 17437 END: ./2 SCEA/yaroze/freetalk/000000646html.html

--MESSAGE FILE 17438 START: ./2 SCEA/yaroze/freetalk/000000647html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Help me!!
Date: Wed, 20 May 1998 17:46:39 -0400
Organization: SCEA News Server
Lines: 22
Message-ID: <35634F3F.A1493B1@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 299.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Who should I contact about getting access to the SCEE server? I've
been waiting for literally MONTHS. It's driving me nuts - I've emailed
SCEA, and I've received no reply. I posted a message here, but no one
seems to care.

Common! 2 to 3 MONTHS (As opposed to the alleged 2 to 3 WEEKS) for
SCEE access is a joke! Is there a waiting list or something??? Is
anyone else having the same problem??? Am I just alone here???

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17438 END: ./2 SCEA/yaroze/freetalk/000000647html.html

--MESSAGE FILE 17439 START: ./2 SCEA/yaroze/freetalk/000000648html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Help me!!
Date: Thu, 21 May 1998 00:53:17 GMT
Organization: L4 Software
Lines: 23
Message-ID: <35637963.44716407@205.149.189.29>
References: <35634F3F.A1493B1@mail.datasys.net>
NNTP-Posting-Host: firewall.hrtc.net

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

I'm sorry you didn't receive my earlier email response, but I did send one. I'd like to look into this further and hopefully get it resolved for you, but I need to know what your name and user ID is before I can do that. Please email this information to me ASAP.

Mario

PS
Please DO NOT send me your password.

On Wed, 20 May 1998 17:46:39 -0400, Darco <rquat@mail.datasys.net> wrote:

>Who should I contact about getting access to the SCEE server? I've
>been waiting for literally MONTHS. It's driving me nuts - I've emailed
>SCEA, and I've received no reply. I posted a message here, but no one
>seems to care.
>
>Common! 2 to 3 MONTHS (As opposed to the alleged 2 to 3 WEEKS) for
>SCEE access is a joke! Is there a waiting list or something??? Is
>anyone else having the same problem??? Am I just alone here???

--MESSAGE FILE 17439 END: ./2 SCEA/yaroze/freetalk/000000648html.html

--MESSAGE FILE 17440 START: ./2 SCEA/yaroze/freetalk/000000649html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Kevin Davis" <KMFSV@aol.com>
Newsgroups: scea.yaroze.freetalk
Subject: Light Cycle Arena 1.5
Date: 21 May 1998 05:39:23 GMT
Organization: SCEA News Server
Lines: 6
Message-ID: <01bd847b$15479ae0$5b80accf@kd-home>
NNTP-Posting-Host: 207-172-128-91.s28.as2.col.erols.com
X-Newsreader: Microsoft Internet News 4.70.1162

I've updated my game Light Cycle Arena, as well as posting the source code for the game. Try it out and let me know what you think.

Kevin

http://www.scea.sony.com/net/yaroze/pages/kdavis.html
--MESSAGE FILE 17440 END: ./2 SCEA/yaroze/freetalk/000000649html.html

--MESSAGE FILE 17441 START: ./2 SCEA/yaroze/freetalk/000000650html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Help me!!
Date: Fri, 22 May 1998 00:13:01 +0200
Organization: Debri Productions
Lines: 4
Message-ID: <1d9el2x.z9pu1y1hdo48wN@a1-88-112.a1.nl>
References: <35634F3F.A1493B1@mail.datasys.net>
<35637963.44716407@205.149.189.29>
NNTP-Posting-Host: a1-88-112.a1.nl

X-Newsreader: MacSOUP 2.3 (unregistered for 30 days)

this works from both sides!! I'm a SCEE member and I would love to see
the SCEA sites!!

DEnnis..
--MESSAGE FILE 17441 END: ./2 SCEA/yaroze/freetalk/000000650html.html

--MESSAGE FILE 17442 START: ./2 SCEA/yaroze/freetalk/000000651html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Jonathan Calvert <jonathan.calvertNO-SPAM@mindspring.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Thu, 21 May 1998 17:39:06 -0400
Organization: NO-SPAM, I am. I do not like SPAM!
Lines: 36
Message-ID: <35649EFA.3C85@mindspring.com>
References: <354E3676.9499842C@mail.datasys.net> <wal-
ya02408000R1605980238240001@news.scea.sony.com>
Reply-To: jonathan.calvertNO-SPAM@mindspring.com
NNTP-Posting-Host: user-37kb5rh.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)
To: "wayne a. lee" <wal@blarg.net>

wayne a. lee wrote:
>
> In article <354E3676.9499842C@mail.datasys.net>, darco@bigfoot.com wrote:
>
> > Anyone going to E3 this month? Anyone going reply, perhaps we can all
> > meet up there in person.
>
> I'll be there, too.
>
> Should we organize a special dinner or something? It might be tough to
> choose a good time, what with all the parties going on :-) And it might be
> tough to decide on a place, unless someone here is familiar with Atlanta.

[posted and direct email]

I will be there. I live in Atlanta (well not really the city limits),
so
I would be more than happy to pick a place. If nothing else, we can
always
pick a spot for lunch. Since everyone will be at the World Congress
Center,
lunch may not be that hard to arrange.

FYI, food in the World Congress Center is very expensive. About the
best
you can do is the Pizza Hut Pan Pizzas for $5-6. The CNN center is
right
next door and there are lots of places there, but of course they are
expensive. Then again, what is expensive to me, may be inexpensive to
others.

Does anyone know if Sony is going to have another nice Sports Bar like
last year?
--
Jonathan
[Please remove NO-SPAM to email me]

--MESSAGE FILE 17442 END: ./2 SCEA/yaroze/freetalk/000000651html.html

--MESSAGE FILE 17443 START: ./2 SCEA/yaroze/freetalk/000000652html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Light Cycle Arena 1.5
Date: Thu, 21 May 1998 17:43:50 -0400
Organization: SCEA News Server
Lines: 21
Message-ID: <3564A016.276B192B@mail.datasys.net>
References: <01bd847b$15479ae0$5b80accf@kd-home>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 241.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Kevin Davis wrote:
>
> I've updated my game Light Cycle Arena, as well as posting the source code
> for the game. Try it out and let me know what you think.

Excelent job! Best SCEA game I've seen yet! That should get into the
showcase easily...

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17443 END: ./2 SCEA/yaroze/freetalk/000000652html.html

--MESSAGE FILE 17444 START: ./2 SCEA/yaroze/freetalk/000000653html.html
Path: chuka.playstation.co.uk!news
From: "JohnT" <johnt@nettech.demon.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Help me!!
Date: Thu, 21 May 1998 23:55:01 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <6k2bc8$4p32@chuka.playstation.co.uk>
References: <35634F3F.A1493B1@mail.datasys.net>
<35637963.44716407@205.149.189.29> <1d9el2x.z9pu1y1hdo48wN@a1-88-112.a1.nl>
NNTP-Posting-Host: nettech.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0

You can but only via a mirror of the SCEA site. There may be problems with
some SCEA members pages having direct links that wont work from the mirror
site but those have mostly been ironed out.
Follow the 'Utilities & Links' link from the SCEE site to find links to the
SCEA and SCEI mirror sites.

JohnT

DEnnis Brinkhuis wrote in message
<1d9el2x.z9pu1y1hdo48wN@a1-88-112.a1.nl>...
>this works from both sides!! I'm a SCEE member and I would love to see
>the SCEA sites!!
>
>DEnnis..

--MESSAGE FILE 17444 END: ./2 SCEA/yaroze/freetalk/000000653html.html

--MESSAGE FILE 17445 START: ./2 SCEA/yaroze/freetalk/000000654html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Paul_Holman@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Re: Help me!!
Date: 22 May 1998 08:54:15 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 15
Sender: news@chuka.playstation.co.uk
Message-ID: <6k3av7$i3q1@emeka.playstation.co.uk>
Reply-To: Paul_Holman@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 22 May 1998 08:00:12 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id IAA19929
    for <news@playstation.co.uk>; Fri, 22 May 1998 08:59:51 +0100 (BST)
From: Paul_Holman@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

Goto the "Links" page and hit SCEA ... we have a Mirror of the SCEA site at
SCEE,
although alas because the CGI scripts are distributed across their site
(ours are
centralized in /cgi-bin for security reasons) some of the scripts don't
work.

--MESSAGE FILE 17445 END: ./2 SCEA/yaroze/freetalk/000000654html.html

--MESSAGE FILE 17446 START: ./2 SCEA/yaroze/freetalk/000000655html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Help me!!
Date: Fri, 22 May 1998 18:59:15 +0200
Organization: Debri Productions
Lines: 3
Message-ID: <1d9fi64.1fpqgnlwwou4qN@a1-88-135.a1.nl>
References: <35634F3F.A1493B1@mail.datasys.net>
<35637963.44716407@205.149.189.29> <1d9el2x.z9pu1y1hdo48wN@a1-88-112.a1.nl>
<6k2bc8$4p32@chuka.playstation.co.uk> <6k3av7$i3q1@emeka.playstation.co.uk>
NNTP-Posting-Host: a1-88-135.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 31 days)

Thanks!!!

DEnnis..

--MESSAGE FILE 17446 END: ./2 SCEA/yaroze/freetalk/000000655html.html

--MESSAGE FILE 17447 START: ./2 SCEA/yaroze/freetalk/000000656html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Sat, 23 May 1998 16:30:28 -0700
Organization: SCEA News Server
Lines: 24
Message-ID: <wal-ya02408000R2305981630280001@news.scea.sony.com>
References: <354E3676.9499842C@mail.datasys.net> <wal-ya02408000R1605980238240001@news.scea.sony.com> <35649EFA.3C85@mindspring.com>
NNTP-Posting-Host: dnai-207-181-237-20.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <35649EFA.3C85@mindspring.com>,
jonathan.calvertNO-SPAM@mindspring.com wrote:
> I will be there. I live in Atlanta (well not really the city limits),
> so
> I would be more than happy to pick a place. If nothing else, we can
> always
> pick a spot for lunch. Since everyone will be at the World Congress
> Center,
> lunch may not be that hard to arrange.

Lunch sounds like a great idea. Take a midday break from prowling the show
floor and swap stories... cool.

>
> Does anyone know if Sony is going to have another nice Sports Bar like
> last year?

I don't know, but I've heard that Sony is going to have 3x as much floor
space as last year!!?

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 17447 END: ./2 SCEA/yaroze/freetalk/000000656html.html

--MESSAGE FILE 17448 START: ./2 SCEA/yaroze/freetalk/000000657html.html
Path: chuka.playstation.co.uk!news
From: "Stefano Provenzano" <dragon@intercom.it>
Newsgroups: scea.yaroze.freetalk
Subject: Yaroze and Modem
Date: Sun, 24 May 1998 09:49:38 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <6k920d$hca3@chuka.playstation.co.uk>
NNTP-Posting-Host: dragon.dial.intercom.it
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Hi,
I'am working at a VRML browser and I have thought to use it with the yaroze,
but there is a big problem (at least for me) command directly the modem and
then the psx serial port.

Anyone know how to do this?

Thanks,
Stefano

--MESSAGE FILE 17448 END: ./2 SCEA/yaroze/freetalk/000000657html.html

--MESSAGE FILE 17449 START: ./2 SCEA/yaroze/freetalk/000000658html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Profile
Date: Mon, 25 May 1998 00:54:11 +0200
Organization: Debri Productions
Lines: 51
Message-ID: <1d9k7pj.okl5791432bmqN@a1-88-134.a1.nl>
NNTP-Posting-Host: a1-88-134.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 33 days)

Can I have all your profiles for the profilelist (if I don't already have it)?

I'm bussy with a Public Profile List. Here you can see all the basic info about members that sent me their profile. Lots of members already sent me their profile. Just have a look. Tell what you want others to know.
The next info can be made public this way:

- Name
- Membername
- Birthdate
- Email <linked>
- ICQ
- Nationality
- Home-town
- Personal Page <linked>
- NY page <linked>
- Rate NY-page <number out of 10, how you rate your own page>
- Rate Designing Skills <number out of 10>
- Rate Coding Skills <number out of 10>
- Specialisation
- Projects
- Extra Info
- Member since
- Hot
- Not

This is for SCEE and SCEA members (and SCEI members if in English)

http://www.a1.nl/macsupport/debri/ny/profilelist.html

http://www.a1.nl/macsupport/debri/

Greatings DEnnis..

DEnnis Brinkhuis (NL)
---
http://come.to/debri
http://www.netyaroze-europe.com/~madmac
http://www.a1.nl/macsupport/debri/
---
debri@dds.nl
macsuppor@a1.nl

--MESSAGE FILE 17449 END: ./2 SCEA/yaroze/freetalk/000000658html.html

--MESSAGE FILE 17450 START: ./2 SCEA/yaroze/freetalk/000000659html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Profile
Date: Sun, 24 May 1998 22:48:47 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <3568a34b.5633769@news.scea.sony.com>
References: <1d9k7pj.okl5791432bmqN@a1-88-134.a1.nl>
NNTP-Posting-Host: client-151-198-130-129.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   I got your e-mail requesting all this info., what are you doing
with it all, what is the purpose? Are you posting this information
outside our gated member area?
   I just wonder because we all have member pages, I don't get the
point of creating a database of profiles...

-Matt

--MESSAGE FILE 17450 END: ./2 SCEA/yaroze/freetalk/000000659html.html

--MESSAGE FILE 17451 START: ./2 SCEA/yaroze/freetalk/000000660html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scea.yaroze.problems.pc,scea.yaroze.p
rogramming.codewarrior,scea.yaroze.programming.gnu_compiler,scea.yaroze.programm
ing.libraries,scee.yaroze.beginners,scee.yaroze.freetalk.dutch,scee.yaroze.freet
alk.eng
Subject: YarozeMaster v2.0
Date: Mon, 25 May 1998 09:01:25 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <6kb509$hca16@chuka.playstation.co.uk>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.beginners:223 scea.yaroze.freetalk:660
scea.yaroze.problems.pc:195 scea.yaroze.programming.codewarrior:325
scea.yaroze.programming.gnu_compiler:97 scea.yaroze.programming.libraries:14
scee.yaroze.beginners:322 scee.yaroze.freetalk.dutch:4

YarozeMaster V2.0 is ready!

YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
Developer Studio) complete with project management. Just add a source file

and it will be compiled and linked. No more editting of makefiles.
Like v1.0, YarozeMaster also includes the front-end of the SioConsole from Sony and can import old batch files. Unlike v1.0, YarozeMaster works under NT.

You can download it from http://www.playstation-europe.com/~deruiter Just look for YarozeMaster.

If you have any comments/suggestions you can mail me.

Happy programming!

Maurice Sibrandi
sibrandi@orion.nl

--MESSAGE FILE 17451 END: ./2 SCEA/yaroze/freetalk/000000660html.html

--MESSAGE FILE 17452 START: ./2 SCEA/yaroze/freetalk/000000661html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@inficad.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Mon, 25 May 1998 11:18:33 GMT
Organization: SCEA News Server
Lines: 2
Message-ID: <35695375.6137975@news.scea.sony.com>
References: <354E3676.9499842C@mail.datasys.net>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Cool that sounds good too me!!!

--MESSAGE FILE 17452 END: ./2 SCEA/yaroze/freetalk/000000661html.html

--MESSAGE FILE 17453 START: ./2 SCEA/yaroze/freetalk/000000662html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Profile
Date: Mon, 25 May 1998 21:41:12 +0200
Organization: Debri Productions
Lines: 43
Message-ID: <1d9lrk6.w2cnh81csk1wsN@[194.151.88.144]>
References: <1d9k7pj.okl5791432bmqN@a1-88-134.a1.nl>
<3568a34b.5633769@news.scea.sony.com>
NNTP-Posting-Host: 194.151.88.144
X-Newsreader: MacSOUP 2.3 (unregistered for 34 days)

Matthew Hulett <matth@bellatlantic.net> wrote:

> I got your e-mail requesting all this info., what are you doing
> with it all, what is the purpose? Are you posting this information
> outside our gated member area?
> I just wonder because we all have member pages, I don't get the
> point of creating a database of profiles...

>
> -Matt

What am I doining with it:
I put it on a public profile-list (like mentioned in the mail)

Purpose:
One page with basic info about NY-members. This way you can see with what kind of person you start a project. You can see what skills you're dealing with and you can see his (or her) mail-adress and URL at ones.

Memberpages?
No, not all members have memberpages. And if they do, you don't always find the info you would like to know. Another thing is that not all members have direct access to member-pages, like SCEA and SCEI members. By having a look on this public page, you can also get in contact with members from SCEA and SCEI.

If you want others to have a clear view on your profile, then sent it in. If you dont want others to know some more about you, well just don't sent it in.
If a member can't make a page, he still can get his profile on the net. And to update your profiile is also very easy, just sent me a mail and I'll update it.

I hope you have a bit of an idea about my purpose now, If you think it's usefull, just have a look at it:

http://www.a1.nl/macsupport/debri/ny/profilelist.html

If you would like your profile to be added... You know what to do.

Greatings DEnnis..

--MESSAGE FILE 17453 END: ./2 SCEA/yaroze/freetalk/000000662html.html

--MESSAGE FILE 17454 START: ./2 SCEA/yaroze/freetalk/000000663html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Profile
Date: Mon, 25 May 1998 18:58:06 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <3569be3e.47971535@news.scea.sony.com>
References: <1d9k7pj.okl5791432bmqN@a1-88-134.a1.nl>
<3568a34b.5633769@news.scea.sony.com> <1d9lrk6.w2cnh81csk1wsN@[194.151.88.144]>
NNTP-Posting-Host: client-151-198-130-101.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   O.k. ... I am a wee bit paranoid about posting my e-mail, or anything else outside the gated areas. Too many freakin' nuts and weirdos in cyberspace.
   I just did not want to ignore your e-mail, and it was lacking in any detail. Just a form request for a profile...

-Matt

--MESSAGE FILE 17454 END: ./2 SCEA/yaroze/freetalk/000000663html.html

--MESSAGE FILE 17455 START: ./2 SCEA/yaroze/freetalk/000000664html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Will Atkin <william_atkin@hotmail.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scea.yaroze.problems.pc,scea.yaroze.programming.codewarrior,scea.yaroze.programming.gnu_compiler,scea.yaroze.programming.libraries,scee.yaroze.beginners,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.eng
Subject: Re: YarozeMaster v2.0
Date: Mon, 25 May 1998 21:53:27 -0400
Organization: SCEA News Server
Lines: 32
Message-ID: <356A2097.6E5A@hotmail.com>
References: <6kb509$hca16@chuka.playstation.co.uk>
Reply-To: william_atkin@hotmail.com
NNTP-Posting-Host: dial-70-btvt.udial.together.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-KIT (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:224 scea.yaroze.freetalk:664 scea.yaroze.problems.pc:197 scea.yaroze.programming.codewarrior:326 scea.yaroze.programming.gnu_compiler:98 scea.yaroze.programming.libraries:15 scee.yaroze.beginners:323 scee.yaroze.freetalk.dutch:5

Maurice Sibrandi wrote:
>
> YarozeMaster V2.0 is ready!
>
> YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
> YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
> Developer Studio) complete with project management. Just add a source file
> and it will be compiled and linked. No more editting of makefiles.
> Like v1.0, YarozeMaster also includes the front-end of the SioConsole from
> Sony and can import old batch files. Unlike v1.0, YarozeMaster works under
> NT.
>
> You can download it from http://www.playstation-europe.com/~deruiter Just
> look for YarozeMaster.
>
> If you have any comments/suggestions you can mail me.
>
> Happy programming!
>
> Maurice Sibrandi
> sibrandi@orion.nl

Hey Maurice,

I checked out that web-address and came up with an adress not found
screen. I also looked under http://www.playstation-europe.com and
couldn't find anything leading to yaroze,

any ideas?

Will
--MESSAGE FILE 17455 END: ./2 SCEA/yaroze/freetalk/000000664html.html

--MESSAGE FILE 17456 START: ./2 SCEA/yaroze/freetalk/000000665html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@netmagic.net>
Newsgroups:

scea.yaroze.beginners,scea.yaroze.freetalk,scea.yaroze.problems.pc,scea.yaroze.programming.codewarrior,scea.yaroze.programming.gnu_compiler,scea.yaroze.programming.libraries,scee.yaroze.beginners,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.eng
Subject: Re: YarozeMaster v2.0
Date: Mon, 25 May 1998 19:35:01 -0700
Organization: SCEA News Server
Lines: 42
Message-ID: <356A2A55.8091BCF0@netmagic.net>
References: <6kb509$hca16@chuka.playstation.co.uk> <356A2097.6E5A@hotmail.com>
NNTP-Posting-Host: ppp3-27.sj.netmagic.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:225 scea.yaroze.freetalk:665 scea.yaroze.problems.pc:198 scea.yaroze.programming.codewarrior:327 scea.yaroze.programming.gnu_compiler:99 scea.yaroze.programming.libraries:16 scee.yaroze.beginners:324 scee.yaroze.freetalk.dutch:6

DOH! ^_^ The URL should be:

    http://www.netyaroze-europe.com/~deruiter/

Will Atkin wrote:
>
> Maurice Sibrandi wrote:
> >
> > YarozeMaster V2.0 is ready!
> >
> > YarozeMaster v2.0 now supports Windows95 and Windows NT 4.0.
> > YarozeMaster v2.0 has a graphical IDE for the gnu compiler/linker (like
> > Developer Studio) complete with project management. Just add a source file
> > and it will be compiled and linked. No more editting of makefiles.
> > Like v1.0, YarozeMaster also includes the front-end of the SioConsole from
> > Sony and can import old batch files. Unlike v1.0, YarozeMaster works under
> > NT.
> >
> > You can download it from http://www.playstation-europe.com/~deruiter Just
> > look for YarozeMaster.
> >
> > If you have any comments/suggestions you can mail me.
> >
> > Happy programming!
> >
> > Maurice Sibrandi
> > sibrandi@orion.nl
>
> Hey Maurice,
>
> I checked out that web-address and came up with an adress not found
> screen. I also looked under http://www.playstation-europe.com and
> couldn't find anything leading to yaroze,
>
> any ideas?
>
> Will

--
- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17456 END: ./2 SCEA/yaroze/freetalk/000000665html.html

--MESSAGE FILE 17457 START: ./2 SCEA/yaroze/freetalk/000000666html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Profile
Date: Tue, 26 May 1998 08:25:21 +0200
Organization: Debri Productions
Lines: 14
Message-ID: <1d9mnc7.wi6top1quck62N@a1-88-123.a1.nl>
References: <1d9k7pj.okl5791432bmqN@a1-88-134.a1.nl>
<3568a34b.5633769@news.scea.sony.com> <1d9lrk6.w2cnh81csk1wsN@[194.151.88.144]>
<3569be3e.47971535@news.scea.sony.com>
NNTP-Posting-Host: a1-88-123.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 34 days)

Matthew Hulett <matth@bellatlantic.net> wrote:

> O.k. ... I am a wee bit paranoid about posting my e-mail, or
> anything else outside the gated areas. Too many freakin' nuts and
> weirdos in cyberspace.
> I just did not want to ignore your e-mail, and it was lacking in
> any detail. Just a form request for a profile...
>
> -Matt

I think it was good that you asked!

Cheers DEnnis
--MESSAGE FILE 17457 END: ./2 SCEA/yaroze/freetalk/000000666html.html

--MESSAGE FILE 17458 START: ./2 SCEA/yaroze/freetalk/000000667html.html
Path: chuka.playstation.co.uk!chuka.playstation.co.uk!chuka.playstation.co.uk!
not-for-mail
From: Lewis_Evans@Playstation.sony.com
Newsgroups: scea.yaroze.freetalk
Subject: Profile
Date: 26 May 1998 09:55:00 +0100
Organization: Sony Computer Entertainment Europe - 119.SS5
Lines: 102
Sender: news@chuka.playstation.co.uk
Message-ID: <6ke014$19v1@emeka.playstation.co.uk>
Reply-To: Lewis_Evans@Playstation.sony.com
NNTP-Posting-Host: emeka.playstation.co.uk

          via smtpd (for [194.203.13.2]) with SMTP; 26 May 1998 09:00:55 UT
    by camsg001.camb.scee.sony.co.uk (8.8.6/8.8.6) with SMTP id KAA02865
    for <news@playstation.co.uk>; Tue, 26 May 1998 10:00:19 +0100 (BST)
From: Lewis_Evans@Playstation.sony.com
To: news@playstation.co.uk
Content-Disposition: inline

- Name: Lewis Evans
- Membername: flumente
- Birthdate: 10/10/1971
- Email <linked> Lewis_Evans @ playstation.sony.com
- ICQ: not yet, coming soon
- Nationality: British
- Home-town: London
- Personal Page: http://www.geocities.com/TimesSquare/Arcade/9424
- NY page: http://www.netyaroze-europe.com/~flumente
- Rate NY-page <number out of 10, how you rate your own page> 6/10

- Rate Designing Skills <number out of 10> 7/10
- Rate Coding Skills <number out of 10> 9/10
- Specialisation: 3d interaction, 3d graphics, camera work, 2d, AI,
    general design
- Projects: (past) Snave, Follow My Camera, Between The Eyes;
    (present) new game, no name yet
- Extra Info
- Member since: a few months after launch in Europe
- Hot
- Not

    - hot/not? I'm probably being dense, but I don't get that at all.
Do you mean "what are your strengths and weaknesses",
or "pet loves and hates"?

    Lewis

To: Lewis_Evans @ scee.sony.co.uk
cc: (bcc: Lewis Evans)
From: news @ playstation.co.uk @ INET
Subject: Profile:scea.yaroze.freetalk

From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Profile

Can I have all your profiles for the profilelist (if I don't already
have it)?

I'm bussy with a Public Profile List. Here you can see all the basic
info about members that sent me their profile. Lots of members already
sent me their profile. Just have a look. Tell what you want others to
know.
The next info can be made public this way:

- Name
- Membername
- Birthdate
- Email <linked>
- ICQ
- Nationality
- Home-town
- Personal Page <linked>
- NY page <linked>
- Rate NY-page <number out of 10, how you rate your own page>
- Rate Designing Skills <number out of 10>
- Rate Coding Skills <number out of 10>
- Specialisation
- Projects
- Extra Info
- Member since
- Hot
- Not

This is for SCEE and SCEA members (and SCEI members if in English)

http://www.a1.nl/macsupport/debri/ny/profilelist.html

http://www.a1.nl/macsupport/debri/

Greatings DEnnis..

DEnnis Brinkhuis (NL)
---
http://come.to/debri
http://www.netyaroze-europe.com/~madmac
http://www.a1.nl/macsupport/debri/
---
debri@dds.nl
macsuppor@a1.nl

--MESSAGE FILE 17458 END: ./2 SCEA/yaroze/freetalk/000000667html.html

--MESSAGE FILE 17459 START: ./2 SCEA/yaroze/freetalk/000000668html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Profile
Date: Wed, 27 May 1998 09:31:36 +0200
Organization: Debri Productions
Lines: 3
Message-ID: <1d9nwlv.9zj5dls49cmyN@a1-88-118.a1.nl>
References: <6ke014$19v1@emeka.playstation.co.uk>
NNTP-Posting-Host: a1-88-118.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 35 days)

thanx..

DEnnis.
--MESSAGE FILE 17459 END: ./2 SCEA/yaroze/freetalk/000000668html.html

--MESSAGE FILE 17460 START: ./2 SCEA/yaroze/freetalk/000000669html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Wed, 27 May 1998 00:14:06 -0700
Organization: SCEA News Server
Lines: 19
Message-ID: <wal-ya02408000R2705980014060001@news.scea.sony.com>
References: <354E3676.9499842C@mail.datasys.net> <wal-ya02408000R1605980238240001@news.scea.sony.com> <35649EFA.3C85@mindspring.com>
NNTP-Posting-Host: dnai-207-181-237-124.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

Ok, what the heck, I'll volunteer to take responsibility for organizing
this lunch thing, since no one else is. I'm leaving for Atlanta tomorrow...
I'm going to be away from newsgroups, but I will be reachable via e-mail
<wal@blarg.net>.

So, how about lunch on Friday, say 1 PM? Send me e-mail if you'd be into this. Let's say somewhere very close by, either in the convention center, or the CNN center, for convenience's sake. I'll scout out a place Thursday, and I'll try to make the info available by Friday morning. I'll tell Mario at the Yaroze booth, and then everyone can just bug him :-) With any luck, he'll let me put up a little sign or something. I'll also send e-mail to anyone who writes me.

I won't be checking newsgroups after this point, so e-mail me with your comments...

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 17460 END: ./2 SCEA/yaroze/freetalk/000000669html.html

--MESSAGE FILE 17461 START: ./2 SCEA/yaroze/freetalk/000000670html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups:
scea.yaroze.freetalk,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.english,sce
e.yaroze.freetalk.german
Subject: Action Replay Cartridge
Date: Thu, 28 May 1998 16:15:37 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <6kjrhq$lev13@chuka.playstation.co.uk>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:670
scee.yaroze.freetalk.dutch:8 scee.yaroze.freetalk.english:1063
scee.yaroze.freetalk.german:17

Does anyone know where I can buy an Action Replay cartridge with PC-Comms Link. Preferably a online-store or post-order company. You can leave out Datel, because I already checked them.

Thanks!

Maurice

--MESSAGE FILE 17461 END: ./2 SCEA/yaroze/freetalk/000000670html.html

--MESSAGE FILE 17462 START: ./2 SCEA/yaroze/freetalk/000000671html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups:
scea.yaroze.freetalk,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.english,sce
e.yaroze.freetalk.german
Subject: Re: Action Replay Cartridge
Date: Thu, 28 May 1998 16:05:24 +0100
Organization: Intelligent Research
Lines: 13
Message-ID: <356D7D34.22090B63@hinge.mistral.co.uk>
References: <6kjrhq$lev13@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:671
scee.yaroze.freetalk.dutch:9 scee.yaroze.freetalk.english:1064
scee.yaroze.freetalk.german:18

Maurice Sibrandi wrote:

> Does anyone know where I can buy an Action Replay cartridge with PC-Comms
> Link. Preferably a online-store or post-order company. You can leave out
> Datel, because I already checked them.
>

What was wrong with Datel ? I got mine direct from them....

Craig.

--MESSAGE FILE 17462 END: ./2 SCEA/yaroze/freetalk/000000671html.html

--MESSAGE FILE 17463 START: ./2 SCEA/yaroze/freetalk/000000672html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Will Atkin <william_atkin@hotmail.com>
Newsgroups: scea.yaroze.freetalk
Subject: Yaroze France & World Cup
Date: Thu, 28 May 1998 22:53:43 -0400
Organization: SCEA News Server
Lines: 12
Message-ID: <356E2337.297B@hotmail.com>
Reply-To: william_atkin@hotmail.com
NNTP-Posting-Host: dial-127-btvt.udial.together.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01C-KIT (Win95; U)

Hey are there any Yaroze Headz in France, I'm taking a family trip there
the beginning of July. If there is anyone out there let me know, I'm
also trying to find tickets to the July 8th match at St. Denis for World
Cup soccer, or football, whichever.

We're going to be renting a car so will be pretty mobile. Not sure
which towns I will be staying in, but mostly tooling around the mid
North East Region.

Thanks,

Will Atkin
--MESSAGE FILE 17463 END: ./2 SCEA/yaroze/freetalk/000000672html.html

--MESSAGE FILE 17464 START: ./2 SCEA/yaroze/freetalk/000000673html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze France & World Cup
Date: 29 May 1998 10:31:43 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <6km2qf$lev17@chuka.playstation.co.uk>
References: <356E2337.297B@hotmail.com>
NNTP-Posting-Host: n9.herts.ac.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/356E2337.297B@hotmail.com

Will Atkin <william_atkin@hotmail.com> wrote:
>, I'm
>also trying to find tickets to the July 8th match at St. Denis for World
>Cup soccer, or football, whichever.
>
>
I hope you're seriously rich :)

P.S.
You do know Its illegal to buy tickets from touts in france and all tickets
will have the names of the purchersers printed on them.

--MESSAGE FILE 17464 END: ./2 SCEA/yaroze/freetalk/000000673html.html

--MESSAGE FILE 17465 START: ./2 SCEA/yaroze/freetalk/000000674html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: E3 Questions for all who attended, esp. Mario
Date: Sun, 31 May 1998 16:39:38 GMT
Organization: SCEA News Server
Lines: 18
Message-ID: <35718657.3581814@news.scea.sony.com>
NNTP-Posting-Host: client-151-198-130-19.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello to all you lucky guys,
   Well, I could ask a million questions, but let's start off with
just a few:

1) In your opinion, which company made the biggest impression at the
show? Who were people talking about? Close ties are allowed...

2) What games were you most impressed with? What games were people
talking about?

3) Where were Dreamcast/Katana and Project X? What was your
impression of their debut? If they were there, where were they shown
and who got to see them? What was the 'buzz'?

That's enough for now...

-Matt

--MESSAGE FILE 17465 END: ./2 SCEA/yaroze/freetalk/000000674html.html

--MESSAGE FILE 17466 START: ./2 SCEA/yaroze/freetalk/000000675html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Light Cycle Arena 1.5
Date: Sun, 31 May 1998 17:29:35 -0700
Organization: SCEA News Server
Lines: 15
Message-ID: <3571F5EF.AB6DFB03@concentric.net>
References: <01bd847b$15479ae0$5b80accf@kd-home>

Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts030d02.sto-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

This game is just so cool! Bravo, Kevin! Everyone, please give it a try!

Scott

Kevin Davis wrote:

> I've updated my game Light Cycle Arena, as well as posting the source code
> for the game. Try it out and let me know what you think.
>
> Kevin
>
> http://www.scea.sony.com/net/yaroze/pages/kdavis.html

--MESSAGE FILE 17466 END: ./2 SCEA/yaroze/freetalk/000000675html.html

--MESSAGE FILE 17467 START: ./2 SCEA/yaroze/freetalk/000000676html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Tue, 02 Jun 1998 16:18:51 -0400
Organization: SCEA News Server
Lines: 67
Message-ID: <35745E2B.B68ED160@mail.datasys.net>
References: <35718657.3581814@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 200.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Matthew Hulett wrote:
>
>   Hello to all you lucky guys,
>   Well, I could ask a million questions, but let's start off with
> just a few:
>
> 1) In your opinion, which company made the biggest impression at the
> show? Who were people talking about? Close ties are allowed...

Honestly, the coolest booth was the Sony booth; Except the word
"booth" is a massive understatment, "Section" is a better word. They
had 2 huge 2-story TV screens, a catwalk, a restraunt, and countless
game units set up - one of which was using a blue debug unit.

Nintendo had the second largest booth, but it was as cool as the sony
booth. Definately, the coolest thing there in my opinion was the Color
Gameboy. It got me excited, I really liked it. It was small, and had a
beautiful color screen.

I had the honor to attend the SquareSoft Press Conference. I got to
see the President of Square, the Producer of FF8, and the president(I
think) of EA. Two new companies were formed; Square EA(For square

publishing in the USA), and EA Square(For EA publishing in Japan). I also got to see a video of FF8 at the press conference... Words can't describe it. The game will be breathtaking; absolutely breathtaking. Anything I say here cannot possibly do justice to what this game will be, so I won't even try.

> 2) What games were you most impressed with? What games were people
> talking about?

FF8 was the game that I was most impressed with, even though all I got to see of it was 3 minutes of video.

Crash Bandicoot Warped was in my opinion the funnest game I got to play. It supports the Dual Shock Analog pad, and it felt great.

Parasite Eve looked very good. The CGI scenes were well directed, and the battle system was very original. Expect this game to be almost as popular as FF7.

> 3) Where were Dreamcast/Katana and Project X? What was your
> impression of their debut? If they were there, where were they shown
> and who got to see them? What was the 'buzz'?

Well... It's just Dreamcast for now; although alot of people aren't happy with the name. (I remember hearing on imagine radio them saying it sounded like a bed matris) The Sega booth turned out to be a disapointment, with nothing really spectacular and NO dreamcast on display. The Dreamcast was shown at E3, but only behind closed doors and was only shown on the 27th -- a day before I arrived at E3. I might have been able to get a gander at it as I had a media pass, but I couldn't skip another day of school.

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Just because I'm paranoid, doesn't mean that they
 are not out to get me."
--MESSAGE FILE 17467 END: ./2 SCEA/yaroze/freetalk/000000676html.html

--MESSAGE FILE 17468 START: ./2 SCEA/yaroze/freetalk/000000677html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Voria GameWorks
Date: Tue, 02 Jun 1998 17:52:48 -0400
Organization: SCEA News Server
Lines: 57
Message-ID: <35747430.BB61A548@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 241.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

I'd just like to invite everyone to come and check out the new Voria GameWorks Website!

The last web page we had was too complex, so we now have a super-simple webpage that is a cinch to update as well as read but without compromising the design or layout. On average it's updated twice a week now. The site resides on a non-sony server so that anyone can view it, but any file containing yaroze executables will be downloaded from the Yaroze server. All of you being Net Yaroze members, downloading any file with a Yaroze executable will be transparent although it might ask you for your password before it will let you download it.

Not only are we sporting a really cool new web page design, but I just put a very useful utility I wrote online as well.

The Utility, called "combine", takes all your datafiles (Being TIM, VB, VH, SEQ, or whatever) and compiles them all into one big file, while also generating C header information. When I wrote it, I tried to make it as flexible as possible - and I ended up making it so flexible I cannot imagine how it could get easier to add any file to your project!

For example in our Orbs project, to add, say, a graphic all we have to do is make the tim and copy it to the datafile directory. The next time I "make" the project, it automatically takes every file in this directory, makes a big datafile, and makes a C header file containing macros and memory offsets of the corresponding data. (The details for setting up such a system are in the small manual included in the zip file) The source code is included so that you can add features as you wish, I just ask that if you come across a really useful feature that you added, that you share it with me so that I can add it to future versions.

I don't mean to brag - the program is so simple it's nearly stupid. I just didn't want you to pass it over; as I want to see what other net yaroze members think of it. The code is heavily commented, and should be fairly easy to figure out. You can download this utility from the projects section.

Well, come check out the site! Here's the URL:

http://www.datasys.net/users/stu/rquat/voria

Tell me what you think, and anything that you think the site needs, or needs changed.

--
'Darco
darco@NOSPAM@bigfoot.com

Please replace "@NOSPAM@" with an "@" to email me.

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
WWW: (sorry, page is down)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17468 END: ./2 SCEA/yaroze/freetalk/000000677html.html

--MESSAGE FILE 17469 START: ./2 SCEA/yaroze/freetalk/000000678html.html
Path: chuka.playstation.co.uk!news
From: West <wb6ac>
Newsgroups: scea.yaroze.freetalk

Subject: Re: E3 Questions for all who attended, esp. Mario
Date: 3 Jun 1998 13:13:27 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <6l3i5n$6o9@chuka.playstation.co.uk>
References: <35718657.3581814@news.scea.sony.com>
NNTP-Posting-Host: n26.herts.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 1.1N (X11; I; SunOS 5.5 sun4m)
X-URL: news://news.playstation.co.uk/35718657.3581814@news.scea.sony.com

m
>
>3) Where were Dreamcast/Katana and Project X? What was your
>impression of their debut? If they were there, where were they shown
>and who got to see them? What was the 'buzz'?
>
>That's enough for now...

Does anyone care? By the time we get em in the West they will well out of date.

--MESSAGE FILE 17469 END: ./2 SCEA/yaroze/freetalk/000000678html.html

--MESSAGE FILE 17470 START: ./2 SCEA/yaroze/freetalk/000000679html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@home.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Wed, 03 Jun 1998 19:45:54 GMT
Organization: SCEA News Server
Lines: 54
Message-ID: <3575a61d.189995228@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

On Sun, 31 May 1998 16:39:38 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:

>   Hello to all you lucky guys,
>   Well, I could ask a million questions, but let's start off with
>just a few:
>
>1) In your opinion, which company made the biggest impression at the
>show? Who were people talking about? Close ties are allowed...
Well I was really impressed with the Nintendo booth myself dont get me
wrong Sony's booth was amazing but I guess I was expecting that from
sony already.

>2) What games were you most impressed with? What games were people
>talking about?
My absolute favortite thing there was the color GameBoy it just looked
really cool and I cant wait for it too come out!
Other things that were cool! (In order)
1. All the women!!!
2. Metal Gear Solid
3. Zelda
4 SimCity 3000 (That game is too cool!)

>3) Where were Dreamcast/Katana and Project X? What was your
>impression of their debut? If they were there, where were they shown
>and who got to see them? What was the 'buzz'?
I saw a bunch of dreamcast stuff and got a bunch of info but nothin on
project X

The thing that dissiponted me most about the show was that a few
booths that I expexted to be there werent
SoftImage
Enix (They had bust a move playing in the sony section but the PSX's
were skipping so bad it was hard to play)

One other thing that dissiponted me was how programmers are using the
dual shock I think it's the coolest ide if used at a proper time but I
played a few games (racing) were it does the light rumble the whole
time and does the deep rumble when you hit somthing.

But overall I had a great time

P.S. I hung out at the yaroze booth and there seemed to be a good
interest in the thing!!!

>
>That's enough for now...
>
>-Matt

--MESSAGE FILE 17470 END: ./2 SCEA/yaroze/freetalk/000000679html.html

--MESSAGE FILE 17471 START: ./2 SCEA/yaroze/freetalk/000000680html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Jerry_Jessop@Playstation.Sony.Com (Jerry Jessop)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 04 Jun 1998 01:03:34 GMT
Organization: SCEA Hardware Engineering
Lines: 95
Message-ID: <3575f15b.30925304@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<35745E2B.B68ED160@mail.datasys.net>
NNTP-Posting-Host: 206.41.6.40
X-Newsreader: Forte Free Agent 1.1/32.230

Matthew,

Where was the blue debug unit?????

Their should have been non on the floor, all were grey.

Here are some interesting E3 stats.....

PlayStation booth was 44,800 sq ft.

Total PlayStations set up in booth, conference rooms, and party site
was almost 300.

Tractor trailers used to transport items to Atlanta was close to 60.

Jerry

SCEA
Hardware Engineer

On Tue, 02 Jun 1998 16:18:51 -0400, Darco <rquat@mail.datasys.net>
wrote:

>Matthew Hulett wrote:
>>
>>   Hello to all you lucky guys,
>>   Well, I could ask a million questions, but let's start off with
>> just a few:
>>
>> 1) In your opinion, which company made the biggest impression at the
>> show? Who were people talking about? Close ties are allowed...
>
>Honestly, the coolest booth was the Sony booth; Except the word
>"booth" is a massive understatment, "Section" is a better word. They
>had 2 huge 2-story TV screens, a catwalk, a restraunt, and countless
>game units set up - one of which was using a blue debug unit.
>
>Nintendo had the second largest booth, but it was as cool as the sony
>booth. Definately, the coolest thing there in my opinion was the Color
>Gameboy. It got me excited, I really liked it. It was small, and had a
>beautiful color screen.
>
>I had the honor to attend the SquareSoft Press Conference. I got to
>see the President of Square, the Producer of FF8, and the president(I
>think) of EA. Two new companies were formed; Square EA(For square
>publishing in the USA), and EA Square(For EA publishing in Japan). I
>also got to see a video of FF8 at the press conference... Words can't
>describe it. The game will be breathtaking; absolutely breathtaking.
>Anything I say here cannot possibly do justice to what this game will
>be, so I won't even try.
>
>> 2) What games were you most impressed with? What games were people
>> talking about?
>
>FF8 was the game that I was most impressed with, even though all I got
>to see of it was 3 minutes of video.
>
>Crash Bandicoot Warped was in my opinion the funnest game I got to
>play. It supports the Dual Shock Analog pad, and it felt great.
>
>Parasite Eve looked very good. The CGI scenes were well directed, and
>the battle system was very original. Expect this game to be almost as
>popular as FF7.
>
>> 3) Where were Dreamcast/Katana and Project X? What was your
>> impression of their debut? If they were there, where were they shown
>> and who got to see them? What was the 'buzz'?
>
>Well... It's just Dreamcast for now; although alot of people aren't
>happy with the name. (I remember hearing on imagine radio them saying
>it sounded like a bed matris) The Sega booth turned out to be a
>disapointment, with nothing really spectacular and NO dreamcast on
>display. The Dreamcast was shown at E3, but only behind closed doors
>and was only shown on the 27th -- a day before I arrived at E3. I
>might have been able to get a gander at it as I had a media pass, but

>I couldn't skip another day of school.
>
>--
>'Darco
>darco@NOSPAM@bigfoot.com
>
>Please replace "@NOSPAM@" with an "@" to email me.
>
>UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
>WWW: (sorry, page is down)
>Voria: http://www.datasys.net/users/stu/rquat/voria
>PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
>
>"Just because I'm paranoid, doesn't mean that they
> are not out to get me."

--MESSAGE FILE 17471 END: ./2 SCEA/yaroze/freetalk/000000680html.html

--MESSAGE FILE 17472 START: ./2 SCEA/yaroze/freetalk/000000681html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Jerry_Jessop@Playstation.Sony.Com (Jerry Jessop)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 04 Jun 1998 01:11:26 GMT
Organization: SCEA Hardware Engineering
Lines: 46
Message-ID: <3575f35c.31437618@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<3575a61d.189995228@news.scea.sony.com>
NNTP-Posting-Host: 206.41.6.40
X-Newsreader: Forte Free Agent 1.1/32.230

Michael,

Were these the Bust-a-groove units in the PlayStation booth on PAL
monitors?

Our SCEE people set these up and they were running on some old blue
PAL debugs tucked away under the kiosk. I wish they would have said
something if they were choaking.......I would have fixed them :(

Oh well, could not be everywhere.

Jerry

On Wed, 03 Jun 1998 19:45:54 GMT, dajudge@home.com (Michael Klucher)
wrote:

>
>The thing that dissiponted me most about the show was that a few
>booths that I expexted to be there werent
>SoftImage
>Enix (They had bust a move playing in the sony section but the PSX's
>were skipping so bad it was hard to play)
>
>One other thing that dissiponted me was how programmers are using the
>dual shock I think it's the coolest ide if used at a proper time but I
>played a few games (racing) were it does the light rumble the whole
>time and does the deep rumble when you hit somthing.

>
>
>But overall I had a great time
>
>P.S. I hung out at the yaroze booth and there seemed to be a good
>interest in the thing!!!
>
>
>
>>
>>That's enough for now...
>>
>>-Matt
>

--MESSAGE FILE 17472 END: ./2 SCEA/yaroze/freetalk/000000681html.html

--MESSAGE FILE 17473 START: ./2 SCEA/yaroze/freetalk/000000682html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 04 Jun 1998 01:38:48 GMT
Organization: SCEA News Server
Lines: 10
Message-ID: <3575fa29.73575963@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<35745E2B.B68ED160@mail.datasys.net> <3575f15b.30925304@news.scea.sony.com>
NNTP-Posting-Host: client-151-198-130-106.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Matthew,
>
>Where was the blue debug unit?????

   Gotta ask Darco, I wasn't there... I am just asking questions.
Darco?

-Matt

--MESSAGE FILE 17473 END: ./2 SCEA/yaroze/freetalk/000000682html.html

--MESSAGE FILE 17474 START: ./2 SCEA/yaroze/freetalk/000000683html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 04 Jun 1998 11:01:31 +0100
Organization: Intelligent Research
Lines: 25
Message-ID: <3576707B.BC37FFFA@hinge.mistral.co.uk>
References: <35718657.3581814@news.scea.sony.com>
<35745E2B.B68ED160@mail.datasys.net> <3575f15b.30925304@news.scea.sony.com>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

Jerry Jessop wrote:

> Matthew,
>
> Where was the blue debug unit?????
>
> Their should have been non on the floor, all were grey.

Change of policy from ECTS? There were loads of blue stations
at ETCS....

> Here are some interesting E3 stats.....
>
> PlayStation booth was 44,800 sq ft.
>
> Total PlayStations set up in booth, conference rooms, and party site
> was almost 300.

Sounds just like the one at ECTS - it was like a nightclub, video walls,
bar, chill out area, DJ....

Craig.

--MESSAGE FILE 17474 END: ./2 SCEA/yaroze/freetalk/000000683html.html

--MESSAGE FILE 17475 START: ./2 SCEA/yaroze/freetalk/000000684html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 04 Jun 1998 14:17:02 GMT
Organization: L4 Software
Lines: 34
Message-ID: <3576a92c.636582@205.149.189.29>
References: <35718657.3581814@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Sun, 31 May 1998 16:39:38 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:

>   Hello to all you lucky guys,
>   Well, I could ask a million questions, but let's start off with
>just a few:
>
>1) In your opinion, which company made the biggest impression at the
>show? Who were people talking about? Close ties are allowed...

I've gotta say that Sony had the most impressive booth of the show.
The second most impressive part of the show was the size that my feet
had swelled to by the time it was over!

>2) What games were you most impressed with? What games were people
>talking about?

"Metal Gear Solid" was, in my oppinion, the best of the show!

"Alien vs. Predator" was also very nice, but I only saw the PC
version.

"Bust a Groove" didn't do much for me, but was VERY popular with the
crowd.

>3) Where were Dreamcast/Katana and Project X? What was your
>impression of their debut? If they were there, where were they shown
>and who got to see them? What was the 'buzz'?

Dreamcast and Project X were both shown privately and covered by NDA.
I was only able to see one of them. I'd tell you about it, but then
I'd have to kill you.

Mario
--MESSAGE FILE 17475 END: ./2 SCEA/yaroze/freetalk/000000684html.html

--MESSAGE FILE 17476 START: ./2 SCEA/yaroze/freetalk/000000685html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@home.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 04 Jun 1998 19:41:47 GMT
Organization: SCEA News Server
Lines: 59
Message-ID: <3576f829.276535627@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<3575a61d.189995228@news.scea.sony.com> <3575f35c.31437618@news.scea.sony.com>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

I think it was the japanese version of the so it would have been NTSC
as for the blue debug stations I saw tons of em just not at the Sony
booth

On Thu, 04 Jun 1998 01:11:26 GMT, Jerry_Jessop@Playstation.Sony.Com
(Jerry Jessop) wrote:

>
>Michael,
>
>Were these the Bust-a-groove units in the PlayStation booth on PAL
>monitors?
>
>Our SCEE people set these up and they were running on some old blue
>PAL debugs tucked away under the kiosk. I wish they would have said
>something if they were choaking.......I would have fixed them :(
>
>Oh well, could not be everywhere.
>
>Jerry
>
>
>
>
>On Wed, 03 Jun 1998 19:45:54 GMT, dajudge@home.com (Michael Klucher)
>wrote:

>
>>
>>The thing that dissiponted me most about the show was that a few
>>booths that I expexted to be there werent
>>SoftImage
>>Enix (They had bust a move playing in the sony section but the PSX's
>>were skipping so bad it was hard to play)
>>
>>One other thing that dissiponted me was how programmers are using the
>>dual shock I think it's the coolest ide if used at a proper time but I
>>played a few games (racing) were it does the light rumble the whole
>>time and does the deep rumble when you hit somthing.
>>
>>
>>But overall I had a great time
>>
>>P.S. I hung out at the yaroze booth and there seemed to be a good
>>interest in the thing!!!
>>
>>
>>
>>>
>>>That's enough for now...
>>>
>>>-Matt
>>

--MESSAGE FILE 17476 END: ./2 SCEA/yaroze/freetalk/000000685html.html

--MESSAGE FILE 17477 START: ./2 SCEA/yaroze/freetalk/000000686html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 04 Jun 1998 17:05:53 GMT
Organization: SCEA News Server
Lines: 23
Message-ID: <3576cf57.44658069@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29>
NNTP-Posting-Host: client-120-40.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>"Metal Gear Solid" was, in my oppinion, the best of the show!

    I am looking forward to this game a great deal! Any mention of a
release date? Or is it still '...when it's ready...".

>Dreamcast and Project X were both shown privately and covered by NDA.
>I was only able to see one of them. I'd tell you about it, but then
>I'd have to kill you.

   NDAs...[sigh] Why would VM Labs want a NDA on a console coming out
for this X-mas season in October? IMHO, too much mystery can lead to a
disinterested public. Or just an uninformed public. Why wouldn't they
want to show off the prowess of their new system at the biggest show
of the year? Hmmm......
   I warned you in my e-mail that you were not allowed to claim NDA
secretivity when you returned from E3... my agents will be visiting
you soon to 'debrief' you thoroughly. [BG]

-Matt, who awaits the day when he is 'in-the-know' telling others

about NDAs...

--MESSAGE FILE 17477 END: ./2 SCEA/yaroze/freetalk/000000686html.html

--MESSAGE FILE 17478 START: ./2 SCEA/yaroze/freetalk/000000687html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: 05 Jun 1998 10:48:42 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Sender: thutton@TECH10
Message-ID: <uemx47jx1.fsf@cybec.com.au>
References: <35718657.3581814@news.scea.sony.com>
    <3576a92c.636582@205.149.189.29> <3576cf57.44658069@news.scea.sony.com>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

matth@bellatlantic.net (Matthew Hulett) writes:

>
>
> >"Metal Gear Solid" was, in my oppinion, the best of the show!
>
>   I am looking forward to this game a great deal! Any mention of a
> release date? Or is it still '...when it's ready...".
>

I believe it should be out in July for the PAL territories, dunno
about the US.
--
Toby.
--MESSAGE FILE 17478 END: ./2 SCEA/yaroze/freetalk/000000687html.html

--MESSAGE FILE 17479 START: ./2 SCEA/yaroze/freetalk/000000688html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: 05 Jun 1998 10:51:49 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Sender: thutton@TECH10
Message-ID: <ud8co7jru.fsf@cybec.com.au>
References: <35718657.3581814@news.scea.sony.com>
    <3576a92c.636582@205.149.189.29> <3576cf57.44658069@news.scea.sony.com>
    <uemx47jx1.fsf@cybec.com.au>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

Toby Hutton <thutton@cybec.com.au> writes:
> I believe it should be out in July for the PAL territories, dunno
> about the US.

Hang on, make that August.
--
Toby.
--MESSAGE FILE 17479 END: ./2 SCEA/yaroze/freetalk/000000688html.html

--MESSAGE FILE 17480 START: ./2 SCEA/yaroze/freetalk/000000689html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: *Sigh*
Date: 05 Jun 1998 11:00:42 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Sender: thutton@TECH10
Message-ID: <ubts87jd1.fsf_-_@cybec.com.au>
References: <35718657.3581814@news.scea.sony.com>
    <3576a92c.636582@205.149.189.29> <3576cf57.44658069@news.scea.sony.com>
    <uemx47jx1.fsf@cybec.com.au> <ud8co7jru.fsf@cybec.com.au>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

Toby Hutton <thutton@cybec.com.au> writes:

>
> Toby Hutton <thutton@cybec.com.au> writes:
> > I believe it should be out in July for the PAL territories, dunno
> > about the US.
>
> Hang on, make that August.

As you can tell, I'm quite looking forward to this game. PSM Online
says it's due in October in the US. It's too bloody hard to work out
who to trust with these release dates. And then games are usually out
in Japan, then US, then Europe, except not always. Most of the online
PSX mag sites are US and only give US dates... if only there was an
official release schedule produced by Sony. Grrr.
--
Toby.
--MESSAGE FILE 17480 END: ./2 SCEA/yaroze/freetalk/000000689html.html

--MESSAGE FILE 17481 START: ./2 SCEA/yaroze/freetalk/000000690html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Jerry_Jessop@Playstation.Sony.Com (Jerry Jessop)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Fri, 05 Jun 1998 01:20:56 GMT
Organization: SCEA Hardware Engineering
Lines: 12
Message-ID: <3577479c.31465374@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29>
NNTP-Posting-Host: 206.41.6.40
X-Newsreader: Forte Free Agent 1.1/32.230

On Thu, 04 Jun 1998 14:17:02 GMT, mperdue@l4software.com (Mario
Perdue) wrote:

Bet I know which one you saw :)

>
>Dreamcast and Project X were both shown privately and covered by NDA.
>I was only able to see one of them. I'd tell you about it, but then
>I'd have to kill you.
>
>Mario

--MESSAGE FILE 17481 END: ./2 SCEA/yaroze/freetalk/000000690html.html

--MESSAGE FILE 17482 START: ./2 SCEA/yaroze/freetalk/000000691html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 04 Jun 1998 22:57:29 -0400
Organization: SCEA News Server
Lines: 25
Message-ID: <35775E99.6C681DAC@mail.datasys.net>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29> <3576cf57.44658069@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 97.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Matthew Hulett wrote:
>   NDAs...[sigh] Why would VM Labs want a NDA on a console coming out
> for this X-mas season in October? IMHO, too much mystery can lead to a
> disinterested public. Or just an uninformed public. Why wouldn't they
> want to show off the prowess of their new system at the biggest show
> of the year? Hmmm......

If they didn't have enough software. The hardware may very well be
finished and ready, but you have to have software to run on it.
Showing a system without software is asking to be totaly screwed over.
People will loose intrest VERY quickly. It's better to let out little
tid-bits of info and specs, to bait the public and get everyone hyped
up. If they show everything now, then the public will get borred. If
they show nothing now, and have a suprise launch...Well look at what
happened to the saturn.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17482 END: ./2 SCEA/yaroze/freetalk/000000691html.html

--MESSAGE FILE 17483 START: ./2 SCEA/yaroze/freetalk/000000692html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 04 Jun 1998 23:00:48 -0400
Organization: SCEA News Server
Lines: 41
Message-ID: <35775F60.54182F24@mail.datasys.net>
References: <35718657.3581814@news.scea.sony.com>
<35745E2B.B68ED160@mail.datasys.net> <3575f15b.30925304@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 97.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

[NOTE: I accidently sent this message to Jerry himself rather than to
the newsgroup. I'm just putting it where it's supose to be]

Jerome_Jessop@playstation.sony.com wrote:
>
> Thanks for the info, I thought I had caught them all :)
>
> FYI except for minor O.S. (very minor) changes and a CD controller that
> ignores all disk protection schemes their is nothing special about the blue
> debugs.

Except their blue and cost $30,000. :) I donno, it was just really
cool to actually see one in person. You also forgot the 8 megs of ram,
as opposed to the normal 2. Just out of curosity, what was the OS
change on the debug units?

I also herd someone talking about a green debug unit. This unit
suposidly had all the hardware upgrades/changes as the new
playstations but has 8 megs of ram and no protection scheme. It was
supose to be used so that developers could make sure that their code
works properly on the new hardware.

I wouldn't have thought that was a problem, until I discovered that a
lock-up bug in the demo disk I got with my grey playstation
dissapeared when I played the disc with my Yaroze system. Perhaps the
hardware of the new and the old systems aren't 100% compatable after
all...

BTW: I have a bad habit of meaning to reply to a message in a
newsgroup but accidently replying to them in person. I have really got
to watch out for that. The last message was a good example. :)

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17483 END: ./2 SCEA/yaroze/freetalk/000000692html.html

--MESSAGE FILE 17484 START: ./2 SCEA/yaroze/freetalk/000000693html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Fri, 05 Jun 1998 00:29:32 GMT
Organization: SCEA News Server
Lines: 29
Message-ID: <35773971.5580709@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29> <3576cf57.44658069@news.scea.sony.com>
<35775E99.6C681DAC@mail.datasys.net>
NNTP-Posting-Host: client-120-31.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>If they didn't have enough software. The hardware may very well be
>finished and ready, but you have to have software to run on it.
>Showing a system without software is asking to be totaly screwed over.

>People will loose intrest VERY quickly. It's better to let out little
>tid-bits of info and specs, to bait the public and get everyone hyped
>up. If they show everything now, then the public will get borred. If
>they show nothing now, and have a suprise launch...Well look at what
>happened to the saturn.

After getting your e-mail, I see you are refering to Dreamcast, while I am referring to Project X. It (Project X) is supposed to launch in four months... I don't think they are going to make this X-mas season and their October launch. That is why I am surprised it wasn't open to the public.
But, even if I was refering to Dreamcast, they should have opened it to the public anyway, Sega needs all the positive press they can get. ;-))) Seriously, I think it was wise for Sega to keep quiet on Dreamcast, why inform Saturn owners that their platform is dead? Better to let them fantasize that the platform is getting full support, and that they made a good choice. I suspect that gamers like us have seen the writing on the wall for a long time, but the average joe probably doesn't realize that his platform is on life support, and fading fast. Sega seems to be like that, why inform people and stop them from buying more Saturns over the next year...

-Matt, who pities all children who receive a Saturn this X-mas [sob]

--MESSAGE FILE 17484 END: ./2 SCEA/yaroze/freetalk/000000693html.html

--MESSAGE FILE 17485 START: ./2 SCEA/yaroze/freetalk/000000694html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Public Profile-List
Date: Fri, 5 Jun 1998 08:34:47 +0200
Organization: Debri Productions
Lines: 61
Message-ID: <1da555p.1ro30gj1svbgd2N@a1-88-117.a1.nl>
NNTP-Posting-Host: a1-88-117.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

First:

Thanks everybody who already sent in their profiles.

For everybody who doesn't know it yet, I try to keep up a public profilelist with Yaroze-members. This list is more like a adressbook with some info about members that sent in their profile.

If you are looking for some coders...
Just check the profilelist.

If you are looking for designers...
Just check the profilelist.

If you are looking for members in your home-town...
Just check the profilelist.

Need some E-mail adresses or ICQ numbers?
Just check the profilelist.

Want to start a project with SCEE, SCEA and SCEI members?
Just check the profilelist.

Just started working on a project with other members that you don't even

know?
Just check the profilelist and maybe you know who you'r dealing with and
what you can expect.

No time to keep up a weppage with basic info on yourself?
Just sent in your profile and sent in an update every now and then..

If you want your profile on the list (and it's not already on), just
sent the next info to DEnnis (macsuppor@a1.nl)

- Name
- Membername
- Birthdate
- Email <linked>
- ICQ
- Nationality
- Home-town
- Personal Page <linked>
- NY page <linked>
- Rate NY-page <number out of 10, how you rate your own page>
- Rate Designing Skills <number out of 10>
- Rate Coding Skills <number out of 10>
- Specialisation
- Projects
- Extra Info
- Member since
- Hot
- Not

The list can be found here:
http://www.a1.nl/macsupport/debri/

Cheers DEnnis..
--MESSAGE FILE 17485 END: ./2 SCEA/yaroze/freetalk/000000694html.html

--MESSAGE FILE 17486 START: ./2 SCEA/yaroze/freetalk/000000695html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Fri, 05 Jun 1998 23:03:01 -0400
Organization: SCEA News Server
Lines: 38
Message-ID: <3578B165.1DDB7CD9@mail.datasys.net>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29> <3576cf57.44658069@news.scea.sony.com>
<35775E99.6C681DAC@mail.datasys.net> <35773971.5580709@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 97.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Matthew Hulett wrote:
>   After getting your e-mail, I see you are refering to Dreamcast,
> while I am referring to Project X. It (Project X) is supposed to
> launch in four months... I don't think they are going to make this
> X-mas season and their October launch. That is why I am surprised it

> wasn't open to the public.

I wasn't even aware that there was a project X untill I herd about it
in this newsgroup.

>   But, even if I was refering to Dreamcast, they should have opened
> it to the public anyway, Sega needs all the positive press they can
> get. ;-))) Seriously, I think it was wise for Sega to keep quiet on
> Dreamcast, why inform Saturn owners that their platform is dead?
> Better to let them fantasize that the platform is getting full
> support, and that they made a good choice. I suspect that gamers like
> us have seen the writing on the wall for a long time, but the average
> joe probably doesn't realize that his platform is on life support, and
> fading fast. Sega seems to be like that, why inform people and stop
> them from buying more Saturns over the next year...

That's how Sega thought when they did a suprise release of the Saturn.
They didn't want people to say, "Oh! Saturn is comming out in a few
days, so I won't bother with this 32x thingie". Greed got the better
of them, as well as ignorance. They thought that people would get
excited very quickly and go out and grab the new saturn. But people
eyed the new system with caution, Rather than looking at the system
and going "Yippe!".

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17486 END: ./2 SCEA/yaroze/freetalk/000000695html.html

--MESSAGE FILE 17487 START: ./2 SCEA/yaroze/freetalk/000000696html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Sat, 06 Jun 1998 02:20:42 GMT
Organization: SCEA News Server
Lines: 68
Message-ID: <3578a1be.15641313@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29> <3576cf57.44658069@news.scea.sony.com>
<35775E99.6C681DAC@mail.datasys.net> <35773971.5580709@news.scea.sony.com>
<3578B165.1DDB7CD9@mail.datasys.net>
NNTP-Posting-Host: client-151-198-130-16.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>I wasn't even aware that there was a project X untill I herd about it
>in this newsgroup.

   Well, here is what I know, if you care... Project X is a console
being created by VM Labs. At the beginning of the yaroze program, Bill
Rehbock was our fearless leader, and Greg LaBrec was our webmaster.
Greg was lured away by VM Labs last August, and Bill followed him a
month later. Bill said in an interview that he was so amazed by the
machine, and by the libraries being written, that he could not resist
the opportunity. There is more to the story of why they left Sony, but
no one will ever tell pions like you and me, and I suppose it is not

our business, although it did seem to disrupt the yaroze program a wee bit.
   VM Labs also hired Chris Svenson (sp.) away from Next-Generation magazine, and one of the writers was joking about how Chris was gleery-eyed after seeing the demos, lots of people are buzzing about the machine.
   Professional development kits are only going to cost $7500, which is amazingly cheap, and this is obviously part of their plan to gain third-party support.
   The compiler is supposed to be very flexible and 'forgiving', making life easier for the programmer.
   There are a few demos I have read about. One is Tempest 3000, written by VM Labs owner (?) Jeff Minter himself. One is of a display of melting pyramids, supposedly Jeff likes psychedelic images.
One demo is to show the versatility of the compiler: they took the publically posted Doom code, and compiled it straight to run on the console. It supposedly runs pretty good, and is only using 1/28th of the power the console has to offer. And the last demo I read about is a bunch of spinning 3D cubes, with all the other demos running real-time and texture-mapped onto the cubes.
   I read about an October release date for this X-mas season, but we all know how dependable those rumors are.
   Here is a good article, an interview with our former fearless leader, now head of third party developer support at VM Labs:

http://www.gamasutra.com/features/business_and_legal/19980403/vmlabs_01.htm

   Now, if I could just convince Mario that there are ethics that rise above NDAs, I could find out a lot more! [LOL]   The people have a right to know, freedom of information rules, down with the corporate zoot-suits!!! True gamers are blood brothers and know no secrets!!!
   I am just kidding... ;-))

>That's how Sega thought when they did a suprise release of the Saturn.
>They didn't want people to say, "Oh! Saturn is comming out in a few
>days, so I won't bother with this 32x thingie". Greed got the better
>of them, as well as ignorance. They thought that people would get
>excited very quickly and go out and grab the new saturn. But people
>eyed the new system with caution, Rather than looking at the system
>and going "Yippe!".

   Greedy jerkies also heard about PSX and it's 3D capabilities, and wanted to try to get an advantage over Sony. They designed Saturn for 2D games, and they saw that Sony was going to whip 'em silly. They chucked in a few chips or something at the last minute, to try to increase the 3D power of the machine... and they ended up creating a machine that is theoretically 50% more powerful than the PSX. But, the dual processor design is so hard to develop for and progarm with, I suspect that that potential will be forever unrealized. Tsk tsk... [LOL]
   Did you ever see the inside of a Saturn, what an ugly mess they created in desparation to compete with Sony. I just bought Tomb Raider II, I think I will go bask in some Sony goodness right now!

-Matt

--MESSAGE FILE 17487 END: ./2 SCEA/yaroze/freetalk/000000696html.html

--MESSAGE FILE 17488 START: ./2 SCEA/yaroze/freetalk/000000697html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Programmer wanted

Date: Sat, 06 Jun 1998 14:21:24 -0700
Organization: SCEA News Server
Lines: 18
Message-ID: <3579B2D3.FD0CE153@concentric.net>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts001d35.cup-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Hello all,

I have a proposition for anyone that's interested. A friend of a
friend is looking for a game programmer. He has a board game that
he'd like to translate to the computer. He intends to ultimately
sell it so there definitely is some money involved. I've met with
him and he's described the game to me. It sounds relatively easy
to implement, but since I have very little Windows programming
experience I wouldn't be of much help to him. He fully expects
this to be an on-the-side job so this is something you could do in
your spare time.

If anyone is interested in getting more information about this
please email me: dsyaroze@concentric.net

Thanks,
Scott

--MESSAGE FILE 17488 END: ./2 SCEA/yaroze/freetalk/000000697html.html

--MESSAGE FILE 17489 START: ./2 SCEA/yaroze/freetalk/000000698html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups:
scee.yaroze.programming.sound,scea.yaroze.programming.sound,scee.yaroze.freetalk
.english,scea.yaroze.freetalk
Subject: DMS v1.1.0 Released
Date: Sat, 06 Jun 1998 16:18:40 -0700
Organization: SCEA News Server
Lines: 41
Message-ID: <3579CE50.298AF844@jps.net>
NNTP-Posting-Host: oak-port1507.jps.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.programming.sound:144
scea.yaroze.programming.sound:189 scee.yaroze.freetalk.english:1103
scea.yaroze.freetalk:698

Hello,

That Yaroze MOD player thing that I was working on about 2 months
ago is finally finished---well, sort of. You can grab it from:

    http://www.jps.net/tenchi/dms_110.zip

For those who didn't see the other thread, DMS is an S3M player
for the Yaroze which is a set of library routines that interpret
its own file. It uses a frame-by-frame polling process and
supports up to 16 channels of stereo sound with reverb capability.
All this with very little CPU overhead.

The dms_110.zip pack should contain:

    - DMSPlay (an example DMS player for NTSC)
    - DMS libraries
    - S2S S3M-to-DMS DOS conversion utility
    - VABtest (Yaroze VAB testing utility)
    - an example S3M file
    - documentation

After downloading, please see the README.TXT file for instructions
on compiling and converting files.

DMS will not play your S3M exactly, but it's pretty close. The
major things missing are pitch slides, portamento, and vibrato---I
may eventually get around to fixing that.

Thanks to everyone with their feedback. Please send me any
comments you have.

p.s. I've changed e-mail addresses to "tenchi@shell.jps.net",
      and my web pages will also be down until I get them
      transferred over from my old ISP...

```
Mata ne,             ...                                  ...
- e!               ::'         tenchi@shell.jps.net       '::
  (Protocol)       ::  ACiD -/- ACS -/- pHluid -/- Yaroze  ::
  (Tenchikun)      ::.      http://www.jps.net/tenchi     .::
                    '''                                  '''
```

--MESSAGE FILE 17489 END: ./2 SCEA/yaroze/freetalk/000000698html.html

--MESSAGE FILE 17490 START: ./2 SCEA/yaroze/freetalk/000000699html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Sun, 07 Jun 1998 00:29:19 GMT
Organization: SCEA News Server
Lines: 12
Message-ID: <3579de15.10521917@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29> <3576cf57.44658069@news.scea.sony.com>
<35775E99.6C681DAC@mail.datasys.net> <35773971.5580709@news.scea.sony.com>
<3578B165.1DDB7CD9@mail.datasys.net>
NNTP-Posting-Host: client-119-28.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Well, after our chat tonight, I checked out the Vm Labs website.
Mario had mentioned there was a lot of information there. The last
time I had checked, there was almost nothing there, but now there is a
FAQ with lots of good information:

http://www.vmlabs.com/

..like the fact that the chip benchmarks are similar to a PII running
at 500 to 1000 Mhz... oh my. Plus, it won't be out until next year...

-Matt

--MESSAGE FILE 17490 END: ./2 SCEA/yaroze/freetalk/000000699html.html

--MESSAGE FILE 17491 START: ./2 SCEA/yaroze/freetalk/000000700html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Skipping PSX
Date: Sun, 07 Jun 1998 17:49:34 GMT
Organization: SCEA News Server
Lines: 13
Message-ID: <357ad1c6.6697290@news.scea.sony.com>
NNTP-Posting-Host: client-120-39.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Hello,
My PSX has developed a funny quark. When I was playing FFVII last fall, I noticed that the animated scenes were skipping, but I just figured the unit was overheating slightly.
Now, after having my PSX on for 30 minutes, it starts to skip quite bad, even locking up on level loads when it misses tracks. The interesting thing is that if I turn it upside down, it starts to work just fine again. It's not overheating, I keep it well-ventilated.
Any ideas what's wrong, what I need to do to get it fixed, and what it will cost me?
Thanks,
Matt

--MESSAGE FILE 17491 END: ./2 SCEA/yaroze/freetalk/000000700html.html

--MESSAGE FILE 17492 START: ./2 SCEA/yaroze/freetalk/000000701html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Mon, 8 Jun 1998 08:06:31 +0200
Organization: Debri Productions
Lines: 21
Message-ID: <1daap0f.bqnkyxeezyl6N@a1-88-101.a1.nl>
References: <357ad1c6.6697290@news.scea.sony.com>
NNTP-Posting-Host: a1-88-101.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Matthew Hulett <matth@bellatlantic.net> wrote:

> Hello,
> My PSX has developed a funny quark. When I was playing FFVII last
> fall, I noticed that the animated scenes were skipping, but I just
> figured the unit was overheating slightly.
> Now, after having my PSX on for 30 minutes, it starts to skip quite
> bad, even locking up on level loads when it misses tracks. The
> interesting thing is that if I turn it upside down, it starts to work
> just fine again. It's not overheating, I keep it well-ventilated.
> Any ideas what's wrong, what I need to do to get it fixed, and what
> it will cost me?
> Thanks,
> Matt

How did you got the idea to hold your playstation up side down when it skippes? I hope you don't try this with your girl when she won't do it.
I don't know your bug, but I did notice that my Dual-schockpad sometimes conflicts with Demo-CD's. When some Demo-CD's reset, I can't use the Dualschock-pad to navigate, I need to hard-reset the NY to get it right again. Any others with this problem?
--MESSAGE FILE 17492 END: ./2 SCEA/yaroze/freetalk/000000701html.html

--MESSAGE FILE 17493 START: ./2 SCEA/yaroze/freetalk/000000702html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: PacMan Ghost Zone collision detection paper
Date: Mon, 08 Jun 1998 02:19:06 -0700
Organization: SCEA News Server
Lines: 12
Message-ID: <wal-ya02408000R0806980219060001@news.scea.sony.com>
NNTP-Posting-Host: dnai-207-181-237-211.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

At the Computer Game Developer's Conference, Gil Colgate, programmer on Namco's new 3D PacMan game, gave a lecture about the collision detection used in that game. He's put the paper up on his web site. I thought this might be of interest to Yaroze coders:

http://www.sirius.com/~gcolgate/

Enjoy!

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 17493 END: ./2 SCEA/yaroze/freetalk/000000702html.html

--MESSAGE FILE 17494 START: ./2 SCEA/yaroze/freetalk/000000703html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <dsyaroze@concentric.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Mon, 08 Jun 1998 09:41:34 -0700
Organization: SCEA News Server
Lines: 15
Message-ID: <357C143D.EAEDB398@concentric.net>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29> <3576cf57.44658069@news.scea.sony.com>
<35775E99.6C681DAC@mail.datasys.net> <35773971.5580709@news.scea.sony.com>
Reply-To: dsyaroze@concentric.net
NNTP-Posting-Host: ts029d10.sto-ca.concentric.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

>   After getting your e-mail, I see you are refering to Dreamcast,
> while I am referring to Project X. It (Project X) is supposed to
> launch in four months... I don't think they are going to make this
> X-mas season and their October launch. That is why I am surprised it
> wasn't open to the public.

Just a minor correction. Project X systems won't appear until 1999. VM Labs states this in the FAQ on their web site. Next Gen Online also did an article indicating this.

That being said, missing the holiday season will undoubtably hurt sales. But I guess if it's not ready it's not ready.

Scott

--MESSAGE FILE 17494 END: ./2 SCEA/yaroze/freetalk/000000703html.html

--MESSAGE FILE 17495 START: ./2 SCEA/yaroze/freetalk/000000704html.html
Path: chuka.playstation.co.uk!news
From: "Pete" <Hanno@btinternet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: 8 Jun 1998 18:21:42 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 37
Message-ID: <01bd9309$fa17e2a0$1d3963c3@default>
References: <357ad1c6.6697290@news.scea.sony.com>
NNTP-Posting-Host: host5-99-57-29.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161

Matthew Hulett <matth@bellatlantic.net> wrote in article
<357ad1c6.6697290@news.scea.sony.com>...
> Hello,
> My PSX has developed a funny quark. When I was playing FFVII last
> fall, I noticed that the animated scenes were skipping, but I just
> figured the unit was overheating slightly.
> Now, after having my PSX on for 30 minutes, it starts to skip quite
> bad, even locking up on level loads when it misses tracks. The
> interesting thing is that if I turn it upside down, it starts to work
> just fine again. It's not overheating, I keep it well-ventilated.
> Any ideas what's wrong, what I need to do to get it fixed, and what
> it will cost me?
> Thanks,
> Matt

How old is your playstation, is it your Yaroze?

A couple of mates of mine (here in England) bought their playstations when they first arrived in this country. After six months of hard use, mostly sitting on the carpet, one started to skip and eventually refused to read discs altogether. Dixons (his place of purchase) exchanged it no questions asked.

The other still has his and has to sit it at all sorts of angles to get it to work.

I've been unreliably informed that there was a problem with the older playstation's laser mechanism, causing it either to distort due to overheating or just wear out from darting back and forth reading data. I also heard that Sony will exchange older troublesome playstations here (at a price), no doubt they do the same in the US.

Pete.

--MESSAGE FILE 17495 END: ./2 SCEA/yaroze/freetalk/000000704html.html

--MESSAGE FILE 17496 START: ./2 SCEA/yaroze/freetalk/000000705html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Mon, 08 Jun 1998 15:52:32 GMT
Organization: SCEA News Server
Lines: 26

Message-ID: <357c07a4.45853212@news.scea.sony.com>
References: <357ad1c6.6697290@news.scea.sony.com>
<01bd9309$fa17e2a0$1d3963c3@default>
NNTP-Posting-Host: client-151-198-130-43.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>How old is your playstation, is it your Yaroze?

   Nope, just my 'ole grey PSX. I try not to use my yaroze for games, don't want to wear it out. It's a bout a year-and-a-half old. I treat the darn thing so well too. Silly thing gets dusted every three days, treated with kid gloves, elevated and fan-blown when in use...

>The other still has his and has to sit it at all sorts of angles to get it
>to work.

   To kill Dennis' question... I forget who mentioned it, but in one of our wekly chat sessions, someone mentioned that if they turn the unit upside down, it works. Sounds weird, but it works.

>I've been unreliably informed that there was a problem with the older
>playstation's laser mechanism, causing it either to distort due to
>overheating or just wear out from darting back and forth reading data. I
>also heard that Sony will exchange older troublesome playstations here (at
>a price), no doubt they do the same in the US.

   I am hoping a Sony staffer will eventually wander by and tell me my options. Oh, Sony professionals?

-Matt

--MESSAGE FILE 17496 END: ./2 SCEA/yaroze/freetalk/000000705html.html

--MESSAGE FILE 17497 START: ./2 SCEA/yaroze/freetalk/000000706html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Mon, 08 Jun 1998 18:17:23 GMT
Organization: SCEA News Server
Lines: 10
Message-ID: <357c2a52.6246108@news.scea.sony.com>
References: <357ad1c6.6697290@news.scea.sony.com> <1daap0f.bqnkyxeezyl6N@a1-88-101.a1.nl>
NNTP-Posting-Host: client-151-198-130-9.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>How did you got the idea to hold your playstation up side down when it
>skippes? I hope you don't try this with your girl when she won't do it.

   And I thought you Dutch were uninhibited...[BG]

-Matt

P.S.- Another member mentioned it once in our weekly chat sessions... it works.
--MESSAGE FILE 17497 END: ./2 SCEA/yaroze/freetalk/000000706html.html

--MESSAGE FILE 17498 START: ./2 SCEA/yaroze/freetalk/000000707html.html
Path: chuka.playstation.co.uk!news

From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Tue, 9 Jun 1998 00:37:07 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <6lhsp8$1295@chuka.playstation.co.uk>
References: <357ad1c6.6697290@news.scea.sony.com> <1daap0f.bqnkyxeezyl6N@a1-88-101.a1.nl> <357c2a52.6246108@news.scea.sony.com>
NNTP-Posting-Host: usera844.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>
>   And I thought you Dutch were uninhibited...[BG]
>
No they're not. I recently went through there. Theres lots of em, and they have even started to build wind harnessing machines! :D

>
>>How did you got the idea to hold your playstation up side down when it
>>skippes? I hope you don't try this with your girl when she won't do it.
>
>   And I thought you Dutch were uninhibited...[BG]
>
>-Matt
>
>P.S.- Another member mentioned it once in our weekly chat sessions...
>it works.

--MESSAGE FILE 17498 END: ./2 SCEA/yaroze/freetalk/000000707html.html

--MESSAGE FILE 17499 START: ./2 SCEA/yaroze/freetalk/000000708html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: David White <dwhite2@san.rr.com>
Newsgroups: scea.yaroze.freetalk
Subject: HolliDance is ready
Date: Mon, 08 Jun 1998 20:02:08 -0700
Organization: SCEA News Server
Lines: 25
Message-ID: <357CA4C2.AF2@san.rr.com>
NNTP-Posting-Host: dt033nc9.san.rr.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Macintosh; I; PPC)

HolliDance is a simple dance program that I've written as
a personal project. It displays a girl who dances in sync
to music. The program simulates 2 cameras that move about
her club, two spot lights that move about and change color,
and an ocasional stobe light effect. HolliDance is a real
time animation program; no two frames are ever the same.

HolliDance exixts in four versions: PowerMac, SGI, Be OS,
and Sony Play Station (Net Yaroze).

The Net Yaroze version is compiled for both NTSC and PAL
configurations. Due to it's large amount of data, it
requires a Code Warrior compatible loader.

It has been a fun project and hopefully you will enjoy it
as well.

Note to sony: I'm temporarily hosting the binary until you
have posted it. It's only available via my web page on your
server and therefore can not be downloaded by nonmembers.
I'll take it off my server when you are ready (I need the space!).

David White
http://www.scea.sony.com/net/yaroze/pages/dwhite.html
dwhite2@san.rr.com
--MESSAGE FILE 17499 END: ./2 SCEA/yaroze/freetalk/000000708html.html

--MESSAGE FILE 17500 START: ./2 SCEA/yaroze/freetalk/000000709html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Wed, 10 Jun 1998 01:02:53 +0200
Organization: Debri Productions
Lines: 8
Message-ID: <1dadiyr.1txh1o511ztcf6N@a1-88-132.a1.nl>
References: <357ad1c6.6697290@news.scea.sony.com> <1daap0f.bqnkyxeezyl6N@a1-88-
101.a1.nl> <357c2a52.6246108@news.scea.sony.com>
NNTP-Posting-Host: a1-88-132.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

>
> P.S.- Another member mentioned it once in our weekly chat sessions...
> it works.

Say what? When are they?

DEnnis..
--MESSAGE FILE 17500 END: ./2 SCEA/yaroze/freetalk/000000709html.html

--MESSAGE FILE 17501 START: ./2 SCEA/yaroze/freetalk/000000710html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Wed, 10 Jun 1998 00:22:29 GMT
Organization: SCEA News Server
Lines: 11
Message-ID: <357dd14e.65193744@news.scea.sony.com>
References: <357ad1c6.6697290@news.scea.sony.com> <1daap0f.bqnkyxeezyl6N@a1-88-
101.a1.nl> <357c2a52.6246108@news.scea.sony.com> <1dadiyr.1txh1o511ztcf6N@a1-88-
132.a1.nl>
NNTP-Posting-Host: client-120-174.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Say what? When are they?

   American members get together once a week, Saturdays at 9PM, to
chat and get to know each other.
   Unfortunatly, you guys don't have direct access to our website and
our 'auditorium', so you can't attend. It is unfortunate.

-Matt

--MESSAGE FILE 17501 END: ./2 SCEA/yaroze/freetalk/000000710html.html

--MESSAGE FILE 17502 START: ./2 SCEA/yaroze/freetalk/000000711html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@home.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Wed, 10 Jun 1998 19:15:35 GMT
Organization: SCEA News Server
Lines: 10
Message-ID: <357eda86.4236251@news.scea.sony.com>
References: <357ad1c6.6697290@news.scea.sony.com>
<01bd9309$fa17e2a0$1d3963c3@default> <357c07a4.45853212@news.scea.sony.com>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Ok I am going to duck and cover after saying this so dont shoot the
messanger. :) What happens is sometimes if you playstation gets hot
enough it can melt the glue that holds the laser in place (This is why
when you turn it upside down it works cause the laser falls back into
place) I have a new model Grey PSX it has layers of foil for heat
protection and stuff and I have had no problems from it at all.
Because from what I have read it almost costs as much to fix as just
buying a new on.

My theory
--MESSAGE FILE 17502 END: ./2 SCEA/yaroze/freetalk/000000711html.html

--MESSAGE FILE 17503 START: ./2 SCEA/yaroze/freetalk/000000712html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Wed, 10 Jun 1998 15:30:51 GMT
Organization: SCEA News Server
Lines: 13
Message-ID: <357ea497.7746792@news.scea.sony.com>
References: <357ad1c6.6697290@news.scea.sony.com>
<01bd9309$fa17e2a0$1d3963c3@default> <357c07a4.45853212@news.scea.sony.com>
<357eda86.4236251@news.scea.sony.com>
NNTP-Posting-Host: client-120-147.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>My theory

   Thank you. Now maybe, just maybe, a professional from our staff
will wander by and mention my options before I buy a PSX II...[grin]
   Why would I shoot you Mike, I like you... You should take part in
some billboard discussions of politics, I was just informed by an odd
sort that the world is coming to an end with the turn of the milennia.
[LOL]
   Ah, what the heck... lock-n-load.... BLAM!!!!

-Matt

--MESSAGE FILE 17503 END: ./2 SCEA/yaroze/freetalk/000000712html.html

--MESSAGE FILE 17504 START: ./2 SCEA/yaroze/freetalk/000000713html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Sony's grand experiment?
Date: Wed, 10 Jun 1998 13:29:53 -0700
Organization: Cisco Systems
Lines: 30
Message-ID: <357EECC1.97053769@jps.net>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-e-39-201.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1117
scea.yaroze.freetalk:713

The Yaroze has been a great (albeit expensive) toy ever since I bought into this program in February. It kinda took me back to my roots, back when I used to sit up late at night with a manual of Tandy BASIC reading by the dull glow of the monitor in the after-bedtime hours. I have been going through some old paperwork in my closet and even found some ancient game designs, graphics, and musical scores written years ago. In short, it has been a cool experience so far.

But...

What about you? What have you done with the kit? What do you like about it?

And the big question: what do you think of the Yaroze program in respect to Sony's efforts to bring a console within reach of the "bedroom programmer"?

I find it interesting that we have almost no help except from other members, minimal tools for development, and the program still is divided among 3 factions (SCEA, SCEE, SCEI) rather than one whole group. But, we have formed international programming groups, engineered our own tools when there's a need, and have produced some pretty sweet games under our limitations. Was the hands-off approach part of the plan?

                  ...   ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''

--MESSAGE FILE 17504 END: ./2 SCEA/yaroze/freetalk/000000713html.html

--MESSAGE FILE 17505 START: ./2 SCEA/yaroze/freetalk/000000714html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Wed, 10 Jun 1998 13:39:46 -0700
Organization: Cisco Systems
Lines: 15
Message-ID: <357EEF12.F4FCAA91@jps.net>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29>
Reply-To: tenchi@jps.net

NNTP-Posting-Host: dhcp-e-39-201.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Mario Perdue wrote:
    [...]
> "Bust a Groove" didn't do much for me, but was VERY popular with the
> crowd.
    [...]
> Mario

Quick question: so "Bust a Groove" is the U.S. release title
(instead of "Bust a Move")... Were the dance tracks changed to be
all in English or were the original Japanese/English tracks kept?
(e.g. Capoeira's tune was all Japanese I think...)

- e!
  tenchi@netmagic.net
  http://www.netmagic.net/~tenchi/yaroze/
--MESSAGE FILE 17505 END: ./2 SCEA/yaroze/freetalk/000000714html.html

--MESSAGE FILE 17506 START: ./2 SCEA/yaroze/freetalk/000000715html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: Wed, 10 Jun 1998 16:58:51 GMT
Organization: SCEA News Server
Lines: 37
Message-ID: <357eb94e.4179621@news.scea.sony.com>
References: <357EECC1.97053769@jps.net>
NNTP-Posting-Host: client-120-38.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1118
scea.yaroze.freetalk:715

>What about you? What have you done with the kit? What do you like
>about it?

   Well, I personally look at it as a self-education opportunity. I
have studied the yaroze docs and sample programs, but am still
learning the basics of game programming. I wish more people on my
level would come around.
   I like it because it is a fixed target as a console, versus the PC.

>And the big question: what do you think of the Yaroze program in
>respect to Sony's efforts to bring a console within reach of the
>"bedroom programmer"?

   I think it is an excellent idea, and have only a few
disapointments.

>I find it interesting that we have almost no help except from other
>members, minimal tools for development, and the program still is
>divided among 3 factions (SCEA, SCEE, SCEI) rather than one whole
>group. But, we have formed international programming groups,
>engineered our own tools when there's a need, and have produced some
>pretty sweet games under our limitations. Was the hands-off
>approach part of the plan?

I believe the program was designed this way, i.e. to require minimal expense on the part of Sony to maintain the program. On the other hand, when the Sony staff does not follow through on certain commitments, i.e. when they said our auditorium classes would be every two weeks last August, and then it became after New Year's, etc... here it is June. And certain updates to tools have not been forthcoming, and questions go unanswered in the groups.

My hats off to you Elliot, you take the time to answer lots of questions in an exhaustive fashion. I will have plenty in time, and know I can rely on people like you to provide excellent answers.

-Matt
--MESSAGE FILE 17506 END: ./2 SCEA/yaroze/freetalk/000000715html.html

--MESSAGE FILE 17507 START: ./2 SCEA/yaroze/freetalk/000000716html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: Re: *Sigh*
Date: Wed, 10 Jun 1998 14:55:08 -0700
Organization: SCEA News Server
Lines: 21
Message-ID: <wal-ya02408000R1006981455080001@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29> <3576cf57.44658069@news.scea.sony.com>
<uemx47jx1.fsf@cybec.com.au> <ud8co7jru.fsf@cybec.com.au> <ubts87jd1.fsf_-
_@cybec.com.au>
NNTP-Posting-Host: dnai-207-181-237-167.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

In article <ubts87jd1.fsf_-_@cybec.com.au>, Toby Hutton
<thutton@cybec.com.au> wrote:

> Toby Hutton <thutton@cybec.com.au> writes:
>
> >
> > Toby Hutton <thutton@cybec.com.au> writes:
> > > I believe it should be out in July for the PAL territories, dunno
> > > about the US.
> >
> > Hang on, make that August.
>
> As you can tell, I'm quite looking forward to this game. PSM Online
> says it's due in October in the US.

The Konami booth person I spoke to said October, too. Too long a wait, but
just in time for my birthday :-)

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 17507 END: ./2 SCEA/yaroze/freetalk/000000716html.html

--MESSAGE FILE 17508 START: ./2 SCEA/yaroze/freetalk/000000717html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Art site online. Will do work for Yarozers.
Date: Wed, 10 Jun 1998 22:42:59 -0400

Organization: SCEA News Server
Lines: 16
Message-ID: <6lnfba$fi13@scea>
NNTP-Posting-Host: sud-tcs1-port13.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:717
scee.yaroze.freetalk.english:1120

This is a link to my brother's web site. He is an excellent artist in many formats. He is now concentrating on digital textures and is also starting to design model via 3DS Max.

If someone needs something done he is willing to help out other Yarozers. He does most of the graphics stuff for me. His name is Brian and he will respond to any mail he is sent.

Hope this helps anyone who needs artwork.

http://w3.tyenet.com/paddle/

--MESSAGE FILE 17508 END: ./2 SCEA/yaroze/freetalk/000000717html.html

--MESSAGE FILE 17509 START: ./2 SCEA/yaroze/freetalk/000000718html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: Thu, 11 Jun 1998 09:19:52 +0200
Organization: Debri Productions
Lines: 16
Message-ID: <1dafsno.1au7mlm1dimpq8N@a1-88-111.a1.nl>
References: <357EECC1.97053769@jps.net>
NNTP-Posting-Host: a1-88-111.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1121
scea.yaroze.freetalk:718

My Net Yaroze is one of my most imortant properties. And I can's even code. For me the membership is even as important as the black box itself. It gives me the change to get in contact with very skilled persons all around the world. It gives me the change to be part of teams to make projects I would never be able to do alone. It gives me a change to get the imense important change to get experiance.
I'm all behind the black box.
I'm even setting my friends to buy one to.
I do think it's expensive, but not too expensive. The black box is rather exclusive and I think it should stay that way.
But like I said, in my case...Net Yaroze is more "let's do it together" than black box.
I would like some better support from sony if it was possible, in my case I'd like some RSD-tools for Mac.

Greatings DEnnis..
--MESSAGE FILE 17509 END: ./2 SCEA/yaroze/freetalk/000000718html.html

--MESSAGE FILE 17510 START: ./2 SCEA/yaroze/freetalk/000000719html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com

From: dajudge@home.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 11 Jun 1998 08:16:41 GMT
Organization: SCEA News Server
Lines: 25
Message-ID: <357f9225.51243013@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29> <357EEF12.F4FCAA91@jps.net>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

I am not sure on this either from what I have heard it will be US
music> Personally I think the music in Bust-A-Move was just awesome
english or not!!! I even bought the soundtrack!

On Wed, 10 Jun 1998 13:39:46 -0700, Elliott Lee <tenchi@jps.net>
wrote:

>Mario Perdue wrote:
> [...]
>> "Bust a Groove" didn't do much for me, but was VERY popular with the
>> crowd.
> [...]
>> Mario
>
>Quick question: so "Bust a Groove" is the U.S. release title
>(instead of "Bust a Move")... Were the dance tracks changed to be
>all in English or were the original Japanese/English tracks kept?
>(e.g. Capoeira's tune was all Japanese I think...)
>
>- e!
> tenchi@netmagic.net
> http://www.netmagic.net/~tenchi/yaroze/

--MESSAGE FILE 17510 END: ./2 SCEA/yaroze/freetalk/000000719html.html

--MESSAGE FILE 17511 START: ./2 SCEA/yaroze/freetalk/000000720html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@groupz.net>
Newsgroups:
scea.yaroze.freetalk,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.english,sce
e.yaroze.freetalk.german
Subject: Re: Action Replay Cartridge
Date: Thu, 11 Jun 1998 07:28:59 -0400
Organization: SCEA News Server
Lines: 18
Message-ID: <6loi2f$fi14@scea>
References: <6kjrhq$lev13@chuka.playstation.co.uk>
NNTP-Posting-Host: dl20.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:720
scee.yaroze.freetalk.dutch:14 scee.yaroze.freetalk.english:1123
scee.yaroze.freetalk.german:22

Goto:

http://www.therage.com/

Maurice Sibrandi wrote in message <6kjrhq$lev13@chuka.playstation.co.uk>...
>Does anyone know where I can buy an Action Replay cartridge with PC-Comms
>Link. Preferably a online-store or post-order company. You can leave out
>Datel, because I already checked them.
>
>Thanks!
>
>Maurice
>
>
>

--MESSAGE FILE 17511 END: ./2 SCEA/yaroze/freetalk/000000720html.html

--MESSAGE FILE 17512 START: ./2 SCEA/yaroze/freetalk/000000721html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: Thu, 11 Jun 1998 18:49:27 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 84
Message-ID: <358018A7.26DDE8E0@ndirect.co.uk>
References: <357EECC1.97053769@jps.net>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin0-44.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1128
scea.yaroze.freetalk:721

Elliott Lee wrote:

> The Yaroze has been a great (albeit expensive) toy ever since I bought
> into this program in February. It kinda took me back to my roots,
> back when I used to sit up late at night with a manual of Tandy BASIC
> reading by the dull glow of the monitor in the after-bedtime hours.
> I have been going through some old paperwork in my closet and even
> found some ancient game designs, graphics, and musical scores written
> years ago. In short, it has been a cool experience so far.
>
> But...
>
> What about you? What have you done with the kit? What do you like
> about it?

I've had mine since March, and I haven't been able to spend much time on
it at all. But, I have one 2D game nearing completion, and I'm just
starting with 3D which seems reasonably straight forward. It's very easy
to bash some code together and get stuff going, and I'm very inexperienced
with C! Personally I'd like to be able to boot out the OS as access the
hardware myself, but then I didn't expect that to be an option anyhow.
New libs with bug fixes and added features would be nice, but I can also
see why this would be difficult for Sony. Overall? The libs are good.
The documentation, whilst hard reading, gives the answer to 99% of my

problems. The Net stuff is OK I guess, but I only really use the newsgroups. The tools, however, are very poor. TimTool and VabTool are vast improvements on what's supplied on the CD, but they are still very lacking.

> And the big question: what do you think of the Yaroze program in
> respect to Sony's efforts to bring a console within reach of the
> "bedroom programmer"?

It's a good attempt, but flawed. I started out as a bedroom programmer. 10 years ago I was a professional games developer working on the Atari ST (I'm a 68000 programmer at heart). But there are many differences between how it was "in the old days" compared to now th the Yaroze.

It used to be possible to be a bedroom coder and a proffesional at the same time. The bedroom coder and the proffessional had the same set of tools for development. Because of this there were more bedroom coders than there are now, and as a result, much greater support from 3rd parties with dev tools, utilities and information. There are many Yaroze owners who have the brains and skill to blow away the pros, but just don't have the tools to do the job. But it's also down to the fact that the PSX is a console and not a computer, and doesn't have the same immediate access. Now if the Yaroze was sold on the high-street... who knows.

Here are some seggestions which would really help bring back the bedroom programmers:

Full Pro Dev Kit. Every one of us would love to get our hands on it. Even better if we could buy it on the high-street. What are you scared of Sony? I know I'm just dreaming, but it is possible for Sony to protect themselves in the same way as they have done with the Yaroze.

Let us burn our own CDs. Why not? Sony could still leave in the bit that checks for the Memory Card Key - distribution problem sorted. (Btw, it is actually possible to burn your own CD's if you have a hacker's mentallity. Everything you need is on the PSM cover disks. Please don't email me or ask me any questions on this subject, as I will not give any answers. I don't want to upset Sony any more than I probably have already.

> I find it interesting that we have almost no help except from other
> members, minimal tools for development, and the program still is
> divided among 3 factions (SCEA, SCEE, SCEI) rather than one whole
> group. But, we have formed international programming groups,
> engineered our own tools when there's a need, and have produced some
> pretty sweet games under our limitations. Was the hands-off
> approach part of the plan?
>

I think it was part of the plan. And in my mind, probably the best way.

I know I've said a lot here, but if is sparks of a debate, that's fine by me!

Herbs

--MESSAGE FILE 17512 END: ./2 SCEA/yaroze/freetalk/000000721html.html

--MESSAGE FILE 17513 START: ./2 SCEA/yaroze/freetalk/000000722html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>

Newsgroups:
scea.yaroze.freetalk,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.english,sce
e.yaroze.freetalk.german
Subject: Re: Action Replay Cartridge
Date: Fri, 12 Jun 1998 10:51:01 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <6lqq55$s986@chuka.playstation.co.uk>
References: <6kjrhq$lev13@chuka.playstation.co.uk> <6loi2f$fi14@scea>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:722
scee.yaroze.freetalk.dutch:15 scee.yaroze.freetalk.english:1140
scee.yaroze.freetalk.german:23

I ordered mine from directly from Datel. Works great!

--MESSAGE FILE 17513 END: ./2 SCEA/yaroze/freetalk/000000722html.html

--MESSAGE FILE 17514 START: ./2 SCEA/yaroze/freetalk/000000723html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: Memory card saving utility?
Date: Fri, 12 Jun 1998 03:47:27 -0700
Organization: SCEA News Server
Lines: 8
Message-ID: <wal-ya02408000R1206980347270001@news.scea.sony.com>
NNTP-Posting-Host: dnai-207-181-237-160.dialup.dnai.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: Yet Another NewsWatcher 2.4.0

I seem to remember that there was a utility somewhere that allows you to
make backups of your PSX memory cards on your PC, via the Yaroze.... Does
anyone know what it's called, and where to find it? I've been looking
around the web site but I'm not having much luck.

--
wayne a. lee <wal@blarg.net>
<http://www.scea.sony.com/net/yaroze/pages/wlee.html>
--MESSAGE FILE 17514 END: ./2 SCEA/yaroze/freetalk/000000723html.html

--MESSAGE FILE 17515 START: ./2 SCEA/yaroze/freetalk/000000724html.html
Path: chuka.playstation.co.uk!news
From: rs108@mdx.ac.uk (Robert Swan)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: Fri, 12 Jun 1998 16:13:49 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 40
Message-ID: <35815177.1061924@www.netyaroze-europe.com>
References: <357EECC1.97053769@jps.net> <358018A7.26DDE8E0@ndirect.co.uk>
NNTP-Posting-Host: stu-dialup11.mdx.ac.uk
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1146
scea.yaroze.freetalk:724

On Thu, 11 Jun 1998 18:49:27 +0000, Alex Herbert
<aherbert@ndirect.co.uk> wrote:

>Full Pro Dev Kit. Every one of us would love to get our hands on it.
>Even better if we could buy it on the high-street. What are you scared of
>Sony? I know I'm just dreaming, but it is possible for Sony to protect
>themselves in the same way as they have done with the Yaroze.

I dont know. Maybe im in a minority here (I usually am) but couldnt
care less about the full dev kit. For a variety of reasons I think I
wouldnt benefit, and others wouldnt particularly either.

1) if anyone complains about the difference in power and speed between
yarozes + full libs my initial opinion is to tell them to shut up. On
the scee site there are probably only a handful of demos that could
use the extra speed. And I dont include my games in them. When we all
start pushing the yaroze to the limit then maybe there could possibly
be justification in asking for the full libs :)

2) burning our own cds. My personal opinion is why bother? To give
demos to friends? to sell? Great, now I can burn 100s of cds, and give
them away, and now i can not get any appreciation from another 100
people! but are you asking for a cd burner to be included with the
yaroze package? If so, the price goes up dramatically, and less people
buy it. If not, those with less money feel like they are getting a raw
deal after having already spent a fair bit of money.

what I think we do miss out on is in the smaller things - lack of
multitap support etc.etc. (personally i dont even rate loss of cd
loading as a problem, there are easy workarounds for many things)

I dont agree that giving people on here who are just as (and maybe
more) talented than proff. games programmers would let us compete. We
can't as ultimately we do it on the side and on our owns. The way to
create professional looking games is to work in a close, communicative
group. And thats down to us :)

Robert Swan
rs108
http://www.netyaroze-europe.com/~middex2
--MESSAGE FILE 17515 END: ./2 SCEA/yaroze/freetalk/000000724html.html

--MESSAGE FILE 17516 START: ./2 SCEA/yaroze/freetalk/000000725html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: David White <david.white@cubic.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: Fri, 12 Jun 1998 13:55:35 -0700
Organization: SCEA News Server
Lines: 26
Message-ID: <358195C7.41C6@cubic.com>
References: <357EECC1.97053769@jps.net>
NNTP-Posting-Host: onyx0.corp.cubic.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01SC-SGI (X11; I; IRIX 5.3 IP19)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1152
scea.yaroze.freetalk:725

I remember when the Play Station was begining to appear in California. I
had started developing HolliDance for my Power Mac and was disapointed
with the frame rate I was getting. I figured that the Play Station would

be a good alternative, but didn't have any hope of ever porting HolliDance to it.

Then I heard about the Net Yaroze program. It was as if Sony had read my mind. I was, however, concerned about available memory. I checked with some Play Station programers and they were doubtful that my Holli model would fit in the Play Station's memory. I decided to take the chance anyway. Besides, it would be cool to program a game console.

Things actually turned out well. Not only was I able to fit my complete model into the Net Yaroze, I also achieved my origional goal of 12 frames/sec (4 times faster than my Mac!). My only disapointment is with the quality of the rendering. Having true z-buffering and perspective corrected textures would have been nice. As I understand, though, the pro developers face the same limitations, so I wouldn't have benifited from their SDK.

Overall, I am pleased with the Net Yaroze program. I especially like the fact that Net Yarozes are multi-format (PAL and NTSC) systems as I live in both worlds.

David
<http://www.scea.sony.com/net/yaroze/pages/dwhite.html>
--MESSAGE FILE 17516 END: ./2 SCEA/yaroze/freetalk/000000725html.html

--MESSAGE FILE 17517 START: ./2 SCEA/yaroze/freetalk/000000726html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Memory card saving utility?
Date: Fri, 12 Jun 1998 22:30:17 GMT
Organization: SCEA News Server
Lines: 17
Message-ID: <3581abaa.10124958@news.scea.sony.com>
References: <wal-ya02408000R1206980347270001@news.scea.sony.com>
Reply-To: jamin1@psu.edu
NNTP-Posting-Host: 204.240.38.127
X-Newsreader: Forte Free Agent 1.11/32.235

Look on Sauron's page (Mark J.) on SCEA yaroze members. He implemented a card access function, but I didn't try it out yet.

Jamin

On Fri, 12 Jun 1998 03:47:27 -0700, wal@blarg.net (wayne a. lee) wrote:

>I seem to remember that there was a utility somewhere that allows you to
>make backups of your PSX memory cards on your PC, via the Yaroze.... Does
>anyone know what it's called, and where to find it? I've been looking
>around the web site but I'm not having much luck.
>
>--
>wayne a. lee <wal@blarg.net>
><http://www.scea.sony.com/net/yaroze/pages/wlee.html>

--MESSAGE FILE 17517 END: ./2 SCEA/yaroze/freetalk/000000726html.html

--MESSAGE FILE 17518 START: ./2 SCEA/yaroze/freetalk/000000727html.html
Path: chuka.playstation.co.uk!news
From: "Craig Graham" <c_graham@hinge.mistral.co.uk>
Newsgroups:

scea.yaroze.freetalk,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.english,sce
e.yaroze.freetalk.german
Subject: Re: Action Replay Cartridge
Date: 13 Jun 1998 09:59:17 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <01bd96b1$b30b9360$f30b0a0a@Angela1.intelligent-group.com>
References: <6kjrhq$lev13@chuka.playstation.co.uk> <6loi2f$fi14@scea>
<6lqq55$s986@chuka.playstation.co.uk>
NNTP-Posting-Host: d1-s16-57-telehouse.mistral.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:727
scee.yaroze.freetalk.dutch:16 scee.yaroze.freetalk.english:1160
scee.yaroze.freetalk.german:24

Maurice Sibrandi <sibrandi@orion.nl> wrote in article
<6lqq55$s986@chuka.playstation.co.uk>...
> I ordered mine from directly from Datel. Works great!

Hey Maurice, when does Yaroze Master get proper ARS fileserver support? And
who's gonna
go a serial version of the lib?

Craig.
--MESSAGE FILE 17518 END: ./2 SCEA/yaroze/freetalk/000000727html.html

--MESSAGE FILE 17519 START: ./2 SCEA/yaroze/freetalk/000000728html.html
Path: chuka.playstation.co.uk!news
From: philg <philg@easynet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: Sat, 13 Jun 1998 16:28:07 +0100
Organization: philg@easynet.co.uk
Lines: 50
Message-ID: <35829A83.A5D32AD2@easynet.co.uk>
References: <357EECC1.97053769@jps.net> <358018A7.26DDE8E0@ndirect.co.uk>
<35815177.1061924@www.netyaroze-europe.com>
Reply-To: philg@easynet.co.uk
NNTP-Posting-Host: philg.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.04 (Macintosh; I; PPC)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1163
scea.yaroze.freetalk:728

Robert Swan wrote:

> On Thu, 11 Jun 1998 18:49:27 +0000, Alex Herbert
> <aherbert@ndirect.co.uk> wrote:
>
> >Full Pro Dev Kit. Every one of us would love to get our hands on it.
> >Even better if we could buy it on the high-street. What are you scared of
> >Sony? I know I'm just dreaming, but it is possible for Sony to protect
> >themselves in the same way as they have done with the Yaroze.
>
> I dont know. Maybe im in a minority here (I usually am) but couldnt
> care less about the full dev kit. For a variety of reasons I think I

> wouldnt benefit, and others wouldnt particularly either.

I agree. The license prevents people from distributing Yaroze games commercially anyway, so there's not much point in being able to burn CDs or having the pro development kit.

10 Reasons why the Yaroze is the ZX Spectrum for the 90s:

    1) It's black
    2) It hooks up to your TV set.
    3) It has an awkward way of transferring data to it.
    4) It's quite straightforward to code for (well, for simple sprite based stuff anyway)
    5) It's pretty cheap (the Spectrum was £125 in 1982, which must be the equivalent to £349 in today's money)
    6) Bedroom coders are producing some great stuff with it.
    7) It's getting people jobs in the games industry.
    8) But most people are just using it to play commercial games on.

--anyone want to add two more to this to make 10?!

10 Reasons why the Yaroze *isn't* the ZX Spectrum for the 90s:

    1) It doesn't have rubber keys.
    2) It doesn't overheat and melt.
    3) You can't buy it in Dixons.
    4) You can't sell your games.
    5) There's no third party books or documentation (other than from other members)
    6) There's no magazines devoted to it (No 'Your Sinclair' or 'Sinclair User')

--anyone want to add 4 more to this to make 10?!

Phil

--MESSAGE FILE 17519 END: ./2 SCEA/yaroze/freetalk/000000728html.html

--MESSAGE FILE 17520 START: ./2 SCEA/yaroze/freetalk/000000729html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: Sun, 14 Jun 1998 10:42:36 +0200
Organization: Debri Productions
Lines: 15
Message-ID: <1dal87r.1cn7cwt1mf57kiN@a1-88-127.a1.nl>
References: <357EECC1.97053769@jps.net> <358195C7.41C6@cubic.com>
NNTP-Posting-Host: a1-88-127.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1171 scea.yaroze.freetalk:729

David White <david.white@cubic.com> wrote:

> I remember when the Play Station was begining to appear in California. I
> had started developing HolliDance for my Power Mac and was disapointed
> with the frame rate I was getting. I figured that the Play Station would
> be a good alternative, but didn't have any hope of ever porting
> HolliDance to it.
>

I think that Hollidance for mac is rather impressive, I just could not

get the NY-version to work properly yet..
Like I mailed you about, I had a kind of similar project in mind for a wile.

DEnnis..
--MESSAGE FILE 17520 END: ./2 SCEA/yaroze/freetalk/000000729html.html

--MESSAGE FILE 17521 START: ./2 SCEA/yaroze/freetalk/000000730html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Action Replay Cartridge
Date: Mon, 15 Jun 1998 12:06:35 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <6m2rnm$9bv2@chuka.playstation.co.uk>
References: <6kjrhq$lev13@chuka.playstation.co.uk> <6loi2f$fi14@scea>
<6lqq55$s986@chuka.playstation.co.uk>
<01bd96b1$b30b9360$f30b0a0a@Angela1.intelligent-group.com>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:730
scee.yaroze.freetalk.english:1184

The Windows 95 version is ready as we speak. The NT version will be ready this week. I'm not using Steve's code, but I'm gonna use another driver that allows normal _inp and _outp under NT!!!! (Sorry Steve!).

I tried some serial comm's but all I encountered were problems. Maybe someone else can help?

I also added a new bload function. It will allocate the right amount of memory needed for the file, aborts if not enough memory is available. I did this because I like to be in control of my memory. No wild loading to hard-coded addresses (what if an artists decided the texture should be 64x64 iso 16x16).

Are you using YarozeMaster?

--MESSAGE FILE 17521 END: ./2 SCEA/yaroze/freetalk/000000730html.html

--MESSAGE FILE 17522 START: ./2 SCEA/yaroze/freetalk/000000731html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Action Replay Cartridge
Date: Mon, 15 Jun 1998 11:29:31 +0100
Organization: Intelligent Research
Lines: 28
Message-ID: <3584F78B.9CC90DB1@hinge.mistral.co.uk>
References: <6kjrhq$lev13@chuka.playstation.co.uk> <6loi2f$fi14@scea>
<6lqq55$s986@chuka.playstation.co.uk>
<01bd96b1$b30b9360$f30b0a0a@Angela1.intelligent-group.com>
<6m2rnm$9bv2@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.131.235.3
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; I)

Xref: chuka.playstation.co.uk scea.yaroze.freetalk:731
scee.yaroze.freetalk.english:1185

Maurice Sibrandi wrote:

> The Windows 95 version is ready as we speak. The NT version will be ready
> this week. I'm not using Steve's code, but I'm gonna use another driver that
> allows normal _inp and _outp under NT!!!! (Sorry Steve!).

Any chance of seeing the '95 version (I don't use NT).

> I tried some serial comm's but all I encountered were problems. Maybe
> someone else can help?

I did a serial comms base RSD / TMD viewer...I'll have a look for the source.

> I also added a new bload function. It will allocate the right amount of
> memory needed for the file, aborts if not enough memory is available. I did
> this because I like to be in control of my memory. No wild loading to
> hard-coded addresses (what if an artists decided the texture should be 64x64
> iso 16x16).

I always use malloc() & open/read/close anyway...

> Are you using YarozeMaster?

I use the old version for looking at other peoples demos....don't use the newone
'coz I use CodeWarrior for development....

Craig.

--MESSAGE FILE 17522 END: ./2 SCEA/yaroze/freetalk/000000731html.html

--MESSAGE FILE 17523 START: ./2 SCEA/yaroze/freetalk/000000732html.html
Path: chuka.playstation.co.uk!news
From: "Maurice Sibrandi" <sibrandi@orion.nl>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Action Replay Cartridge
Date: Mon, 15 Jun 1998 13:28:44 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <6m30gs$9bv3@chuka.playstation.co.uk>
References: <6kjrhq$lev13@chuka.playstation.co.uk> <6loi2f$fi14@scea>
<6lqq55$s986@chuka.playstation.co.uk>
<01bd96b1$b30b9360$f30b0a0a@Angela1.intelligent-group.com>
<6m2rnm$9bv2@chuka.playstation.co.uk> <3584F78B.9CC90DB1@hinge.mistral.co.uk>
NNTP-Posting-Host: ois.orion.nl
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:732
scee.yaroze.freetalk.english:1186

>Any chance of seeing the '95 version (I don't use NT).
I'll send it to you via e-mail.

>I did a serial comms base RSD / TMD viewer...I'll have a look for the
source.

I'm waiting...

>I always use malloc() & open/read/close anyway...

OK, but you don't know the filesize until after the load.

>I use the old version for looking at other peoples demos....don't use the
newone
>'coz I use CodeWarrior for development....

I tried CW. The debugger is handy, but I find the IDE a bit frustrating. It
took the windows out of windows.

Watch your mail....

--MESSAGE FILE 17523 END: ./2 SCEA/yaroze/freetalk/000000732html.html

--MESSAGE FILE 17524 START: ./2 SCEA/yaroze/freetalk/000000733html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@home.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Tue, 16 Jun 1998 17:43:29 GMT
Organization: SCEA News Server
Lines: 23
Message-ID: <3586ae45.3741299@news.scea.sony.com>
References: <357ad1c6.6697290@news.scea.sony.com>
<01bd9309$fa17e2a0$1d3963c3@default> <357c07a4.45853212@news.scea.sony.com>
<357eda86.4236251@news.scea.sony.com> <357ea497.7746792@news.scea.sony.com>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Political disscussions scare me :) I try to write on stuff as much as
I can and I did alot in the beginning but it seems that college is
starting to dominate my life all the time. But you should see a few
messages from me today (Maybe one of them is useful). As for the world
ending goes dont worry it happened along time ago. :)

On Wed, 10 Jun 1998 15:30:51 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:

>
>>My theory
>
>   Thank you. Now maybe, just maybe, a professional from our staff
>will wander by and mention my options before I buy a PSX II...[grin]
>   Why would I shoot you Mike, I like you... You should take part in
>some billboard discussions of politics, I was just informed by an odd
>sort that the world is coming to an end with the turn of the milennia.
>[LOL]
>   Ah, what the heck... lock-n-load.... BLAM!!!!
>
>-Matt

--MESSAGE FILE 17524 END: ./2 SCEA/yaroze/freetalk/000000733html.html

--MESSAGE FILE 17525 START: ./2 SCEA/yaroze/freetalk/000000734html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Manifered H. Wolfe, II" <lobo@vicon.net>
Newsgroups: scea.yaroze.freetalk

Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Tue, 16 Jun 1998 16:54:02 -0400
Organization: Lobo Electronics
Lines: 115
Message-ID: <3586DB6A.6D9E@vicon.net>
References: <35718657.3581814@news.scea.sony.com>
Reply-To: lobo@vicon.net
NNTP-Posting-Host: sc12.vicon.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Win95; I)

Sorry, this may run a little long...

> 1) In your opinion, which company made the biggest impression at the
> show? Who were people talking about? Close ties are allowed...

I think overall people were talking most about Sony, followed by PC games. Most people I talked to were disappointed by what Nintendo was showing, although they did have a nice booth. Sega's was utterly boring.

>
> 2) What games were you most impressed with? What games were people
> talking about?

THE most impressive game I saw at the show was a title I never heard of before, no one else seems to have seen, and have yet to see mentioned anywhere. It's a PC game called "Mars Maniacs". Basically a futuristic racing game set on Mars with graphics that defy belief. I saw a lot of stuff before this (didn't see this game until the second day), and my jaw just dropped as I begged to let me attach my retinas to the monitor. I talked to one of the programmers (being developed by a foriegn outfit called "Church of the Enlightened") and he said they had been developing it on a P166 with a Voodoo 1 card and it was running at 30fps. When they got to E3, 3dfx (they were showing it in their booth) made them run it on an AMD-K6 machine (don't know the speed) with a Voodoo 2 card and they had to write a chunk of code to slow it down to 60fps! Needless to say, the Church of the Enlightened were quite pleased. =)

The other really impressive thing I saw was the AMD-K6-2 w/ 3D...truly amzing, especially for the price...$150 for the 300MHz version! They had it running side by side with a P2 at the same speed and it was kicking the pants off it.

Another game that was very, very impressive is the sequel to Colony Wars. At first I thought it was the PC version, till I saw the PSX controller and I nearly died, it's just beautiful.

Generally people were talking about the usual, though, Metal Gear Solid (pretty cool, but I was very distracted by the chick walking around in fatigues), Zelda (also pretty cool), and of course Dreamcast, the gayest name for a console since the Pippen.

>
> 3) Where were Dreamcast/Katana and Project X? What was your
> impression of their debut? If they were there, where were they shown
> and who got to see them? What was the 'buzz'?
>

I was standing in Sega's booth when my friend motioned to an older guy

being filmed showing a controller and said, "Hey, look at that controller!" I looked and gasped, "It's the Katana controller!"..."Hey, that's Bernie Stolar!" I was standing about 3 feet from him as he demonstrated the tamagotchi-looking thingie that plugs into the controller, then a lady brought the Dreamcast machine itself over and he pointed out all the stuff on it and so forth. So I guess I was in the right place at the right time. =) The machine is cool looking, but the name is not. It's bad enough that Microsoft has their claws in it, now it has a stupid name to boot. I will get one 2 days after it's available in Japan (shipping takes time, you know) because I'm insane. =)

I was highly disappointed, though, at not being able to "get an appointment" to see VM Labs' Project X, but even more dispointed at not getting in to meet my greatest programming hero, Jeff Minter. On the last day of the show, I tried again to meet him and the guy actually went back to see if he'd come out to meet me. He did!! I nearly peed my pants when he came walking around that black wall and said, "Hey, mate." I must have had the biggest, dumbest grin on my face. I shook his hand and we talked about games and music and stuff for about 20 minutes or so and then I got his autograph. I was totally babbling, I don't even know what I said. I walked out of their place and collapsed to my knees, they would support me no longer. =) I also got a cool psychedlic Project X slinky!

Getting Gillian Anderson's autograph was cool, too, I had the pleasure of standing in line for 2 hours for that one. Not nearly as cool as meeting Yak, though. Meeting Mario and Don was also cool, as well as the WWF's Headbangers. Oh, yeah, for you wrestling fans, WWF Warzone is by far the best wrestling game I've played on a console.

I also saw a good number of blue PSX's running the games, too, about 75% of them running upside down. (chuckle) You know it's bad when sony won't replace those ones, either. =) "We know nothing about that problem, it's your own stupidity that it skips."

Well, that's it, I guess. I saw a lot of other stuff, but I won't bore you with it...well, ok, here's a list of other games that'll buy as soon as their available:

Centipede (PC or PSX)
NFL Blitz (N64...unless a sequel is released in the arcade, then I'll get the pcb really cheap)
Parasite Eve (PSX)
Metal Gear Solid (PSX)
Castelvania 64 (N64)
Zelda 64 (N64)
Abe's Exodus (PSX...very tasty Soulstorm Brew they were serving there)
Madden '99 (N64...PSX version looked ill next to it)

And probably some more, too. =)

See 'ya!

--

Manifered H. Wolfe, II lobo@vicon.net
Lobo Electronics http://www.vicon.net/~lobo

28 Game Systems, 1000+ cartridges/CD's, 36 Coin-Op's, 1 Pinball
Amiga 3000, 24MB, 2GB, 25MHz, Video Toaster 2.0
Atari TT030, 18MB, 200MB, 33MHz, Magic 4/Linux
AMD K6 P233, 32MB, 6.4GB, Voodoo Rush, Win95/Linux

--MESSAGE FILE 17525 END: ./2 SCEA/yaroze/freetalk/000000734html.html

--MESSAGE FILE 17526 START: ./2 SCEA/yaroze/freetalk/000000735html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Manifered H. Wolfe, II" <lobo@vicon.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Tue, 16 Jun 1998 17:27:45 -0400
Organization: Lobo Electronics
Lines: 31
Message-ID: <3586E351.7089@vicon.net>
References: <357ad1c6.6697290@news.scea.sony.com>
Reply-To: lobo@vicon.net
NNTP-Posting-Host: sc30.vicon.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Win95; I)

What happens in the older units is they were poorly lubricated as well as poorly ventilated/cooled. If you have a unit made prior to January '96 or there about and it still works, consider yourself lucky. A good idea for those who have older units is to regularly apply some lithium grease along the rails that the cd lens rides on, add a fan on the side, and DO NOT play it on a carpet!

What happens is, either the rails or the tabs that hold the lens on the rails starts to wear and the back end of the lens starts to sag, thus not reading the disc correctly. Turning it upside down, gravity pulls the lens to it's proper position.

Sony should have recalled these units, but apparently didn't want to. As a retailer, I hate telling people to turn their playstions upside down because it really upsets them that Sony won't do anything about it other than charge you a fortune to fix it. All you need to do is replace the cd mechanism, but they're very hard to find, especially at a good price.

People tell me EB has a very good return policy, though...

--

Manifered H. Wolfe, II   lobo@vicon.net
Lobo Electronics   http://www.vicon.net/~lobo

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Pinball
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            Atari TT030, 18MB, 200MB, 33MHz, Magic 4/Linux
        AMD K6 P233, 32MB, 6.4GB, Voodoo Rush, Win95/Linux
--MESSAGE FILE 17526 END: ./2 SCEA/yaroze/freetalk/000000735html.html

--MESSAGE FILE 17527 START: ./2 SCEA/yaroze/freetalk/000000736html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Tue, 16 Jun 1998 17:39:44 GMT
Organization: SCEA News Server
Lines: 77
Message-ID: <3586aa02.52350542@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com> <3586DB6A.6D9E@vicon.net>

NNTP-Posting-Host: client-151-198-130-79.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Sorry, this may run a little long...

Not at all, I enjoyed it, thanks!

>"Church of the Enlightened")

People who are starting to blame games for the violence in our society are going to love that name! [LOL]

>The other really impressive thing I saw was the AMD-K6-2 w/ 3D...truly
>amzing, especially for the price...$150 for the 300MHz version! They
>had it running side by side with a P2 at the same speed and it was
>kicking the pants off it.

   Is there any reason why anyone should avoid processors other than Intel's, i.e. are there any compatibility issues with software?

>Another game that was very, very impressive is the sequel to Colony
>Wars. At first I thought it was the PC version, till I saw the PSX
>controller and I nearly died, it's just beautiful.

   I have the first, I like it, but I just can't disable and retrieve the Comms Craft on the fourth mission, so I chucked it aside and am loving Tomb Raider II.

> Dreamcast, the gayest
>name for a console since the Pippen.

   Agreed.

>> I will get one 2 days after it's
>available in Japan (shipping takes time, you know) because I'm insane.
>=)

   I hope you are not disapointed. It seems Sega may be realizing that they have harmed their reputation. But, reading in this months Next Generation, there was an entry in the Movers And Shakers column in which Coiln Campbell (?, don't have the mag handy) declared that Sega was a gamer's best friend... HA!!! He called Nintendo fumblers, and Sony a bunch of fat overfed suits willing to coast on their success... [grrrrr]. Here I am enjoying Tomb Raider II, looking forward to numerous games, like Colony Wars II, Metal Gear Solid, Final Fantasy VIII, etc... and Sega is my pal? I don't think so.

>I was highly disappointed, though, at not being able to "get an
>appointment" to see VM Labs' Project X, but even more dispointed at not
>getting in to meet my greatest programming hero, Jeff Minter. On the
>last day of the show, I tried again to meet him and the guy actually
>went back to see if he'd come out to meet me. He did!! I nearly peed
>my pants when he came walking around that black wall and said, "Hey,
>mate." I must have had the biggest, dumbest grin on my face. I shook
>his hand and we talked about games and music and stuff for about 20
>minutes or so and then I got his autograph. I was totally babbling, I
>don't even know what I said. I walked out of their place and collapsed

I am burning with envy... ;-))

> I also got a cool
>psychedlic Project X slinky!

   A psychedelic slinky? [LOL]

>I also saw a good number of blue PSX's running the games, too, about 75%
>of them running upside down. (chuckle) You know it's bad when sony
>won't replace those ones, either. =) "We know nothing about that
>problem, it's your own stupidity that it skips."

I am beginning to think my question down below will never be answered,
this is what I get for being a loyal, vigorous Sony consumer and
advocate?):-((

-Matt

--MESSAGE FILE 17527 END: ./2 SCEA/yaroze/freetalk/000000736html.html

--MESSAGE FILE 17528 START: ./2 SCEA/yaroze/freetalk/000000737html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: 17 Jun 1998 15:05:57 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Sender: thutton@TECH10
Message-ID: <uk96gfwi2.fsf@cybec.com.au>
References: <35718657.3581814@news.scea.sony.com> <3586DB6A.6D9E@vicon.net>
    <3586aa02.52350542@news.scea.sony.com>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

matth@bellatlantic.net (Matthew Hulett) writes:

> >I was highly disappointed, though, at not being able to "get an
> >appointment" to see VM Labs' Project X, but even more dispointed at not
> >getting in to meet my greatest programming hero, Jeff Minter. On the
> >last day of the show, I tried again to meet him and the guy actually
> >went back to see if he'd come out to meet me. He did!! I nearly peed
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> >mate." I must have had the biggest, dumbest grin on my face. I shook
> >his hand and we talked about games and music and stuff for about 20
> >minutes or so and then I got his autograph. I was totally babbling, I
> >don't even know what I said. I walked out of their place and collapsed
>
> I am burning with envy... ;-))
>

I too, am green. This would be very cool. I am absolutely hanging
for him to update his web page, I'm sure he's gonna have heaps to say,
now that he's officially allowed to, sort of. Saw a screen shot of
Tempest 3000, looks pretty much like the others though. Can't tell
much from a static shot though...

Initially I thought X was looking very cool. Then I was cold to the
idea, when I learned it wasn't a console. Now with this 1500MHz (or
was is 1500 MIPS?) business and the idea of having entire 3D
voxel-sprite sports games is making my knees sweat again. I'm damn
sure the first DVD player I get will be X enhanced, absolutely.
--
Toby.
--MESSAGE FILE 17528 END: ./2 SCEA/yaroze/freetalk/000000737html.html

--MESSAGE FILE 17529 START: ./2 SCEA/yaroze/freetalk/000000738html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Manifered H. Wolfe, II" <lobo@vicon.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Wed, 17 Jun 1998 11:52:56 -0400
Organization: Lobo Electronics
Lines: 32
Message-ID: <3587E658.A29@vicon.net>
References: <35718657.3581814@news.scea.sony.com> <3586DB6A.6D9E@vicon.net>
<3586aa02.52350542@news.scea.sony.com>
Reply-To: lobo@vicon.net
NNTP-Posting-Host: sc15.vicon.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Win95; I)

>   Is there any reason why anyone should avoid processors other than
> Intel's, i.e. are there any compatibility issues with software?

The only reason you should stick with Intel is if you want multiple
processors. Otherwise, you're wasting your money. If you buy an AMD
cpu at the same speed as the Intel equivalent, you'll have enough money
left over to buy more ram, a bigger hard drive, or a better video
card...definitely worth it if you ask me. The last Intel cpu I've owned
was a 486 DX/2-50 in 1994. Since then, I've used AMD and Cyrix. I
didn't much care for my Cyrix, but all the AMD's I've had have been
stellar, no compatibility problems at all and excellent performance.
The only drawback to the AMD-K6 has been a weaker FPU than the Pentium,
but the new K6-2 actually outperforms the Pentium 2 FPU. And you don't
have to kiss up to the man and get a Slot-1 motherboard, it's a Socket 7
cpu!

Just my $0.02 of course, I'm sure others would disagree. But of course
they've sold out to Intel, so what do you expect? =)

Linux/Windows argument anyone? =P

--

Manifered H. Wolfe, II   lobo@vicon.net
Lobo Electronics   http://www.vicon.net/~lobo

28 Game Systems, 1000+ cartridges/CD's, 36 Coin-Op's, 1
Pinball
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        AMD K6 P233, 32MB, 6.4GB, Voodoo Rush, Win95/Linux
--MESSAGE FILE 17529 END: ./2 SCEA/yaroze/freetalk/000000738html.html

--MESSAGE FILE 17530 START: ./2 SCEA/yaroze/freetalk/000000739html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Manifered H. Wolfe, II" <lobo@vicon.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Wed, 17 Jun 1998 11:56:40 -0400
Organization: Lobo Electronics
Lines: 26
Message-ID: <3587E738.631F@vicon.net>

References: <35718657.3581814@news.scea.sony.com> <3586DB6A.6D9E@vicon.net>
       <3586aa02.52350542@news.scea.sony.com> <uk96gfwi2.fsf@cybec.com.au>
Reply-To: lobo@vicon.net
NNTP-Posting-Host: sc15.vicon.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.04 (Win95; I)

> Initially I thought X was looking very cool. Then I was cold to the
> idea, when I learned it wasn't a console. Now with this 1500MHz (or
> was is 1500 MIPS?) business and the idea of having entire 3D
> voxel-sprite sports games is making my knees sweat again. I'm damn
> sure the first DVD player I get will be X enhanced, absolutely.

Amen, brother! I may have to pick one up before hand (a cheap one)
because my friend already has like 30 DVD's, and I'm burning to watch
them. But I will definitely pick a Project X one up the day it's
available.

Incidently, I'm working on converting an arcade machine into a Tempest
2000 machine, complete with spinner knob (as God intended it to be
played), with a Jaguar running in it. I'm going to scan Yak's autograph
so I can print it on the control panel overlay. =)

--

Manifered H. Wolfe, II   lobo@vicon.net
Lobo Electronics   http://www.vicon.net/~lobo

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            Atari TT030, 18MB, 200MB, 33MHz, Magic 4/Linux
        AMD K6 P233, 32MB, 6.4GB, Voodoo Rush, Win95/Linux
--MESSAGE FILE 17530 END: ./2 SCEA/yaroze/freetalk/000000739html.html

--MESSAGE FILE 17531 START: ./2 SCEA/yaroze/freetalk/000000740html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: Wed, 17 Jun 1998 21:27:02 -0700
Organization: SCEA News Server
Lines: 47
Message-ID: <35889716.F514472C@sinclair.net>
References: <357EECC1.97053769@jps.net> <358018A7.26DDE8E0@ndirect.co.uk>
<35815177.1061924@www.netyaroze-europe.com>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1194
scea.yaroze.freetalk:740

Robert Swan wrote:

> I dont know. Maybe im in a minority here (I usually am) but couldnt
> care less about the full dev kit. For a variety of reasons I think I
> wouldnt benefit, and others wouldnt particularly either.
>
> 1) if anyone complains about the difference in power and speed between

> yarozes + full libs my initial opinion is to tell them to shut up. On
> the scee site there are probably only a handful of demos that could
> use the extra speed. And I dont include my games in them. When we all
> start pushing the yaroze to the limit then maybe there could possibly
> be justification in asking for the full libs :)

Most of us don't really care about the power or speed of the
professional systems, we care about the missing functions and
documentation. Such as, programming the multitap, or the full docs on
mime model animation (I think thats what mime is). It's rather hard to
push the Yaroze to the limit when many of its abilities are completely
undocumented.

> 2) burning our own cds. My personal opinion is why bother? To give
> demos to friends? to sell? Great, now I can burn 100s of cds, and give
> them away, and now i can not get any appreciation from another 100
> people! but are you asking for a cd burner to be included with the
> yaroze package? If so, the price goes up dramatically, and less people
> buy it. If not, those with less money feel like they are getting a raw
> deal after having already spent a fair bit of money.

Burning CD's wouldn't allow friends to play our games (unless they had
Yaroze's too!). For a while I looked for a way to burn CD's for it, not
for piracy, but so I could make my RPG as I have it in my dreams. Less
than 2 MB is not nearly enough for what I want to do; I would need a CD
to load different bits and pieces, new graphics and sounds, new worlds.
I finally found a possible workaround, the Pro-Action Replay; there are
libs for transferring data back and forth written by other Yaroze
members. This ability makes it so a CD isn't needed.

-   Joshua Meeds
  Dreamwriter Dragon
 dreamer@sinclair.net
      -=UDIC=-
_____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 17531 END: ./2 SCEA/yaroze/freetalk/000000740html.html

--MESSAGE FILE 17532 START: ./2 SCEA/yaroze/freetalk/000000741html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: 18 Jun 1998 15:26:49 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Sender: thutton@TECH10
Message-ID: <u7m2fqnza.fsf@cybec.com.au>
References: <35718657.3581814@news.scea.sony.com> <3586DB6A.6D9E@vicon.net>
    <3586aa02.52350542@news.scea.sony.com> <3587E658.A29@vicon.net>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

"Manifered H. Wolfe, II" <lobo@vicon.net> writes:

>
> >   Is there any reason why anyone should avoid processors other than
> > Intel's, i.e. are there any compatibility issues with software?
>

> The only reason you should stick with Intel is if you want multiple
> processors. Otherwise, you're wasting your money. If you buy an AMD
> cpu at the same speed as the Intel equivalent, you'll have enough money
> left over to buy more ram, a bigger hard drive, or a better video
> card...definitely worth it if you ask me. The last Intel cpu I've owned
> was a 486 DX/2-50 in 1994. Since then, I've used AMD and Cyrix. I
> didn't much care for my Cyrix, but all the AMD's I've had have been
> stellar, no compatibility problems at all and excellent performance.
> The only drawback to the AMD-K6 has been a weaker FPU than the Pentium,
> but the new K6-2 actually outperforms the Pentium 2 FPU. And you don't
> have to kiss up to the man and get a Slot-1 motherboard, it's a Socket 7
> cpu!

The only thing I'd be wary of is a lot of games may still use Pentium
optimisations which simply don't work on the other chips. I'm not
sure these days. There isn't as much asm code going into apps these
days, but still, compilers may do Pentium optimisation for them.

> Just my $0.02 of course, I'm sure others would disagree. But of course
> they've sold out to Intel, so what do you expect? =)

I'm glad the Wintel monopoly is falling apart, with HP doing a lot of
design for Merced and CE running on many non-intel chips, 'tis a good
thing. Though I'm sure I'll still be running my P100 when everyone
else has Merced machines...

--
Toby.
--MESSAGE FILE 17532 END: ./2 SCEA/yaroze/freetalk/000000741html.html

--MESSAGE FILE 17533 START: ./2 SCEA/yaroze/freetalk/000000742html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: Thu, 18 Jun 1998 19:16:15 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <3589596F.6CAF2868@ndirect.co.uk>
References: <357EECC1.97053769@jps.net> <358018A7.26DDE8E0@ndirect.co.uk>
<35815177.1061924@www.netyaroze-europe.com> <35889716.F514472C@sinclair.net>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-28.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1199
scea.yaroze.freetalk:742

Hi all.

Don't get me wrong, I wasn't knocking the Yaroze really. It's just that
there are times when I wish I could get my hands on the full dev kit, but it
appears that I may be in the minority here. Am I the only one who'd like to
get some use out of the compression engine? Or more control over the
GTE/GPU? Wouldn't it be nice to be able to chuck single polygons (or
primitives) at the screen without resorting to TMDs?

As for the CD burning thing...
My Yaroze is tucked away in a small room with my PC and music equipment.
It's an ideal working environment, but not the best "playing" environment.
My living room, however, is home to my grey PSX, huge Trinitron TV, hi-fi

and most importantly the sofas. Burning my own CDs would allow me to transport my game, whether it be to the room downstairs, or round to a mates. But that's not the biggest reason. I'd like to get some FMV into my games. Anyone else with me on this?

Herbs

--MESSAGE FILE 17533 END: ./2 SCEA/yaroze/freetalk/000000742html.html

--MESSAGE FILE 17534 START: ./2 SCEA/yaroze/freetalk/000000743html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Memory card saving utility?
Date: Thu, 18 Jun 1998 16:54:47 -0400
Organization: SCEA News Server
Lines: 32
Message-ID: <35897E97.8B357C62@mail.datasys.net>
References: <wal-ya02408000R1206980347270001@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-16.r1.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Hey Wayne, sorry I haven't gotten back to you since we all had lunch. ANYWAY...

wayne a. lee wrote:
>
> I seem to remember that there was a utility somewhere that allows you to
> make backups of your PSX memory cards on your PC, via the Yaroze.... Does
> anyone know what it's called, and where to find it? I've been looking
> around the web site but I'm not having much luck.

I don't know about any utility, but you should be able to download the memory card files without writing one. using siocons, you can view the contents of the memory card, and load the individual "files" into memory. Then, just do a "dsave" type deal and download (Despite whatever Sony thinks, I still consider "Uploading" when I send a file to the yaroze, and "Downloading" when I recieve information from it, because my perspective is from the computer, not the PSX) the contents of the file from the PSX memory to the computer.

I've tried it once, and it seemed to work well, but it's a pain. I think it's easier than writing a program, to load and send the data to the computer.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17534 END: ./2 SCEA/yaroze/freetalk/000000743html.html

--MESSAGE FILE 17535 START: ./2 SCEA/yaroze/freetalk/000000744html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Jerry_Jessop@Playstation.Sony.Com (Jerry Jessop)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Thu, 18 Jun 1998 22:36:27 GMT
Organization: SCEA Hardware Engineering
Lines: 46
Message-ID: <358995e4.21985969@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com> <3586DB6A.6D9E@vicon.net>
<3586aa02.52350542@news.scea.sony.com> <3587E658.A29@vicon.net>
NNTP-Posting-Host: 206.41.6.40
X-Newsreader: Forte Free Agent 1.1/32.230

Just purchased a new K6-2 3D 300 mhz for $169 and it screams. Supports
AGP and the 100 mhz bus. It also overclocks easily to 333 mhz, I could
not be happier with it.

Socket 7 forever!

jerry

On Wed, 17 Jun 1998 11:52:56 -0400, "Manifered H. Wolfe, II"
<lobo@vicon.net> wrote:

>>   Is there any reason why anyone should avoid processors other than
>> Intel's, i.e. are there any compatibility issues with software?
>
>The only reason you should stick with Intel is if you want multiple
>processors. Otherwise, you're wasting your money. If you buy an AMD
>cpu at the same speed as the Intel equivalent, you'll have enough money
>left over to buy more ram, a bigger hard drive, or a better video
>card...definitely worth it if you ask me. The last Intel cpu I've owned
>was a 486 DX/2-50 in 1994. Since then, I've used AMD and Cyrix. I
>didn't much care for my Cyrix, but all the AMD's I've had have been
>stellar, no compatibility problems at all and excellent performance.
>The only drawback to the AMD-K6 has been a weaker FPU than the Pentium,
>but the new K6-2 actually outperforms the Pentium 2 FPU. And you don't
>have to kiss up to the man and get a Slot-1 motherboard, it's a Socket 7
>cpu!
>
>Just my $0.02 of course, I'm sure others would disagree. But of course
>they've sold out to Intel, so what do you expect? =)
>
>Linux/Windows argument anyone? =P
>
>
>--
>-------------------------------
>Manifered H. Wolfe, II   lobo@vicon.net
>Lobo Electronics   http://www.vicon.net/~lobo
>
>28 Game Systems, 1000+ cartridges/CD's, 36 Coin-Op's, 1
>Pinball
>   Amiga 3000, 24MB, 2GB, 25MHz, Video Toaster 2.0
>   Atari TT030, 18MB, 200MB, 33MHz, Magic 4/Linux
>   AMD K6 P233, 32MB, 6.4GB, Voodoo Rush, Win95/Linux

--MESSAGE FILE 17535 END: ./2 SCEA/yaroze/freetalk/000000744html.html

--MESSAGE FILE 17536 START: ./2 SCEA/yaroze/freetalk/000000745html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com

From: "Mario Perdue" <mperdue@L4software.com.xyz>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: 19 Jun 1998 05:04:00 GMT
Organization: SCEA News Server
Lines: 16
Message-ID: <01bd9c0a$513cff80$0702010a@default>
References: <35718657.3581814@news.scea.sony.com> <3586DB6A.6D9E@vicon.net>
<3586aa02.52350542@news.scea.sony.com> <3587E658.A29@vicon.net>
<358995e4.21985969@news.scea.sony.com>
NNTP-Posting-Host: firewall.hrtc.net
X-Newsreader: Microsoft Internet News 4.70.1155

I just upgraded too, only I decided to stick with Intel. I'm now running a PII-400 on a BX (100 Mhz) motherboard with a Riva 128 AGP video card. I haven't tried to overclock it yet, but to be honest I don't see much of a need to.

Anyway, compatibility doesn't seem to be an issue these days.

Mario

Jerry Jessop <Jerry_Jessop@Playstation.Sony.Com> wrote in article
<358995e4.21985969@news.scea.sony.com>...
>
> Just purchased a new K6-2 3D 300 mhz for $169 and it screams. Supports
> AGP and the 100 mhz bus. It also overclocks easily to 333 mhz, I could
> not be happier with it.

--MESSAGE FILE 17536 END: ./2 SCEA/yaroze/freetalk/000000745html.html

--MESSAGE FILE 17537 START: ./2 SCEA/yaroze/freetalk/000000746html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: For all N64 owners...
Date: Fri, 19 Jun 1998 03:37:37 GMT
Organization: SCEA News Server
Lines: 16
Message-ID: <3589db78.3213996@news.scea.sony.com>
NNTP-Posting-Host: client-120-8.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hello,
   I wanted to ask your opinions on the fact that Nintendo is already chomping-at-the-bit to release a new console for X-mas 2000. They are being greatly outsold in Japan. In fact, I believe that even Saturn has a greater installed base than N64.
   It would appear that the 64DD will never be released in the U.S..
   So, if your present N64 is replaced that soon, and the 64DD is never released, will you resent Nintendo, or do you think you got fair treatment for your gaming dollar?
   Just curious, I don't own a N64... I waited awhile for it until I read it was a cartridge-based system, and then I went with PSX, with no regrets... it turned out I would've waited a VERY long time for it to be released, they were someodd 16 months late on their original release date.

-Matt
--MESSAGE FILE 17537 END: ./2 SCEA/yaroze/freetalk/000000746html.html

--MESSAGE FILE 17538 START: ./2 SCEA/yaroze/freetalk/000000747html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Skipping PSX
Date: Fri, 19 Jun 1998 03:39:14 GMT
Organization: SCEA News Server
Lines: 6
Message-ID: <3589dd0f.3621417@news.scea.sony.com>
References: <357ad1c6.6697290@news.scea.sony.com>
NNTP-Posting-Host: client-120-8.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Thanks for all the feedback guys, I have an acquaintance who I described the problem to, and he says he is going to fix it for me. Problem solved.

-Matt

--MESSAGE FILE 17538 END: ./2 SCEA/yaroze/freetalk/000000747html.html

--MESSAGE FILE 17539 START: ./2 SCEA/yaroze/freetalk/000000748html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Fri, 19 Jun 1998 17:53:50 -0400
Organization: SCEA News Server
Lines: 37
Message-ID: <6melpp$jag1@scea>
References: <3589db78.3213996@news.scea.sony.com>
NNTP-Posting-Host: sud-tcs1-port7.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

It's as simple as this. I purchased my N64 the day it came out and have not regreted it a day since.

The reason I still constantly play my N64 is for the games that are exclusive to that system.
I still log hours on my PlayStation for PlayStation exclusive titles as well though. Just the same for the PC.

The are three developers for the N64 that constantly release excellent stuff. (That we should all learn by). Nintendo EAD, Rare, and Iguana.

1. Nintendo is the innovator. When something new is breaking the scene Nintendo is usually the first to do it. Maybe this is just my opinion but its a valid point to take. Sure they have release date problems and stuff but you always know what you are gonna get from an in-house Nintendo game. FUN. And then there's Zelda......

2. Rare. Master programmers. They constantly amaze me with everything they do. A perfect example is there upcoming Banjo-Kazooie. I haven't played it yet but of what I've seen and read it's the game of 1998.

3. Iguana. My personal favorite development team. After the release of Turok, I really game them a second look. There sports game are Hi-Res, Turok 2 looks fabulous, they are definitely something to watch for.

As for the other games and short comings. I am dissapointed by the lack of excellent games. But then since I only have so much to play games it has not been a problem. Will I replace my Nintendo when "The New One" comes out. Definitely. For those games that will never apear on any other

system.
The same as I will purchase a PSX 2.

--MESSAGE FILE 17539 END: ./2 SCEA/yaroze/freetalk/000000748html.html

--MESSAGE FILE 17540 START: ./2 SCEA/yaroze/freetalk/000000749html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: Sat, 20 Jun 1998 04:29:14 +0200
Organization: Debri Productions
Lines: 8
Message-ID: <1dawm8b.dt206p1ijdiiyN@a1-88-120.a1.nl>
References: <357EECC1.97053769@jps.net> <358018A7.26DDE8E0@ndirect.co.uk>
<35815177.1061924@www.netyaroze-europe.com> <35889716.F514472C@sinclair.net>
<3589596F.6CAF2868@ndirect.co.uk>
NNTP-Posting-Host: a1-88-120.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1206
scea.yaroze.freetalk:749

> I'd like to get some FMV into my
> games. Anyone else with me on this?
>

Yes, me! There is now way to do it by uploading it at this speed.

I think that sony should collect all the best work and put it on a
blackdisk. Than sell it in shops for a price like maybe 10 pounds.
--MESSAGE FILE 17540 END: ./2 SCEA/yaroze/freetalk/000000749html.html

--MESSAGE FILE 17541 START: ./2 SCEA/yaroze/freetalk/000000750html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Fri, 19 Jun 1998 20:40:59 -0700
Organization: SCEA News Server
Lines: 38
Message-ID: <358B2F4B.70807F98@sinclair.net>
References: <3589db78.3213996@news.scea.sony.com> <6melpp$jag1@scea>
NNTP-Posting-Host: 204.137.153.48
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Steve Tolin wrote:
>
> 1. Nintendo is the innovator. When something new is breaking the scene
> Nintendo is usually the first to do it. Maybe this is just my opinion but
> its a valid point to take. Sure they have release date problems and stuff
> but you always know what you are gonna get from an in-house Nintendo game.
> FUN. And then there's Zelda......

Nintendo also has one bad trait, that brought the N64 down -

stubbornness. They decided long ago that CD's were slow, and people hated them because they were slow, so a CD drive was a bad idea. Now, to my knowledge this has never been the case; for the Sega CD and the Turbografx CD, speed wasn't a factor in their failure - for the TG-16, its price brought it down ($400!), and for Sega, it was a lack of good software (a lot of FMV crap was released, with very few quality titles, such as Lunar, Lunar 2, Popful Mail).

Nintendo has one other bad trait - they believe that only kids play video games - they came right out and said it! You can see that attitude in everything they do. Heck, Yoshi's Story is that attitude incarnate. Somehow they think that when gamers grow up, they stop being gamers. Whatever, Nintendo.

But the system is still a decent one; I bought one once, sold it since, and will buy it again when Zelda is released. If only it all wasn't hampered by the company that created it...

--
-   Joshua Meeds
  Dreamwriter Dragon
 dreamer@sinclair.net
      -=UDIC=-
_____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 17541 END: ./2 SCEA/yaroze/freetalk/000000750html.html

--MESSAGE FILE 17542 START: ./2 SCEA/yaroze/freetalk/000000751html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sat, 20 Jun 1998 00:05:08 -0400
Organization: SCEA News Server
Lines: 56
Message-ID: <358B34F4.4F1BCE2D@mail.datasys.net>
References: <3589db78.3213996@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-9.r2.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Matthew Hulett wrote:
>   Hello,
>   I wanted to ask your opinions on the fact that Nintendo is already
> chomping-at-the-bit to release a new console for X-mas 2000.

I hope not.

> They are
> being greatly outsold in Japan.

Heh. The GameBoy is outselling the N64 in japan. Go figure.

> In fact, I believe that even Saturn
> has a greater installed base than N64.

I doubt that.

>   It would appear that the 64DD will never be released in the U.S..

What gave you that impression?

>   So, if your present N64 is replaced that soon, and the 64DD is
> never released, will you resent Nintendo, or do you think you got fair
> treatment for your gaming dollar?

I'd be almost as pissed off as the people who bought the virtual boy
when it first came out. :)

>   Just curious, I don't own a N64... I waited awhile for it until I
> read it was a cartridge-based system, and then I went with PSX, with
> no regrets...

I have no regrets for being an N64 user.

> it turned out I would've waited a VERY long time for it
> to be released, they were someodd 16 months late on their original
> release date.

The n64 should have been a CD system. It's as simple as that, it would
have totaly destroyed the playstation if it hadn't been a cart system.
Nintendo has made some bad design flaws lately, their most obvious
flaw being shown in their Virtual Boy, which could have possibly been
a color system. Then came their CD-less N64, which did good but could
have done better. Their new Color GameBoy I have a feeling will be a
big hit and really help out Nintendo alot, but I think their GameBoy
Camera will be a flop.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17542 END: ./2 SCEA/yaroze/freetalk/000000751html.html

--MESSAGE FILE 17543 START: ./2 SCEA/yaroze/freetalk/000000752html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sat, 20 Jun 1998 01:13:29 GMT
Organization: SCEA News Server
Lines: 64
Message-ID: <358b0976.11857847@news.scea.sony.com>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net>
NNTP-Posting-Host: client-119-13.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>I hope not.

I refer you to Next Generation, July issue, page 24. Your hopes will
only be allayed if they continue to fumble finding a company to design
their next chipset.

>> In fact, I believe that even Saturn
>> has a greater installed base than N64.
>
>I doubt that.

   I can't find my source for this stat, I could be totally off-base. I sometimes suffer from 'information-haze', the internet is a great thing... I need a vacation! [LOL]

>>   It would appear that the 64DD will never be released in the U.S..
>
>What gave you that impression?

   O.k., hard fact number one: There have been endless delays in releasing the drive. Hard fact number two, Nintendo made a press release someodd 6 weeks ago that they are not sure if they will release the drive in the U.S., they are going to release the 64DD in Japan first, and then see how well it sells.
   Now, we get into the realm of my mad genius... [wink] No add-on has ever achieved more than 10% market penetration. Add-ons have never succeeded. Nintendo is already getting cold feet, as evidenced by their press release. They are already chomping at the bit to get their next system out in the year 2000. Nintendo likes to make money... I don't think they will take the hardware loss to release a questionable add-on that will only have a little over a year of viability. Good evidence for this is that certain titles, i.e. Zelda, that were announced as 64DD titles are now being done in cartridge format.
   I am not the only one coming to this conclusion, but it is open to analysis and different interpretations... we shall see. We'll bet a beer on it! [LOL]

>>   So, if your present N64 is replaced that soon, and the 64DD is
>> never released, will you resent Nintendo, or do you think you got fair
>> treatment for your gaming dollar?
>
>I'd be almost as pissed off as the people who bought the virtual boy
>when it first came out. :)

   Get ready.

>I have no regrets for being an N64 user.

   Not yet, young grasshopper. [BG]

>Then came their CD-less N64, which did good but could
>have done better.

   Depending on which stats you go with, N64 is being outsold anywheres between 4-to-1 to 8-to-1 in Japan. If not for the American market, the N64 would be a flop.

   On everything else, we agree... thanks for the input.

-Matt

--MESSAGE FILE 17543 END: ./2 SCEA/yaroze/freetalk/000000752html.html

--MESSAGE FILE 17544 START: ./2 SCEA/yaroze/freetalk/000000753html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)

Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sat, 20 Jun 1998 10:45:48 +0200
Organization: Debri Productions
Lines: 44
Message-ID: <1dawnbr.5yqt7h10f8x76N@a1-88-134.a1.nl>
References: <3589db78.3213996@news.scea.sony.com> <6melpp$jag1@scea>
NNTP-Posting-Host: a1-88-134.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

I think its great if you have the fun for what you paid for. I have that
with my PSX and if others have that with their N64, good for them.

> Sure they have release date problems and stuff
> but you always know what you are gonna get from an in-house Nintendo game.
> FUN. And then there's Zelda......

Well after several promisses and still need to wait, my fun-level goes
down fast. One time doesn't matter, but every time is getting
irritating. And is Zelda finaly out? As far as I know It still isn't out
yet (at least not here in Holland). And I remember reading an article
more than a year ago that it woulbe be released right after the release
of the N64 console. Well, that was a long delay.

>
> 2. Rare. Master programmers. They constantly amaze me with everything they
> do. A perfect example is there upcoming Banjo-Kazooie. I haven't played it
> yet but of what I've seen and read it's the game of 1998.

It's just what kind of game you like, but I think that this year there
won't be a Gran Turismo beater. I have never seen a game that was
praised like GT.

> 3. Iguana. My personal favorite development team.   After the release of
> Turok, I really game them a second look. There sports game are Hi-Res,
> Turok 2 looks fabulous, they are definitely something to watch for.

I won't say Iguana isn't great. But Turok 1 was a major disapointment to
me. It gets boring after wile. If you want to mention a game better than
Turok 1, just go for James Bond. That was far better than Turok 1. I
can't say things about Turok 2, I didn't play it.

> As for the other games and short comings. I am dissapointed by the lack of
> excellent games. But then since I only have so much to play games it has
> not been a problem. Will I replace my Nintendo when "The New One" comes
> out. Definitely. For those games that will never apear on any other
> system.
> The same as I will purchase a PSX 2.

That great, but I don't think everybody wants to spend their money to
consoles. I would prefer more games for my PSX than keep on spending on
consoles.

DEnnis..
--MESSAGE FILE 17544 END: ./2 SCEA/yaroze/freetalk/000000753html.html

--MESSAGE FILE 17545 START: ./2 SCEA/yaroze/freetalk/000000754html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sat, 20 Jun 1998 17:12:22 +0200
Organization: Debri Productions

Lines: 65
Message-ID: <1dax4xs.zunp529gzsywN@[194.151.88.141]>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net>
NNTP-Posting-Host: 194.151.88.141
X-Newsreader: MacSOUP 2.3 (unregistered)

> > They are
> > being greatly outsold in Japan.
>
> Heh. The GameBoy is outselling the N64 in japan. Go figure.

Every system can get a hit in Japan. That doesn't say it's good or not.
I must say that I own 3 Gameboys and in my opinion that is the best
portable system ever made.

> >   It would appear that the 64DD will never be released in the U.S..
>
I red it to.
>
> I'd be almost as pissed off as the people who bought the virtual boy
> when it first came out. :)
>
> >   Just curious, I don't own a N64... I waited awhile for it until I
> > read it was a cartridge-based system, and then I went with PSX, with
> > no regrets...

Nintend is putting to much unusefull stuff on the market now, like Sega
once did.
>
> I have no regrets for being an N64 user.

It's a good system if you're pleased with a few games. Most of my
friends compared it with the PSX and got regrets.

> > it turned out I would've waited a VERY long time for it
> > to be released, they were someodd 16 months late on their original
> > release date.
>
> The n64 should have been a CD system. It's as simple as that, it would
> have totaly destroyed the playstation if it hadn't been a cart system.

Nope, I don't agree. PSX is not only succesful due to the CD-system.
Sony also won becourse of the developer-support from sony and to sony
and because they keep themselves to the release dates. PSX was also the
first consle optimized for 3D.

> Nintendo has made some bad design flaws lately, their most obvious
> flaw being shown in their Virtual Boy, which could have possibly been
> a color system.

I was told it was the healt problem that made the VirtuaBoy flop. I
played it several times, but after half an hour I got very dizzy.

>Then came their CD-less N64, which did good but could
> have done better. Their new Color GameBoy I have a feeling will be a
> big hit and really help out Nintendo alot, but I think their GameBoy
> Camera will be a flop.

The camera IS a flop. The colour gameboy will only be a hit if it's also
can play the old games and when the battery keeps up log enough. The
geamgear also had problems with the battery-sucking.

What also keeps me from buying the gameboy games is the fact I have a
hard time finding out wich games can be linked. Normally those games
would have an icon, but since the supergameboy (colour) saw the light,
al the icons just show that it's an sbg-game, and it's guissing wich is
for 2 players. Sony did a good job with the icons as well.

DEnnis.

--MESSAGE FILE 17545 END: ./2 SCEA/yaroze/freetalk/000000754html.html

--MESSAGE FILE 17546 START: ./2 SCEA/yaroze/freetalk/000000755html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sat, 20 Jun 1998 20:52:04 -0400
Organization: SCEA News Server
Lines: 70
Message-ID: <358C5934.6B441148@mail.datasys.net>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-3.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

DEnnis Brinkhuis wrote:
> > Heh. The GameBoy is outselling the N64 in japan. Go figure.
>
> Every system can get a hit in Japan. That doesn't say it's good or not.
> I must say that I own 3 Gameboys and in my opinion that is the best
> portable system ever made.

Yeah it is, I agree 100%. I'm gona buy a Color GB when it comes out.
:)

> I red it to.

Damn, am I the only one who hasn't read that article!? I feel like an
idiot... I'm gona go read it right now.

> > The n64 should have been a CD system. It's as simple as that, it would
> > have totaly destroyed the playstation if it hadn't been a cart system.
>
> Nope, I don't agree. PSX is not only succesful due to the CD-system.
> Sony also won becourse of the developer-support from sony and to sony
> and because they keep themselves to the release dates. PSX was also the
> first consle optimized for 3D.

GRIN I'm not going to get in a discussion about this - I'm not even
sure why I said it.

>
> > Nintendo has made some bad design flaws lately, their most obvious
> > flaw being shown in their Virtual Boy, which could have possibly been
> > a color system.
>
> I was told it was the healt problem that made the VirtuaBoy flop. I
> played it several times, but after half an hour I got very dizzy.

I bought two of them after the price dropped to 20 bucks a system. I

love it, but I hardly play it. It was a cool system, it's a shame that
it failed so misserably.

> >Then came their CD-less N64, which did good but could
> > have done better. Their new Color GameBoy I have a feeling will be a
> > big hit and really help out Nintendo alot, but I think their GameBoy
> > Camera will be a flop.
>
> The camera IS a flop.

It's a fun flop though. :) Every time I go by the display I'm playing
with it.

> The colour gameboy will only be a hit if it's also
> can play the old games and when the battery keeps up log enough.

From the nintendo web site I read the the color game boy CAN play the
old games, and the battery will last 10 hours on average. Sounds good
to me.

> The geamgear also had problems with the battery-sucking.

That's Another reason the game boy did better. Even another was the
fact that it was the only system that could possibly fit in your
pocket.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17546 END: ./2 SCEA/yaroze/freetalk/000000755html.html

--MESSAGE FILE 17547 START: ./2 SCEA/yaroze/freetalk/000000756html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sat, 20 Jun 1998 21:25:33 -0400
Organization: SCEA News Server
Lines: 96
Message-ID: <358C610D.7F9AAD84@mail.datasys.net>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <358b0976.11857847@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-3.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Matthew Hulett wrote:
> I refer you to Next Generation, July issue, page 24. Your hopes will
> only be allayed if they continue to fumble finding a company to design
> their next chipset.

I haven't read the article yet, but I'll read it when I get a chance.
Sounds like it is bad news for nintendo.

> >> In fact, I believe that even Saturn
> >> has a greater installed base than N64.
> >
> >I doubt that.
>
>   I can't find my source for this stat, I could be totally off-base.
> I sometimes suffer from 'information-haze', the internet is a great
> thing... I need a vacation! [LOL]

I was doubting purely on intuition, my own common sense, so I could be
wrong.

> >>   It would appear that the 64DD will never be released in the U.S..
> >
> >What gave you that impression?
>
>   O.k., hard fact number one: There have been endless delays in
> releasing the drive. Hard fact number two, Nintendo made a press
> release someodd 6 weeks ago that they are not sure if they will
> release the drive in the U.S., they are going to release the 64DD in
> Japan first, and then see how well it sells.

Ug....... The N64 itself didn't do that well in Japan; I see your
reasoning.

>   Now, we get into the realm of my mad genius... [wink] No add-on has
> ever achieved more than 10% market penetration.

ONE add-on was a sucess... The CD drive for the PC Engine in Japan. It
came out less than a year after the PC Engine came out, and that's
probably why it did well at all.

> Add-ons have never
> succeeded. Nintendo is already getting cold feet, as evidenced by
> their press release. They are already chomping at the bit to get their
> next system out in the year 2000. Nintendo likes to make money...
> I don't think they will take the hardware loss to release a
> questionable add-on that will only have a little over a year of
> viability. Good evidence for this is that certain titles, i.e. Zelda,
> that were announced as 64DD titles are now being done in cartridge
> format.
>   I am not the only one coming to this conclusion, but it is open to
> analysis and different interpretations... we shall see. We'll bet a
> beer on it! [LOL]

The second I ever makes bets, the laws of physics will change to make
me loose. If a bet that the sky is blue, then it will turn green the
next day. So, no bets. But I hope that nintendo hurries and releases
the 64DD. They need a good pack-in for it to be a sucess, so that's
probably what the delays are for. They need a blockbuster pack-in
title, but they need to hurry up and get the damned thing out before
people loose intrest. A small window of success.

>
> >>   So, if your present N64 is replaced that soon, and the 64DD is
> >> never released, will you resent Nintendo, or do you think you got fair
> >> treatment for your gaming dollar?
> >
> >I'd be almost as pissed off as the people who bought the virtual boy
> >when it first came out. :)
>
>   Get ready.

> >I have no regrets for being an N64 user.

>
>   Not yet, young grasshopper. [BG]

Whatever, sensay. :)

> >Then came their CD-less N64, which did good but could
> >have done better.
>
>   Depending on which stats you go with, N64 is being outsold
> anywheres between 4-to-1 to 8-to-1 in Japan. If not for the American
> market, the N64 would be a flop.

Yeah. That sucks. I always was a Nintendo fan, but that doesn't mean
that I'm not a fan of sony either.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17547 END: ./2 SCEA/yaroze/freetalk/000000756html.html

--MESSAGE FILE 17548 START: ./2 SCEA/yaroze/freetalk/000000757html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sun, 21 Jun 1998 03:12:50 GMT
Organization: SCEA News Server
Lines: 46
Message-ID: <358c75e9.74136358@news.scea.sony.com>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <358b0976.11857847@news.scea.sony.com>
<358C610D.7F9AAD84@mail.datasys.net>
NNTP-Posting-Host: client-119-43.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>ONE add-on was a sucess... The CD drive for the PC Engine in Japan. It
>came out less than a year after the PC Engine came out, and that's
>probably why it did well at all.

   What was/is the PC Engine?

>The second I ever makes bets, the laws of physics will change to make
>me loose. If a bet that the sky is blue, then it will turn green the
>next day. So, no bets. But I hope that nintendo hurries and releases
>the 64DD. They need a good pack-in for it to be a sucess, so that's
>probably what the delays are for. They need a blockbuster pack-in
>title, but they need to hurry up and get the damned thing out before
>people loose intrest. A small window of success.

   Fine, no bet, you are too young to drink beer anyway! [BG]
Poke, poke,... don't you just love sharpening your antlers?
   You hope what? It probably isn't going to happen. Just forget about
it, and if it pops up you will be pleasently surprised. Who knows, if
enough people express their frustration, maybe Nintendo will decide to
break one less committment.

>>   Not yet, young grasshopper. [BG]
>
>Whatever, sensay. :)

   Ouch, he stabs me back with his antlers... [LOL]
You did say you'd be peeved, but then you said you were not disapointed. I am making the point that you are going to get a surprise.

>Yeah. That sucks. I always was a Nintendo fan, but that doesn't mean
>that I'm not a fan of sony either.

   I just love Sony so much for coming up with the best system and the yaroze program, that I like to see them crush all competition. But, I am in a minority, most gamers like to see all companies succeed with a nice piece of the pie.
   Of course, Sega can go to h@#$ after that 32X/Sega CD & Saturn performance.
   And, nobody forced Nintendo to stick with cartridges... just greed.
   If they get their act together in the next generation of consoles, it will be because Sony spanked them silly and humiliated them.

-Matt, who is waiting for Zain to show up and flame me for committing blasphemy against his beloved corporation Nintendo...
--MESSAGE FILE 17548 END: ./2 SCEA/yaroze/freetalk/000000757html.html

--MESSAGE FILE 17549 START: ./2 SCEA/yaroze/freetalk/000000758html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@home.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sun, 21 Jun 1998 07:28:18 GMT
Organization: SCEA News Server
Lines: 16
Message-ID: <358cb4b6.7034895@news.scea.sony.com>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Here are my thoughts! :)

1. I really like Nintendo and PSX and Sega each has great qualities!

2. One word, GoldenEye!!!

3. As I recall if you count both models the Gameboy has outsold any other gaming system by Nintendo Sony or Sega, I mean who doesnt have a gameboy :) but when I chatted with Nintendo at E3 they said it could play the old games using a pallette like the super gameboy. This is also in the current issue of NextGen

But all in all I just like gaming if it's fun I'll Buy/Play it I originally bought my N64 for Ki Gold I just rented golden eye and it's about the greatest 1st person shooter I have ever played in my life! (I like it even more than quake 2!)
--MESSAGE FILE 17549 END: ./2 SCEA/yaroze/freetalk/000000758html.html

--MESSAGE FILE 17550 START: ./2 SCEA/yaroze/freetalk/000000759html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sun, 21 Jun 1998 03:45:14 GMT
Organization: SCEA News Server
Lines: 6
Message-ID: <358c8152.77058126@news.scea.sony.com>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
NNTP-Posting-Host: client-119-43.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

    So, even if the unit becomes obselete in the year 2000 after a
short life, and the 64DD is never released, you would still be a happy
camper?

-Matt, who is catching up on his reading tonight.

--MESSAGE FILE 17550 END: ./2 SCEA/yaroze/freetalk/000000759html.html

--MESSAGE FILE 17551 START: ./2 SCEA/yaroze/freetalk/000000760html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sun, 21 Jun 1998 14:05:24 +0200
Organization: Debri Productions
Lines: 11
Message-ID: <1daz7je.11qfa4g178z404N@a1-88-136.a1.nl>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
<358c8152.77058126@news.scea.sony.com>
NNTP-Posting-Host: a1-88-136.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Matthew Hulett <matth@bellatlantic.net> wrote:

>   So, even if the unit becomes obselete in the year 2000 after a
> short life, and the 64DD is never released, you would still be a happy
> camper?
>
> -Matt, who is catching up on his reading tonight.

hehehe ;-)

DEnnis..
--MESSAGE FILE 17551 END: ./2 SCEA/yaroze/freetalk/000000760html.html

--MESSAGE FILE 17552 START: ./2 SCEA/yaroze/freetalk/000000761html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sun, 21 Jun 1998 14:05:28 +0200
Organization: Debri Productions
Lines: 11
Message-ID: <1daz7jz.180ic3k1v6ewowN@a1-88-136.a1.nl>
References: <3589db78.3213996@news.scea.sony.com>

<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
NNTP-Posting-Host: a1-88-136.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Michael Klucher <dajudge@home.com> wrote:

> 2. One word, GoldenEye!!!
>

Not only one word, also One game!!!

And I also think GranTurismo is One better word ;-)

Dennis
--MESSAGE FILE 17552 END: ./2 SCEA/yaroze/freetalk/000000761html.html

--MESSAGE FILE 17553 START: ./2 SCEA/yaroze/freetalk/000000762html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Sun, 21 Jun 1998 14:05:30 +0200
Organization: Debri Productions
Lines: 15
Message-ID: <1daz7p7.1qcu25y68pmvsN@a1-88-136.a1.nl>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
<358c8152.77058126@news.scea.sony.com>
NNTP-Posting-Host: a1-88-136.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Thes conversations look like the Mac vs. PC convesations that are ever
lasting. I personally love my Mac, and I have no problems with PC. But
there are always PC users that think they know it all and that mac will
be history within a year. I hear that for years now. And I just feel
sorry for them. Of course I liked it that at the worldwide live
presentation of Windows 98 on CNN the system crashed. But most PC users
also liked it that Apple had a large financial loss about a year ago.
It's just a never ending discussion about systems that probably will
live next to eachother for a long time.

But I must say I like it to be part of the discussions. And normally I
support the smaller group (Mac-users) but now I'm part of the bigger
group (Pro-Sony).

DEnnis..
--MESSAGE FILE 17553 END: ./2 SCEA/yaroze/freetalk/000000762html.html

--MESSAGE FILE 17554 START: ./2 SCEA/yaroze/freetalk/000000763html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Mon, 22 Jun 1998 12:52:39 -0400
Organization: SCEA News Server
Lines: 24
Message-ID: <358E8BD7.4725B3FD@mail.datasys.net>
References: <35718657.3581814@news.scea.sony.com> <3586DB6A.6D9E@vicon.net>
<3586aa02.52350542@news.scea.sony.com>

Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-14.r4.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

> > Dreamcast, the gayest
> >name for a console since the Pippen.
>
>   Agreed.

Just remember how gay the name "PlayStation" sounded when we first
heard it. Now look at all us... We're PlayStation junkies. :) Sure,
at
first the name sounds more like a new type of bed mattress rather
than
than a next generation video game console, but who cares? It's a
name,
and it's better than Katana...

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810
)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17554 END: ./2 SCEA/yaroze/freetalk/000000763html.html

--MESSAGE FILE 17555 START: ./2 SCEA/yaroze/freetalk/000000764html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: Mon, 22 Jun 1998 12:59:18 GMT
Organization: SCEA News Server
Lines: 14
Message-ID: <358e54e7.39924640@news.scea.sony.com>
References: <35718657.3581814@news.scea.sony.com> <3586DB6A.6D9E@vicon.net>
<3586aa02.52350542@news.scea.sony.com> <358E8BD7.4725B3FD@mail.datasys.net>
NNTP-Posting-Host: client-151-198-130-106.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Just remember how gay the name "PlayStation" sounded when we first
>heard it. Now look at all us... We're PlayStation junkies. :) Sure,
>at
>first the name sounds more like a new type of bed mattress rather
>than
>than a next generation video game console, but who cares? It's a
>name,
>and it's better than Katana...

   You forgot to add, "In my humble opinion..." [BG] I'll bet you
anything the system is not released under that name in the U.S..
I liked the name Katana, personally... I just don't like Sega. ;-))

-Matt
--MESSAGE FILE 17555 END: ./2 SCEA/yaroze/freetalk/000000764html.html

--MESSAGE FILE 17556 START: ./2 SCEA/yaroze/freetalk/000000765html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Mon, 22 Jun 1998 13:07:40 GMT
Organization: SCEA News Server
Lines: 23
Message-ID: <358e556c.40057403@news.scea.sony.com>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
<358c8152.77058126@news.scea.sony.com> <1daz7p7.1qcu25y68pmvsN@a1-88-136.a1.nl>
NNTP-Posting-Host: client-151-198-130-106.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Thes conversations look like the Mac vs. PC convesations that are ever
>lasting.

Let me see, the classic flamer topics:

1) C versus C++.
2) Unix versus Windows.
3) Best console platform.

    Hmmm, now we can add
4) PC versus Mac.

Neener neener, we PC users have all the best tools! [LOL]
   I harbor no ill will towards Apple... offer me a better wrench and
I'll think about buying it. You guys face a lot of challenges in
yaroze development. If only you could get Sony to release the source
to the tools to be rewritten for the Mac. I think Mac
users should start pressing for translations in the Mac programming
group, IMHO.

-Matt

--MESSAGE FILE 17556 END: ./2 SCEA/yaroze/freetalk/000000765html.html

--MESSAGE FILE 17557 START: ./2 SCEA/yaroze/freetalk/000000766html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scea.yaroze.freetalk
Subject: GD"US"?
Date: Mon, 22 Jun 1998 12:33:51 -0700
Organization: Cisco Systems
Lines: 12
Message-ID: <358EB19F.4C9DBEA8@jps.net>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-246.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Are there any SCEA/North American Yaroze contests? Not the Scene
ones, but legit Yaroze ones. If not, does anyone want to start one?

I hear about the UK stuff, but haven't heard anything for local compos.
I've always found that having a little pressure usually generates

better programs.

Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 17557 END: ./2 SCEA/yaroze/freetalk/000000766html.html

--MESSAGE FILE 17558 START: ./2 SCEA/yaroze/freetalk/000000767html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@home.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Mon, 22 Jun 1998 19:36:03 GMT
Organization: SCEA News Server
Lines: 12
Message-ID: <358eb213.6374546@news.scea.sony.com>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
<358c8152.77058126@news.scea.sony.com>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Yes I think so

On Sun, 21 Jun 1998 03:45:14 GMT, matth@bellatlantic.net (Matthew
Hulett) wrote:

>   So, even if the unit becomes obselete in the year 2000 after a
>short life, and the 64DD is never released, you would still be a happy
>camper?
>
>-Matt, who is catching up on his reading tonight.

--MESSAGE FILE 17558 END: ./2 SCEA/yaroze/freetalk/000000767html.html

--MESSAGE FILE 17559 START: ./2 SCEA/yaroze/freetalk/000000768html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Mon, 22 Jun 1998 19:38:45 -0400
Organization: SCEA News Server
Lines: 29
Message-ID: <6mmp0f$17g1@scea>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
<358c8152.77058126@news.scea.sony.com>
NNTP-Posting-Host: sud-tcs1-port9.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I'm happy right now.   Will I be happy when the 64DD is not released?. Yup.
The only reason that we are even talking about this is the media bliss
surrounding the device. I don't blame Nintendo or any other company leaving

everything in secrecy until they decide it's best to reveal info.

Marketing products successfully while trying to fight the media at the same time must me one hell of a pain in the ass....

I hope Sony doesn't mention anything "Official" about PSX 2 until they want to and are ready to market the product, not defend it's presence.

I'm quite content playing games for the Nintendo 64 and the PSX right now, I see excellent games for both systems within six months, and even better ones for the N64 with in eight months...

"Enjoy what you can play today"

Steve Tolin

Matthew Hulett wrote in message <358c8152.77058126@news.scea.sony.com>...
>   So, even if the unit becomes obselete in the year 2000 after a
>short life, and the 64DD is never released, you would still be a happy
>camper?
>
>-Matt, who is catching up on his reading tonight.
>

--MESSAGE FILE 17559 END: ./2 SCEA/yaroze/freetalk/000000768html.html

--MESSAGE FILE 17560 START: ./2 SCEA/yaroze/freetalk/000000769html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Wed, 24 Jun 1998 08:32:47 +0200
Organization: Debri Productions
Lines: 14
Message-ID: <1db4c20.sr7leu14nl63dN@a1-88-118.a1.nl>
References: <358EB19F.4C9DBEA8@jps.net>
NNTP-Posting-Host: a1-88-118.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Elliott Lee <tenchi@jps.net> wrote:

> Are there any SCEA/North American Yaroze contests? Not the Scene
> ones, but legit Yaroze ones. If not, does anyone want to start one?
>
> I hear about the UK stuff, but haven't heard anything for local compos.
> I've always found that having a little pressure usually generates
> better programs.
>

Is there not something more international? Ok there is the coverDisk contest, but that is all I can enter.

DEnnis..
--MESSAGE FILE 17560 END: ./2 SCEA/yaroze/freetalk/000000769html.html

--MESSAGE FILE 17561 START: ./2 SCEA/yaroze/freetalk/000000770html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...

Date: Wed, 24 Jun 1998 08:32:49 +0200
Organization: Debri Productions
Lines: 18
Message-ID: <1db4c4h.wrtvba3k0wdmN@a1-88-118.a1.nl>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
<358c8152.77058126@news.scea.sony.com> <1daz7p7.1qcu25y68pmvsN@a1-88-136.a1.nl>
<358e556c.40057403@news.scea.sony.com>
NNTP-Posting-Host: a1-88-118.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

> Neener neener, we PC users have all the best tools! [LOL]
>   I harbor no ill will towards Apple... offer me a better wrench and
> I'll think about buying it. You guys face a lot of challenges in
> yaroze development. If only you could get Sony to release the source
> to the tools to be rewritten for the Mac. I think Mac
> users should start pressing for translations in the Mac programming
> group, IMHO.

I would at once if I had any hope on succes.

Thanks anyhow. I also must say that we are bussy to unite all the
mac-using Ny-members.

Cheers,

DEnnis..
--MESSAGE FILE 17561 END: ./2 SCEA/yaroze/freetalk/000000770html.html

--MESSAGE FILE 17562 START: ./2 SCEA/yaroze/freetalk/000000771html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "dr Z" <gersauve@cgocable.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: 25 Jun 1998 04:40:59 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <01bd9ff4$b59ddba0$4b9ee218@gersauve.cgocable.ca>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
<358c8152.77058126@news.scea.sony.com> <1daz7p7.1qcu25y68pmvsN@a1-88-136.a1.nl>
<358e556c.40057403@news.scea.sony.com> <1db4c4h.wrtvba3k0wdmN@a1-88-118.a1.nl>
NNTP-Posting-Host: 158-75.ri.cgocable.ca
X-Newsreader: Microsoft Internet News 4.70.1155

> Thanks anyhow. I also must say that we are bussy to unite all the
> mac-using Ny-members.

Who is trying to unite all the MAC-using NY-members? I would like to be
part of that.

Germain (doctor Z) Sauv, MAC-using NY-member.

--MESSAGE FILE 17562 END: ./2 SCEA/yaroze/freetalk/000000771html.html

--MESSAGE FILE 17563 START: ./2 SCEA/yaroze/freetalk/000000772html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>

Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Wed, 24 Jun 1998 22:19:35 -0700
Organization: SCEA News Server
Lines: 32
Message-ID: <3591DDE7.C5B6C456@sinclair.net>
References: <358EB19F.4C9DBEA8@jps.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

I was chatting with some SCEE members today, and they gave me a good
idea - we should hold our own contest, and maybe if we get a lot of good
response from it, prizes may get donated. And if the quality of the
entries are good enough, maybe they'll consider throwing them on a US
magazine's CD. The Net Yaroze program definitely needs more press
coverage in the US.

Elliott Lee wrote:
>
> Are there any SCEA/North American Yaroze contests? Not the Scene
> ones, but legit Yaroze ones. If not, does anyone want to start one?
>
> I hear about the UK stuff, but haven't heard anything for local compos.
> I've always found that having a little pressure usually generates
> better programs.
>
> Mata ne, ...
> - e!   ::'   tenchi@shell.jps.net   '::
>   (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
>   (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
>   '''   '''

--
-   Joshua Meeds
  Dreamwriter Dragon
      -=UDIC=-
____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 17563 END: ./2 SCEA/yaroze/freetalk/000000772html.html

--MESSAGE FILE 17564 START: ./2 SCEA/yaroze/freetalk/000000773html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Thu, 25 Jun 1998 08:41:59 +0200
Organization: Debri Productions
Lines: 16
Message-ID: <1db6722.1qp5et08tt2nwN@a1-88-103.a1.nl>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
<358c8152.77058126@news.scea.sony.com> <1daz7p7.1qcu25y68pmvsN@a1-88-136.a1.nl>
<358e556c.40057403@news.scea.sony.com> <1db4c4h.wrtvba3k0wdmN@a1-88-118.a1.nl>
<01bd9ff4$b59ddba0$4b9ee218@gersauve.cgocable.ca>
NNTP-Posting-Host: a1-88-103.a1.nl

X-Newsreader: MacSOUP 2.3 (unregistered)

dr Z <gersauve@cgocable.ca> wrote:

> > Thanks anyhow. I also must say that we are bussy to unite all the
> > mac-using Ny-members.
>
> Who is trying to unite all the MAC-using NY-members? I would like to be
> part of that.
>
> Germain (doctor Z) Sauve, MAC-using NY-member.

Me and another SCEE user. I will make special webpage this weekend.
My page can be found at

http://come.to/debri

DEnnis..
--MESSAGE FILE 17564 END: ./2 SCEA/yaroze/freetalk/000000773html.html

--MESSAGE FILE 17565 START: ./2 SCEA/yaroze/freetalk/000000774html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Fri, 26 Jun 1998 17:22:40 -0400
Organization: SCEA News Server
Lines: 34
Message-ID: <35941120.4A020F7D@mail.datasys.net>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-10.r1.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Joshua Meeds wrote:
>
> I was chatting with some SCEE members today, and they gave me a good
> idea - we should hold our own contest, and maybe if we get a lot of good
> response from it, prizes may get donated. And if the quality of the
> entries are good enough, maybe they'll consider throwing them on a US
> magazine's CD. The Net Yaroze program definitely needs more press
> coverage in the US.

I second that. The US Yaroze scene is dead compared to that of the
European and Japanesse scenes. A good contest with a modest prize of
publication on PlayStation Underground would jumpstart the US scene.
But to do that, we'd need SCEA's seal of approval.

If we can't arrange that, then we could all pitch in for the prize.
Say...each entry requires a $10 fee; winner takes half the pot, with
second and third places each getting a forth of the pot.

Of course, Publication of the top three games in PlayStation
Underground would be the most motavational prize of all as well as the
least expensive - you wouldn't have to pay anything to enter the
contest.

So... What say ye, Sony?

--

'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17565 END: ./2 SCEA/yaroze/freetalk/000000774html.html

--MESSAGE FILE 17566 START: ./2 SCEA/yaroze/freetalk/000000775html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Fri, 26 Jun 1998 16:47:34 -0700
Organization: Cisco Systems
Lines: 48
Message-ID: <35943316.AB6137F5@jps.net>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-246.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Darco wrote:
    [...]
> > magazine's CD. The Net Yaroze program definitely needs more press
> > coverage in the US.
>
> I second that. The US Yaroze scene is dead compared to that of the

Well, I wouldn't call it dead otherwise I (and many others) would have
given up already. There are projects being developed, but they're in
the pipeline. Let's just call the US scene "dormant"---expect to see
some good stuff soon.

> European and Japanesse scenes. A good contest with a modest prize of
> publication on PlayStation Underground would jumpstart the US scene.
> But to do that, we'd need SCEA's seal of approval.
>
> If we can't arrange that, then we could all pitch in for the prize.
> Say...each entry requires a $10 fee; winner takes half the pot, with
> second and third places each getting a forth of the pot.

Well, I wouldn't mind doing it for the prize of self satisfaction.
A compo doesn't have to have a monetary prize, though I don't think
it's a bad thing. I program/draw/write music because I like to, not
because I'm going to get paid or get recognition for it.

> Of course, Publication of the top three games in PlayStation
> Underground would be the most motavational prize of all as well as the
> least expensive - you wouldn't have to pay anything to enter the
> contest.
>
> So... What say ye, Sony?
>
> --
> 'Darco
> darco@NOSPAM@bigfoot.com

>
> (Replace "@NOSPAM@" with an "@" to email me)
>
> UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
> Voria: http://www.datasys.net/users/stu/rquat/voria
> PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 17566 END: ./2 SCEA/yaroze/freetalk/000000775html.html

--MESSAGE FILE 17567 START: ./2 SCEA/yaroze/freetalk/000000776html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Fri, 26 Jun 1998 20:09:13 -0400
Organization: SCEA News Server
Lines: 32
Message-ID: <35943829.AC44A4BB@mail.datasys.net>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net> <35943316.AB6137F5@jps.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-10.r1.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Elliott Lee wrote:
> Well, I wouldn't call it dead otherwise I (and many others) would have
> given up already. There are projects being developed, but they're in
> the pipeline. Let's just call the US scene "dormant"---expect to see
> some good stuff soon.

Yeah, you're right. Dormant is a more accurate word. Dead was a little
potent...

> Well, I wouldn't mind doing it for the prize of self satisfaction.
> A compo doesn't have to have a monetary prize, though I don't think
> it's a bad thing. I program/draw/write music because I like to, not
> because I'm going to get paid or get recognition for it.

Same here. Getting paid isn't what I really care about but getting
recognition would be great.

>   (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::

You a member of ACiD? I haven't herd that name since the old BBS days,
back when ansi art was a highly respected artform. What is acid doing
these days?

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)

Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17567 END: ./2 SCEA/yaroze/freetalk/000000776html.html

--MESSAGE FILE 17568 START: ./2 SCEA/yaroze/freetalk/000000777html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Sat, 27 Jun 1998 09:40:53 -0700
Organization: SCEA News Server
Lines: 49
Message-ID: <35952095.BEC36071@sinclair.net>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

No, we shouldn't have any prizes at all. The fact that someone's entry
won would get that person a lot of recognition in here, and knowing that
one's entry was the best would be enough. Just holding the contest
would be enough to bring out the "dormant" people and spark others to
finish their projects, as long as we could spread the word about it.

And once we had a group of high-quality demos, Sony might take notice
and put the best ones on a CD, Sony Underground or other Psx magazine,
or hold their own contest. But we should do our own contest first, at
least starting out prizeless.

Darco wrote:
>
> I second that. The US Yaroze scene is dead compared to that of the
> European and Japanesse scenes. A good contest with a modest prize of
> publication on PlayStation Underground would jumpstart the US scene.
> But to do that, we'd need SCEA's seal of approval.
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> Say...each entry requires a $10 fee; winner takes half the pot, with
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> darco@NOSPAM@bigfoot.com
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> (Replace "@NOSPAM@" with an "@" to email me)
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> UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
> Voria: http://www.datasys.net/users/stu/rquat/voria
> PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

--
-   Joshua Meeds

Dreamwriter Dragon
-=UDIC=-

We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
Arthur O'Shaughnessy
--MESSAGE FILE 17568 END: ./2 SCEA/yaroze/freetalk/000000777html.html

--MESSAGE FILE 17569 START: ./2 SCEA/yaroze/freetalk/000000778html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.event,scee.yaroze.event,scee.yaroze
.freetalk.english
Subject: Nice 'ARS' for Windows
Date: Sat, 27 Jun 1998 22:35:35 +0100
Organization: Backroom Software Ltd.
Lines: 3
Message-ID: <6n3or3$q6c13@chuka.playstation.co.uk>
NNTP-Posting-Host: usera221.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:778
scea.yaroze.programming.event:1 scee.yaroze.event:44
scee.yaroze.freetalk.english:1281

V2.0 Beta is now up at http://www.netyaroze-europe.com/~steved/

--MESSAGE FILE 17569 END: ./2 SCEA/yaroze/freetalk/000000778html.html

--MESSAGE FILE 17570 START: ./2 SCEA/yaroze/freetalk/000000779html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Darrell Porcher" <dporcher@bellatlantic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Sat, 27 Jun 1998 19:28:34 -0400
Organization: SCEA News Server
Lines: 15
Message-ID: <6n47i4$3sd2@scea>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net> <35952095.BEC36071@sinclair.net>
NNTP-Posting-Host: client-151-198-130-143.bellatlantic.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I just took a look at the previews for the Sony Underground CD and it
showcases the Yaroze games.. Just the old ones... I think there is some
promo, just not from the US wave of games.. Just the stuff from 1996/97....
To me, we need to be in Playstation Mag, the Underground CD comes to
scarcely 4/year.. That's not enough limelight..... But we really have to bee
high quality.. and bold...

Look out, here we come.....

Darrell Porcher
New Jersey Computer Game Developers Org.

--MESSAGE FILE 17570 END: ./2 SCEA/yaroze/freetalk/000000779html.html

--MESSAGE FILE 17571 START: ./2 SCEA/yaroze/freetalk/000000780html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Sun, 28 Jun 1998 12:33:01 -0700
Organization: SCEA News Server
Lines: 42
Message-ID: <35969A6D.47F1B2AD@shell.jps.net>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net> <35943316.AB6137F5@jps.net>
<35943829.AC44A4BB@mail.datasys.net>
NNTP-Posting-Host: oak-port655.jps.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Darco wrote:
> Elliott Lee wrote:
    [...]
> > Well, I wouldn't mind doing it for the prize of self satisfaction.
> > A compo doesn't have to have a monetary prize, though I don't think
> > it's a bad thing. I program/draw/write music because I like to, not
> > because I'm going to get paid or get recognition for it.
>
> Same here. Getting paid isn't what I really care about but getting
> recognition would be great.

Well, how about this. Darco: can you create a small web page with a
tentative date, a set of guidelines, and a prize-yet-to-be-announced
disclaimer? We can refine the page or junk it later.

> >   (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
>
> You a member of ACiD? I haven't herd that name since the old BBS days,
> back when ansi art was a highly respected artform. What is acid doing
> these days?

ACiD still kicks ass, but mostly in the VGA (hi-rez) area now. ACiD
used to do a heck of a lot of ANSIs, but there are more Web sites than
BBSes nowadays. If you're curious to see, check out
http://www.acid.org.

> --
> 'Darco
> darco@NOSPAM@bigfoot.com
>
> (Replace "@NOSPAM@" with an "@" to email me)
>
> UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
> Voria: http://www.datasys.net/users/stu/rquat/voria
> PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::

''' '''
--MESSAGE FILE 17571 END: ./2 SCEA/yaroze/freetalk/000000780html.html

--MESSAGE FILE 17572 START: ./2 SCEA/yaroze/freetalk/000000781html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Craig Venz <craig@cobite.com>
Newsgroups: scea.yaroze.freetalk
Subject: Yaroze people in the NY, NJ or CT area?
Date: Mon, 29 Jun 1998 10:55:17 -0400
Organization: SCEA News Server
Lines: 9
Message-ID: <3597AAD5.CD14F79B@cobite.com>
NNTP-Posting-Host: snew.cobite.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (X11; I; Linux 2.0.33 i586)

Well, I'd like to know just how many people we have from this area,
since this is my locality, and Im interested to know if theres a bunch
of us who'd like to get together some time and swap stories, hang out,
generally act like geeks, or whatever :)

I'm in NYC but I can travel a little way. All others, please speak up if
this interests you! :)

Craig
--MESSAGE FILE 17572 END: ./2 SCEA/yaroze/freetalk/000000781html.html

--MESSAGE FILE 17573 START: ./2 SCEA/yaroze/freetalk/000000782html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.event,scee.yaroze.event,scee.yaroze
.freetalk.english
Subject: Re: Nice 'ARS' for Windows
Date: Mon, 29 Jun 1998 19:08:02 +0100
Organization: Backroom Software Ltd.
Lines: 17
Message-ID: <6n8le6$sub4@chuka.playstation.co.uk>
References: <6n3or3$q6c13@chuka.playstation.co.uk>
NNTP-Posting-Host: usera630.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:782
scea.yaroze.programming.event:2 scee.yaroze.event:46
scee.yaroze.freetalk.english:1290

Some problems were found running this on 95. There is now a tiny patch to
make everything function as normal.
Check out the patch and instructions at the bottom of
http://www.netyaroze-europe.com/~steved/nice_ars_for_windows_nt.htm

Sorry to anyone who it failed to work for and who now hate me with a passion
! :)

Steve

Steve Dunn wrote in message <6n3or3$q6c13@chuka.playstation.co.uk>...
>V2.0 Beta is now up at http://www.netyaroze-europe.com/~steved/
>

>

--MESSAGE FILE 17573 END: ./2 SCEA/yaroze/freetalk/000000782html.html

--MESSAGE FILE 17574 START: ./2 SCEA/yaroze/freetalk/000000783html.html
Path: chuka.playstation.co.uk!news
From: daniel@reichardt.ch (Daniel Hartmeier)
Newsgroups: scea.yaroze.freetalk
Subject: Re: New Yaroze Dev FAQ
Date: Mon, 29 Jun 1998 21:44:32 GMT
Organization: Reichardt Informatik AG
Lines: 47
Message-ID: <35a00ab9.18206439@news.playstation.co.uk>
References: <6n71c1$4at1@scea>
NNTP-Posting-Host: empty176.magnet.ch
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

On Mon, 29 Jun 1998 03:28:13 GMT, in scea.yaroze.announce,
jamin1@psu.edu (Jamin Frederick) wrote:

>) Is there any way to read from a CD other than the Yaroze boot disk, and is
>   it allowed?

>) Can I run yaroze programs on a regular playstation? Do I still need to
>   download?

Any black PlayStation disc can be read on the Net Yaroze. On a regular
gray PlayStation that has the copy protection removed by a MOD chip, any
CD-ROM XA Mode2 with a ISO9660 compatible file system and proper boot
blocks can be read, including CD-R's.

It is possible to create a bootable CD-R that runs any Net Yaroze
program including the possibility to load data files from that disc on a
regular gray PlayStation without copy protection. The procedure isn't
terribly complicated, I've done it. The description would make an
interesting part of your FAQ. I'd even like to write it.

But since it requires extracting the runtime library and the boot blocks
from the original boot disc and copying this data to a CD-R, it might be
a violation of the license agreement we signed. I'm not sure whether
it's already illegal to do this for personal use (to save downloading
time during development). But certainly Sony doesn't want these CD-R's
be disclosed to third parties (as would be the case if I gave a copy of
my latest demo to a friend, who is not a Net Yaroze member).

So what will happen if we include this information in the FAQ? Will Sony
expel misbehaving members? There is already a lively underground scene
of people developing for Net Yaroze with Action Replay modules and
pirated compilers. It's kind of sad if a legitimate Net Yaroze member
has to search underground sources for documentation for his platform.

I think there is no harm done if a Net Yaroze member writes his large
data files to a CD-R to save downloading time. We could agree that it is
unethical to disclose such material to any non-member but that strictly
personal use is tolerated.

What is Sony's policy for dealing with this situation?

Regards,

--
Daniel Hartmeier <daniel@reichardt.ch> PGP 6A3A7409 ICQ# 12742482

"The woods are lovely, dark and deep. But I have promises to keep,
And lines to code before I sleep, And lines to code before I sleep."
--MESSAGE FILE 17574 END: ./2 SCEA/yaroze/freetalk/000000783html.html

--MESSAGE FILE 17575 START: ./2 SCEA/yaroze/freetalk/000000784html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Sean Kennedy" <skennedy@bconnex.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3 Questions for all who attended, esp. Mario
Date: 30 Jun 1998 03:21:18 GMT
Organization: Wooden Tulip Ltd.
Lines: 36
Message-ID: <01bda3d7$584ed760$8fc8bdcd@dilbert>
References: <35718657.3581814@news.scea.sony.com>
<3576a92c.636582@205.149.189.29>
NNTP-Posting-Host: pro1-143.barrie.connex.net
X-Newsreader: Microsoft Internet News 4.70.1155

Hi Mario, I finally became human again...

Hello everyone.

Mario Perdue <mperdue@l4software.com> wrote in article
<3576a92c.636582@205.149.189.29>...
> On Sun, 31 May 1998 16:39:38 GMT, matth@bellatlantic.net (Matthew
> Hulett) wrote:
> >   Hello to all you lucky guys,
> >   Well, I could ask a million questions, but let's start off with
> >just a few:
> >1) In your opinion, which company made the biggest impression at the
> >show? Who were people talking about? Close ties are allowed...
>
> I've gotta say that Sony had the most impressive booth of the show.
> The second most impressive part of the show was the size that my feet
> had swelled to by the time it was over!

I second that. Nintendo had the glitzyest. But the space dedicated for show
useage sucked big time -IMHO
There was this HUGE & VERY OBSCENE lunch area that was front & center. The
only privledged people had to be ratified by Nintendo. I thought it was a
bit TOO redmondish..

> Dreamcast and Project X were both shown privately and covered by NDA.
> I was only able to see one of them. I'd tell you about it, but then
> I'd have to kill you.
> Mario

C'mon Mario. MIB are watching I'm sure.
But if you consult the ALTIVEC information from Motorola, I think they
kinda let the cat out of the bag..

Just bein c'nadian...

-sean
--MESSAGE FILE 17575 END: ./2 SCEA/yaroze/freetalk/000000784html.html

--MESSAGE FILE 17576 START: ./2 SCEA/yaroze/freetalk/000000785html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)

Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze people in the NY, NJ or CT area?
Date: Tue, 30 Jun 1998 01:03:09 GMT
Organization: SCEA News Server
Lines: 9
Message-ID: <3598385f.87490335@news.scea.sony.com>
References: <3597AAD5.CD14F79B@cobite.com>
NNTP-Posting-Host: client-151-198-130-141.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>I'm in NYC but I can travel a little way. All others, please speak up if
>this interests you! :)

I am only 20 miles from NYC... let's see who else chimes in, I think
there is a definite lack of members from the tri-state area. I've
probably met three or four.

-Matt
--MESSAGE FILE 17576 END: ./2 SCEA/yaroze/freetalk/000000785html.html

--MESSAGE FILE 17577 START: ./2 SCEA/yaroze/freetalk/000000786html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Tue, 30 Jun 1998 16:24:14 -0400
Organization: SCEA News Server
Lines: 61
Message-ID: <3599496E.9A1F048B@mail.datasys.net>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net> <35952095.BEC36071@sinclair.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-7.r5.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Joshua Meeds wrote:
>
> No, we shouldn't have any prizes at all. The fact that someone's entry
> won would get that person a lot of recognition in here, and knowing that
> one's entry was the best would be enough. Just holding the contest
> would be enough to bring out the "dormant" people and spark others to
> finish their projects, as long as we could spread the word about it.
>
> And once we had a group of high-quality demos, Sony might take notice
> and put the best ones on a CD, Sony Underground or other Psx magazine,
> or hold their own contest. But we should do our own contest first, at
> least starting out prizeless.

Sounds good. I can set up the web page, all we need to come up with is
a date and some rules. Here is some sudjestions that I'll pull out of
my head... All tentave, lets talk each one of them over.

*** The deadline for game submition and judgement should be at least 3
or 4 months from now, to give even people who haven't started a chance
to enter.

*** We need to find some people who are willing not to enter the
contest so that they can be a judge. Maybe some Sony employees?

*** All games must totaly abide by the liscencing agreement, including all copyright notices...

*** Games cannot infringe on anyone's copyrights... IE: You can't make a new version of crash bandicoot, even if you do acknowladge that rightful owner. We want origionality.

*** You must enter a game, not a demo.

*** Games can be entered by individuals, or by groups.

*** Entry should be judged on several things... Graphics, gameplay, music, sound, and control; rather than "oh, I like this game". We should work out a judgement sheet, IMHO...

*** Only SCEA members can enter. (I just threw this one up in the air for everyone to decide on. If everyone else wants to to be a SCEA, SCEE, and SCEI contest then I'm all for it)

Just remember thoes all all sudjestions, everybody add your own, and if you see one you don't agree on lets talk it over.

I'm pretty excited about this. I'll start working on some logos. er... First we need a name for this contest. GDUS? The Yaroze Contest? The First Semi-Annual Unofficial SCEA Net Yaroze Contest, or FSAUSCEANYC? ... ok, maybe that last one won't work, but anyone got some good ideas?

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17577 END: ./2 SCEA/yaroze/freetalk/000000786html.html

--MESSAGE FILE 17578 START: ./2 SCEA/yaroze/freetalk/000000787html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Tue, 30 Jun 1998 16:30:25 -0400
Organization: SCEA News Server
Lines: 26
Message-ID: <35994AE1.6CD33C02@mail.datasys.net>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net> <35941120.4A020F7D@mail.datasys.net> <35943316.AB6137F5@jps.net> <35943829.AC44A4BB@mail.datasys.net> <35969A6D.47F1B2AD@shell.jps.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-7.r5.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Elliott Lee wrote:
> Well, how about this. Darco: can you create a small web page with a
> tentative date, a set of guidelines, and a prize-yet-to-be-announced
> disclaimer? We can refine the page or junk it later.

Ok, I'll whip one up as soon as we can throw togeather some more
info...

> ACiD still kicks ass, but mostly in the VGA (hi-rez) area now. ACiD
> used to do a heck of a lot of ANSIs, but there are more Web sites than
> BBSes nowadays. If you're curious to see, check out
> http://www.acid.org.

I went there and thoes graphics were awesome... I was dissapointed by
the web page layout though. I thought ACiD would have done something
alot more elegant than a bunch of green stuff.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17578 END: ./2 SCEA/yaroze/freetalk/000000787html.html

--MESSAGE FILE 17579 START: ./2 SCEA/yaroze/freetalk/000000788html.html
Path: chuka.playstation.co.uk!news
From: rs108@mdx.ac.uk (Robert Swan)
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Tue, 30 Jun 1998 22:04:59 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <359960aa.924838@www.netyaroze-europe.com>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net> <35952095.BEC36071@sinclair.net>
<3599496E.9A1F048B@mail.datasys.net>
NNTP-Posting-Host: stu-dialup4.mdx.ac.uk
X-Newsreader: Forte Free Agent 1.11/32.235

On Tue, 30 Jun 1998 16:24:14 -0400, Darco <rquat@mail.datasys.net>
wrote:
quite a bit.

Im not that bothered if SCEE are excluded. I think that you lot have
had just a leetle less to be enthusiastic about. Having said that, I
dont mind being a judge and giving a hand to things, Darco :)

Robert Swan
rs108@mdx.ac.uk
http://www.netyaroze-europe.com/~middex2 (to those who can access
SCEE, so not you, Darco!)
--MESSAGE FILE 17579 END: ./2 SCEA/yaroze/freetalk/000000788html.html

--MESSAGE FILE 17580 START: ./2 SCEA/yaroze/freetalk/000000789html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Darrell Porcher" <dporcher@bellatlantic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze people in the NY, NJ or CT area?
Date: Sun, 28 Jun 1998 15:36:02 -0400
Organization: SCEA News Server
Lines: 23
Message-ID: <6nc13d$57l6@scea>
References: <3597AAD5.CD14F79B@cobite.com>

NNTP-Posting-Host: client-151-198-130-35.bellatlantic.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Hey Craig, I'm in NJ

But I lead the NJ Computer Game Developers Organization, and may take over the New York Group as Well... Check our website http://www.njgamedev.org in about 2 weeks.. We're revamping.. and may start having meeting soon...

Later
Darrell Porcher
New Jersey Computer Game Developers Organization

Craig Venz wrote in message <3597AAD5.CD14F79B@cobite.com>...
>Well, I'd like to know just how many people we have from this area,
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>I'm in NYC but I can travel a little way. All others, please speak up if
>this interests you! :)
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>Craig

--MESSAGE FILE 17580 END: ./2 SCEA/yaroze/freetalk/000000789html.html

--MESSAGE FILE 17581 START: ./2 SCEA/yaroze/freetalk/000000790html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Darrell Porcher" <dporcher@bellatlantic.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Mon, 29 Jun 1998 00:20:33 -0400
Organization: SCEA News Server
Lines: 82
Message-ID: <6nc1jp$57l7@scea>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net> <35952095.BEC36071@sinclair.net>
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NNTP-Posting-Host: client-151-198-130-35.bellatlantic.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I think this should be SCEA only too, SCEE excludes us, so I't only fair that we compete amonst ourselves too.

Maybe later on we can have a world wide Yaroze contest... say with 10 winners or categories

Man, we were the last to get it, and it seems that we get the least hype from it all.. Maybe we need to out do everyone else.. That's my goal...

Darrell Porcher
New Jersey Computer Game Developers Org,
Yarozer since 3/98

Darco wrote in message <3599496E.9A1F048B@mail.datasys.net>...
>Joshua Meeds wrote:
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>
>--
>'Darco
>darco@NOSPAM@bigfoot.com
>
>(Replace "@NOSPAM@" with an "@" to email me)
>
>UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
>Voria: http://www.datasys.net/users/stu/rquat/voria
>PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

--MESSAGE FILE 17581 END: ./2 SCEA/yaroze/freetalk/000000790html.html

--MESSAGE FILE 17582 START: ./2 SCEA/yaroze/freetalk/000000791html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Tue, 30 Jun 1998 21:56:35 -0400
Organization: SCEA News Server
Lines: 22
Message-ID: <35999753.23CC98AB@mail.datasys.net>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net> <35952095.BEC36071@sinclair.net>
<3599496E.9A1F048B@mail.datasys.net> <359960aa.924838@www.netyaroze-europe.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-4.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Robert Swan wrote:
> Im not that bothered if SCEE are excluded. I think that you lot have
> had just a leetle less to be enthusiastic about. Having said that, I
> dont mind being a judge and giving a hand to things, Darco :)

I don't mind there being judges outside of SCEA. In fact, I think that
would be a good thing.

> http://www.netyaroze-europe.com/~middex2 (to those who can access
> SCEE, so not you, Darco!)

naaaaaaaaaaaaaaaaaaaaa, shadup. :P

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17582 END: ./2 SCEA/yaroze/freetalk/000000791html.html

--MESSAGE FILE 17583 START: ./2 SCEA/yaroze/freetalk/000000792html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: 01 Jul 1998 12:27:41 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Sender: thutton@TECH10
Message-ID: <uhg125mqq.fsf@cybec.com.au>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
    <35941120.4A020F7D@mail.datasys.net> <35952095.BEC36071@sinclair.net>
    <3599496E.9A1F048B@mail.datasys.net>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

Darco <rquat@mail.datasys.net> writes:

> *** Only SCEA members can enter. (I just threw this one up in the air
> for everyone to decide on. If everyone else wants to to be a SCEA,
> SCEE, and SCEI contest then I'm all for it)

I don't really mind - but if you do make it SCEA only, then those of
us in SCEE that aren't in the UK can't enter the GDUK nor your compo.
--
Toby.
--MESSAGE FILE 17583 END: ./2 SCEA/yaroze/freetalk/000000792html.html

--MESSAGE FILE 17584 START: ./2 SCEA/yaroze/freetalk/000000793html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: Re: New Yaroze Dev FAQ
Date: 01 Jul 1998 12:30:31 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Sender: thutton@TECH10
Message-ID: <uemw65mm0.fsf@cybec.com.au>
References: <6n71c1$4at1@scea> <35981C32.AC9F87F4@jps.net>
    <35983791.87283832@news.scea.sony.com>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

matth@bellatlantic.net (Matthew Hulett) writes:

>
>
> > Utilities:
> >   SIO - common SIOCONS batch file extension
>
>   Am I mistaken, or is .SIO a common PsComUtil batch file extension?

I don't have Code Warrior, only use siocons, and I've never heard of
.SIO
--
Toby.

This is the second time. I can post to scea.yaroze.freetalk from the
SCEE server, but not scea.yaroze.announce. What's going on?
--MESSAGE FILE 17584 END: ./2 SCEA/yaroze/freetalk/000000793html.html

--MESSAGE FILE 17585 START: ./2 SCEA/yaroze/freetalk/000000794html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Tue, 30 Jun 1998 20:14:52 -0700
Organization: SCEA News Server
Lines: 26
Message-ID: <3599A9AC.BCA637D3@sinclair.net>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net> <35952095.BEC36071@sinclair.net>
<3599496E.9A1F048B@mail.datasys.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Darco wrote:
> I'm pretty excited about this. I'll start working on some logos. er...
> First we need a name for this contest. GDUS? The Yaroze Contest? The
> First Semi-Annual Unofficial SCEA Net Yaroze Contest, or FSAUSCEANYC?
> ... ok, maybe that last one won't work, but anyone got some good
> ideas?
>

Try this: SEEDCO

SCEA
Electronic
Entertainent
Development
Contest

--
-   Joshua Meeds
  Dreamwriter Dragon
      -=UDIC=-
_____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 17585 END: ./2 SCEA/yaroze/freetalk/000000794html.html

--MESSAGE FILE 17586 START: ./2 SCEA/yaroze/freetalk/000000795html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GD"US"?
Date: Wed, 01 Jul 1998 11:50:47 -0400
Organization: SCEA News Server
Lines: 21
Message-ID: <359A5AD7.77BB9B77@mail.datasys.net>
References: <358EB19F.4C9DBEA8@jps.net> <3591DDE7.C5B6C456@sinclair.net>
<35941120.4A020F7D@mail.datasys.net> <35952095.BEC36071@sinclair.net>
<3599496E.9A1F048B@mail.datasys.net> <3599A9AC.BCA637D3@sinclair.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-7.r2.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Joshua Meeds wrote:
> Try this: SEEDCO
>
> SCEA
> Electronic
> Entertainent
> Development
> Contest

Sounds cool, but where did you get the "O" from in "SEEDCO"? hehe...
:)

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17586 END: ./2 SCEA/yaroze/freetalk/000000795html.html

--MESSAGE FILE 17587 START: ./2 SCEA/yaroze/freetalk/000000796html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Sean Kennedy" <skennedy@bconnex.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony's grand experiment?
Date: 2 Jul 1998 21:28:21 GMT
Organization: SCEA News Server
Lines: 36
Message-ID: <01bda601$6dca6240$3332d68e@Hackbert.humberc.on.ca>
References: <357EECC1.97053769@jps.net> <358018A7.26DDE8E0@ndirect.co.uk>
<35815177.1061924@www.netyaroze-europe.com> <35889716.F514472C@sinclair.net>
<3589596F.6CAF2868@ndirect.co.uk> <1dawm8b.dt206p1ijdiiyN@a1-88-120.a1.nl>
NNTP-Posting-Host: 142.214.50.51
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1342
scea.yaroze.freetalk:796

DEnnis Brinkhuis <macsuppor@a1.nl> wrote in article
<1dawm8b.dt206p1ijdiiyN@a1-88-120.a1.nl>...
> > I'd like to get some FMV into my
> > games. Anyone else with me on this?
> >
>
> Yes, me! There is now way to do it by uploading it at this speed.
>
> I think that sony should collect all the best work and put it on a
> blackdisk. Than sell it in shops for a price like maybe 10 pounds.
>

Look for the upcoming edition of Playstation Underground.
This PSX CD based magzine is distributed to those with a PSX {GREY} system
and the demos and captures and Interveiws are all done in A: FMV, B: PSX
demo mode code. {libps.a} or C: Live TMD 3D model generator with audio
track.

FMV in games. Stay tuned. This may be a demand option that may have to
enhanced to those members of Yaroze. {Licenced In-line assember module
call. with a fixed name. Directory structures would be the differentiator}
This way FMV would not be a hackable item. But one that Yaroze members
could burn their own Gold CD's with FMV movies on it and the DL code
modules from Codewarrior live debug environment.

Note: The probable reason Sony did not wish to have FMV in the first place
was due to the WebCT filespace constraints. Who wants a 34MB file on the
Web trying to DL over a 28.8, I DON'T THINK SO... Simpler & cheaper to send
via smail in CD format.

Now that most of the Yaroze members have ISP webspace already. Those who
wish to could make material available. [Use MPEG] that plays on the PC/MAC
and then play the game on the PSX. Great way to demo..
-sean
--MESSAGE FILE 17587 END: ./2 SCEA/yaroze/freetalk/000000796html.html

--MESSAGE FILE 17588 START: ./2 SCEA/yaroze/freetalk/000000797html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Game / Demo Competition....
Date: Sat, 4 Jul 1998 09:53:34 -0500
Organization: SCEA News Server
Lines: 13
Message-ID: <6nlf6k$6102@scea>
NNTP-Posting-Host: dl04.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:76 scea.yaroze.freetalk:797
scee.yaroze.beginners:389 scee.yaroze.freetalk.english:1350

I have decided to start a Game / Demo competition... It is for anyone /
group that owns a Yaroze, SCEA, SCEE, SCEI.. Details can be found on my web
site:

http://yaroze-world.org

If you are interested in joining let me know.

Regards,

Jeff (aka Zark Wizard) / Nemesis

--MESSAGE FILE 17588 END: ./2 SCEA/yaroze/freetalk/000000797html.html

--MESSAGE FILE 17589 START: ./2 SCEA/yaroze/freetalk/000000798html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Mon, 06 Jul 1998 10:42:09 -0700
Organization: Cisco Systems
Lines: 48
Message-ID: <35A10C71.E193D187@jps.net>
References: <6nlf6k$6102@scea>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:77 scea.yaroze.freetalk:798
scee.yaroze.beginners:390 scee.yaroze.freetalk.english:1356

Cool. Some notes:

- some kind of disclaimer statiting that this is not an
  officialed contest from the SCE[A|E|I].

- requirements for entries. something like:

  All games and demos must:
  - be executables that can be loaded with the
    provided Yaroze utilities (e.g. SIOCONS). It

doesn't matter what you used to create it, but
it must be run-able for all.
- have an NTSC mode if it originates from a PAL system.
- have a title screen or ending credits text
listing at least one contact address (e-mail)
- adhere to the Yaroze membership guidelines
(i.e. no profanity, racism, sexist comments,
nudity etc.); basic courtesy to other members
worldwide.

- copyright disclaimer stating that Yaroze and the Playstation
are Sony stuff and that the programs entered in this compo
are copyright their respectful authors. Also, that entries
are being run at the risk of the members' machines---e.g.
no one will be responsible for damage to their equipment
due to bad refresh rates. Of course, there would be a penalty
if someone enters a virus or something.

Jeff Lawton wrote:
>
> I have decided to start a Game / Demo competition... It is for anyone /
> group that owns a Yaroze, SCEA, SCEE, SCEI.. Details can be found on my web
> site:
>
> http://yaroze-world.org
>
> If you are interested in joining let me know.
>
> Regards,
>
> Jeff (aka Zark Wizard) / Nemesis

--
Mata ne, ...
- e! ::' tenchi@shell.jps.net '::
(Protocol) :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
(Tenchikun) ::. http://www.jps.net/tenchi .::
''' '''
--MESSAGE FILE 17589 END: ./2 SCEA/yaroze/freetalk/000000798html.html

--MESSAGE FILE 17590 START: ./2 SCEA/yaroze/freetalk/000000799html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: David White <david.white@cubic.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Mon, 06 Jul 1998 11:08:46 -0700
Organization: SCEA News Server
Lines: 15
Message-ID: <35A112AE.446B@cubic.com>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
NNTP-Posting-Host: onyx1.corp.cubic.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01SC-SGI (X11; I; IRIX 5.3 IP19)
Xref: chuka.playstation.co.uk scea.yaroze.announce:78 scea.yaroze.freetalk:799
scee.yaroze.beginners:391 scee.yaroze.freetalk.english:1357

Elliott Lee wrote:
>
> Cool. Some notes:

>
>   - requirements for entries. something like:
>
>   All games and demos must:
>   - be executables that can be loaded with the
>   provided Yaroze utilities (e.g. SIOCONS). It
>   doesn't matter what you used to create it, but
>   it must be run-able for all.

That would lock out all Macintosh developers!

David
--MESSAGE FILE 17590 END: ./2 SCEA/yaroze/freetalk/000000799html.html

--MESSAGE FILE 17591 START: ./2 SCEA/yaroze/freetalk/000000800html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Mon, 06 Jul 1998 16:26:45 -0700
Organization: Cisco Systems
Lines: 26
Message-ID: <35A15D35.E5068B36@jps.net>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
<35A112AE.446B@cubic.com>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:79 scea.yaroze.freetalk:800
scee.yaroze.beginners:394 scee.yaroze.freetalk.english:1359

David White wrote:
> Elliott Lee wrote:
> > Cool. Some notes:
> >   - requirements for entries. something like:
> >   All games and demos must:
> >   - be executables that can be loaded with the
> >   provided Yaroze utilities (e.g. SIOCONS). It
> >   doesn't matter what you used to create it, but
> >   it must be run-able for all.
>
> That would lock out all Macintosh developers!
>
> David

Special arrangements can be made for Mac developers who must use the
CodeWarrior suite. What I meant was that whatever you produce must
be sharable with other people. For instance, you shouldn't develop
something that streams data from your PC/Mac via a tool like an AR.
What is the highest common denominator we have?

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                  '''   '''
--MESSAGE FILE 17591 END: ./2 SCEA/yaroze/freetalk/000000800html.html

--MESSAGE FILE 17592 START: ./2 SCEA/yaroze/freetalk/000000801html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Demos & games release list?
Date: Tue, 07 Jul 1998 11:56:21 -0700
Organization: Cisco Systems
Lines: 31
Message-ID: <35A26F55.E81C4167@jps.net>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:209 scea.yaroze.freetalk:801

Does someone want to start logging titles, URLs, and descriptions of
Yaroze games that all of us make (SCE[A|E|I])? I'm having a big
problem keeping up with all the release announcements as they are
split over several groups and sometimes not even posted here. I'd
be willing to maintain such a page for the near-term.

So, if you want your project "registered" on this page, please send
me (in e-mail) or post here:

   + name of project
   + name of author(s)
   + URL to the project file(s)
   + URL or e-mail address for conctact information
   + short description of project
   + PAL/NTSC
   + other system requirements (e.g. requires PRO-AR, analog
     control, etc.)

I have no idea what the page will look like right now other than a
table. This will also be posted on a publicly-accessible page.

If you have a better idea than this, please post a reply to this
thread. ^_^

Just a few thoughts...

Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 17592 END: ./2 SCEA/yaroze/freetalk/000000801html.html

--MESSAGE FILE 17593 START: ./2 SCEA/yaroze/freetalk/000000802html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Ed Federmeyer <Ed_Federmeyer@mw.3com.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Memory card saving utility?
Date: Tue, 07 Jul 1998 19:06:25 -0500
Organization: SCEA News Server
Lines: 25
Message-ID: <35A2B801.17DE0EF@mw.3com.com>
References: <wal-ya02408000R1206980347270001@news.scea.sony.com>
<35897E97.8B357C62@mail.datasys.net>

NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)

>Darco wrote:
>>wayne a. lee wrote:
>> I seem to remember that there was a utility somewhere that allows you to
>> make backups of your PSX memory cards on your PC, via the Yaroze.... Does
>> anyone know what it's called, and where to find it? I've been looking
>> around the web site but I'm not having much luck.
>
> I don't know about any utility, but you should be able to download the
> memory card files without writing one. using siocons, you can view the
> contents of the memory card, and load the individual "files" into
> memory. Then, just do a "dsave" type deal and download (Despite

I've tried this several times but it never works for me. I have no problem
getting code and data INTO my Yaroze, but I still have not been able to
use the SIOCONS commands to get data from the Yaroze to my PC.

I wound up writing a simple little Yaroze program to "printf" the values
in hex to the console, and using a terminal program to log the output to
a file, which I then need to "hex2bin" convert it. Blah.

Any ideas? Obviously the "Yaroze->PC" direction works under program
control, but the SIOCONS commands don't seem to like that data direction.

EdF

--MESSAGE FILE 17593 END: ./2 SCEA/yaroze/freetalk/000000802html.html

--MESSAGE FILE 17594 START: ./2 SCEA/yaroze/freetalk/000000803html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Ed Federmeyer <Ed_Federmeyer@mw.3com.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Memory card saving utility?
Date: Tue, 07 Jul 1998 19:13:25 -0500
Organization: SCEA News Server
Lines: 25
Message-ID: <35A2B9A5.3D88B74D@mw.3com.com>
References: <wal-ya02408000R1206980347270001@news.scea.sony.com>
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)

wayne a. lee wrote:

> I seem to remember that there was a utility somewhere that allows you to
> make backups of your PSX memory cards on your PC, via the Yaroze.... Does
> anyone know what it's called, and where to find it? I've been looking
> around the web site but I'm not having much luck.

By the way, http://www.rocketgameproducts.com shows something they call
the "Cheat Factory", which looks like it allows you to connect the memory
card
output of the PlayStation to you PC, treating the PC as a GIGANTIC memory
card.
You can then edit the save files and make "cheat saves", trade your save
games,

and stuff like that.

They also have a "memory card disc drive" that saves game saves to a 3-1/2" floppy
disc instead of a memory card. It doesn't say if these floppies are readable in
normal PC or Mac floppy drives. (I would hope so.)

Has anyone tried these products?
EdF

--MESSAGE FILE 17594 END: ./2 SCEA/yaroze/freetalk/000000803html.html

--MESSAGE FILE 17595 START: ./2 SCEA/yaroze/freetalk/000000804html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Ed Federmeyer <Ed_Federmeyer@mw.3com.com>
Newsgroups:
scea.yaroze.freetalk,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.english,scee.yaroze.freetalk.german
Subject: Re: Action Replay Cartridge
Date: Tue, 07 Jul 1998 19:26:32 -0500
Organization: SCEA News Server
Lines: 40
Message-ID: <35A2BCB8.3462C182@mw.3com.com>
References: <6kjrhq$lev13@chuka.playstation.co.uk>
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:804
scee.yaroze.freetalk.dutch:17 scee.yaroze.freetalk.english:1368
scee.yaroze.freetalk.german:26

Maurice Sibrandi wrote:

> Does anyone know where I can buy an Action Replay cartridge with PC-Comms
> Link. Preferably a online-store or post-order company. You can leave out
> Datel, because I already checked them.

Can anyone explain the whole story of the "Game Shark" to me?

How do "Datel", "InterAct", "Rocket Game Products", "Action Replay",
"Game Shark", "Shark Link", "Comms card" all relate to each other?
(As well as any other bits I'm missing.) Are these companies related
to the original "Game Genie" company that made Game Genies for the
NES/SNES/Genesis/GameBoy/GameGear/(other systems?) (Wasn't it
CodeMasters, the makers of the current Micro Machines game on the
PlayStation?)

On the Rocket Game Products web page http://www.rocketgameproducts.com
they seems to have Game Sharks and Shark Links for sale, which seem alot like

the Action Replay and Comms Card, but different (Comms card seems to be a
PC ISA card, and the Shark Link seems to connect to the PC's parallel port).
But they also seems to mention somewhere that "Game Shark" is a trademark
of "InterAct". Why then are both (all three? Maybe more?) companies selling

"Game Sharks"?

Can I use the ARS type Yaroze software with a "Shark Link" rather than the
"Comms Card"??? What is the difference between ARS and "Nice ARS"?
Are there other fast-download solutions along these lines?

Can anyone from Sony comment on whether these products are considered "good" or "bad" (whatever those might mean!) Whats the company line on these kinds of 3rd party peripherals?

If someone could write a nice, clear, complete picture of this seemingly grey

area, that would be very cool! Please help clear this confusion up for me!!!

EdF

--MESSAGE FILE 17595 END: ./2 SCEA/yaroze/freetalk/000000804html.html

--MESSAGE FILE 17596 START: ./2 SCEA/yaroze/freetalk/000000805html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Wed, 08 Jul 1998 00:53:53 GMT
Organization: SCEA News Server
Lines: 48
Message-ID: <35a2c1e4.8248824@news.scea.sony.com>
References: <35A26F55.E81C4167@jps.net>
NNTP-Posting-Host: JAMINFRE.hq.ensco.com
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:210 scea.yaroze.freetalk:805

Sounds like a great idea It can be a pain to go around looking for updated webpages to download new stuff.

It should also include how complete, or playable, the game is, since there's a lot of uncompleted semi-game things out there.

I'd also like to know if source is available for a particular project.

Perhaps a rating would be good too, by the author or someone else...

Jamin

On Tue, 07 Jul 1998 11:56:21 -0700, Elliott Lee <tenchi@jps.net> wrote:

>Does someone want to start logging titles, URLs, and descriptions of
>Yaroze games that all of us make (SCE[A|E|I])? I'm having a big
>problem keeping up with all the release announcements as they are
>split over several groups and sometimes not even posted here. I'd
>be willing to maintain such a page for the near-term.
>
>So, if you want your project "registered" on this page, please send
>me (in e-mail) or post here:
>
> + name of project
> + name of author(s)
> + URL to the project file(s)
> + URL or e-mail address for conctact information
> + short description of project
> + PAL/NTSC
> + other system requirements (e.g. requires PRO-AR, analog
>   control, etc.)
>
>I have no idea what the page will look like right now other than a
>table. This will also be posted on a publicly-accessible page.

>
>If you have a better idea than this, please post a reply to this
>thread. ^_^
>
>Just a few thoughts...
>
>Mata ne, ...
>- e!   ::'   tenchi@shell.jps.net   '::
> (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
> (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
>   '''   '''

--MESSAGE FILE 17596 END: ./2 SCEA/yaroze/freetalk/000000805html.html

--MESSAGE FILE 17597 START: ./2 SCEA/yaroze/freetalk/000000806html.html
Path: chuka.playstation.co.uk!scea!pro1-147.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Tue, 07 Jul 1998 22:49:56 -0500
Organization: Wooden Tulip Ltd.
Lines: 34
Message-ID: <skennedy-0707982249560001@pro1-147.barrie.connex.net>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
<35A112AE.446B@cubic.com> <35A15D35.E5068B36@jps.net>
NNTP-Posting-Host: pro1-147.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.announce:80 scea.yaroze.freetalk:806
scee.yaroze.beginners:395 scee.yaroze.freetalk.english:1369

In article <35A15D35.E5068B36@jps.net>, tenchi@jps.net wrote:

> David White wrote:
> > Elliott Lee wrote:
> > > Cool. Some notes:
> > >   - requirements for entries. something like:
> > >   All games and demos must:
> > >   - be executables that can be loaded with the
> > >   provided Yaroze utilities (e.g. SIOCONS). It
> > >   doesn't matter what you used to create it, but
> > >   it must be run-able for all.
> > That would lock out all Macintosh developers!
> > David
>
> Special arrangements can be made for Mac developers who must use the
> CodeWarrior suite. What I meant was that whatever you produce must
> be sharable with other people. For instance, you shouldn't develop
> something that streams data from your PC/Mac via a tool like an AR.
> What is the highest common denominator we have?

Yes, that is a good point, But I have also been dev'ing PSX apps and using
SIOCONS {USING SOFTPC... ;) } to DL and test the code. This really does
well for those who want good speed.

It does mean that if you are a Mac Developer {I am, I also do WIN32 DX5
and GB..} that you do need the requirement of using a Power Macintosh.
I found out {Much to the annoyance of J. Sumner @ Metrowerks...} that to
do any "REAL" work on Yaroze, I needed a powermac. I finally got one.
Hi Joel...   :)

FYI, I also got the GCC under MkLinux {Powermac} to host yaroze technology.
Trouble is, I need to build a SIOCONS for MkLinux..

Anybody at Sony got the source??? All I need is the Binary Downloader.. BLOAD component.
--MESSAGE FILE 17597 END: ./2 SCEA/yaroze/freetalk/000000806html.html

--MESSAGE FILE 17598 START: ./2 SCEA/yaroze/freetalk/000000807html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups: scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.freetalk.english
Subject: Re: Game / Demo Competition....
Date: Tue, 7 Jul 1998 21:50:26 -0500
Organization: SCEA News Server
Lines: 10
Message-ID: <6numah$7mk7@scea>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
NNTP-Posting-Host: dl01.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOle: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:81 scea.yaroze.freetalk:807 scee.yaroze.beginners:396 scee.yaroze.freetalk.english:1370

Great point... I'll add exectly that to the site.

Regards,

Zark / Nemesis

http://yaroze-world.org

--MESSAGE FILE 17598 END: ./2 SCEA/yaroze/freetalk/000000807html.html

--MESSAGE FILE 17599 START: ./2 SCEA/yaroze/freetalk/000000808html.html
Path: chuka.playstation.co.uk!scea!pro1-147.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Hello, Here's a picture from E3
Date: Tue, 07 Jul 1998 23:00:47 -0500
Organization: Wooden Tulip Ltd.
Lines: 21
Message-ID: <skennedy-0707982300480001@pro1-147.barrie.connex.net>
NNTP-Posting-Host: pro1-147.barrie.connex.net

   Hey everyone.
Its July, and well. I sat with the scanner, and scanned in some of the photos from the E3 conference in May.

The website content is located on panther for now.

But It will be moving to www.woodentulip.com soon. {August}

For now it is at:

http://panther.humberc.on.ca/~woodentulip/mariop.jpg

Have fun.

Let me know if you had attended E3, it might make for a good Event update to the SCEA yaroze web-page.

Those who took pictures, should arrange to send them in!

-sean
--MESSAGE FILE 17599 END: ./2 SCEA/yaroze/freetalk/000000808html.html

--MESSAGE FILE 17600 START: ./2 SCEA/yaroze/freetalk/000000809html.html
Path: chuka.playstation.co.uk!scea!pro1-147.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Hello, Here's a picture from E3 Ah, CRAP!
Date: Tue, 07 Jul 1998 23:18:56 -0500
Organization: Wooden Tulip Ltd.
Lines: 29
Message-ID: <skennedy-0707982318560001@pro1-147.barrie.connex.net>
References: <skennedy-0707982300480001@pro1-147.barrie.connex.net>
NNTP-Posting-Host: pro1-147.barrie.connex.net

In article <skennedy-0707982300480001@pro1-147.barrie.connex.net>,
skennedy@bconnex.net (Sean Kennedy) wrote:
>   Hey everyone.
> Its July, and well. I sat with the scanner, and scanned in some of the
> photos from the E3 conference in May.
> The website content is located on panther for now.
> But It will be moving to www.woodentulip.com soon. {August}
> For now it is at:
> http://panther.humberc.on.ca/~woodentulip/mariop.jpg
> Have fun.
> Let me know if you had attended E3, it might make for a good Event update
> to the SCEA yaroze web-page.
> Those who took pictures, should arrange to send them in!
> -sean

Ah Crap! I totally forgot that I temporarily hooked panther into a
different network to do some Logging & Statistics.

Trouble is, when I did this Panther cannot be seen from the Outside.

New Location:

http://www.bconnex.net/~skennedy/woodentulip/mariop.jpg

Sorry, I posted first, uploaded later... Trouble happens when the shells
are wet...

-sean
--MESSAGE FILE 17600 END: ./2 SCEA/yaroze/freetalk/000000809html.html

--MESSAGE FILE 17601 START: ./2 SCEA/yaroze/freetalk/000000810html.html
Path: chuka.playstation.co.uk!scea!pro1-147.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: The Yaroze and the O2
Date: Tue, 07 Jul 1998 23:30:38 -0500
Organization: Wooden Tulip Ltd.
Lines: 21
Message-ID: <skennedy-0707982330390001@pro1-147.barrie.connex.net>
References: <35622F49.4F125E32@ix.netcom.com>
NNTP-Posting-Host: pro1-147.barrie.connex.net

> Does anybody out there have a SGI O2? I don't know if I'll be able to

> hook my Yaroze up to it (haven't seen the connections yet).
> Manny Najera

Hi Manny!

   I've got a couple of tips to try if you are using the O2.
First: ? Have you tried to hook in yet?
Second: Do you have WABI or a Virtual MS-DOS Software on the SGI box.

Since the date of the posting, I didn't know whether or not you've tried.
But under MkLInux and X-Windows, I can still bring up a COMM session to
chat with the yaroze, and dev up some code.

I FTP it to a pc on a switch box, and use SIOCONS to Upload it, then I
switch back to use the debugger.. In X windows.

I also use Soft Windows to do SIOCONS from the mac, with mixed results..

Softwin or Virtual PC for SGI may help.
-sean
--MESSAGE FILE 17601 END: ./2 SCEA/yaroze/freetalk/000000810html.html

--MESSAGE FILE 17602 START: ./2 SCEA/yaroze/freetalk/000000811html.html
Path: chuka.playstation.co.uk!scea!pro1-147.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: For all N64 owners...
Date: Tue, 07 Jul 1998 23:37:45 -0500
Organization: Wooden Tulip Ltd.
Lines: 21
Message-ID: <skennedy-0707982337450001@pro1-147.barrie.connex.net>
References: <3589db78.3213996@news.scea.sony.com>
<358B34F4.4F1BCE2D@mail.datasys.net> <1dax4xs.zunp529gzsywN@[194.151.88.141]>
<358C5934.6B441148@mail.datasys.net> <358cb4b6.7034895@news.scea.sony.com>
<358c8152.77058126@news.scea.sony.com> <1daz7p7.1qcu25y68pmvsN@a1-88-136.a1.nl>
<358e556c.40057403@news.scea.sony.com> <1db4c4h.wrtvba3k0wdmN@a1-88-118.a1.nl>
<01bd9ff4$b59ddba0$4b9ee218@gersauve.cgocable.ca> <1db6722.1qp5et08tt2nwN@a1-88-
103.a1.nl>
NNTP-Posting-Host: pro1-147.barrie.connex.net

> dr Z <gersauve@cgocable.ca> wrote:
> > > Thanks anyhow. I also must say that we are bussy to unite all the
> > > mac-using Ny-members.
> > Who is trying to unite all the MAC-using NY-members? I would like to be
> > part of that.
> > Germain (doctor Z) Sauve, MAC-using NY-member.
> Me and another SCEE user. I will make special webpage this weekend.
> My page can be found at
> http://come.to/debri
> DEnnis..

Cool.

Us MacLedds are annoying; but because we are programmers, we use the
easiest systems to do a job, and to do that means MacOS.

'sides what other operating system allows internationalisation that
reaches Iceland. Certainly not Windows95/98???

;)
-sean
--MESSAGE FILE 17602 END: ./2 SCEA/yaroze/freetalk/000000811html.html

--MESSAGE FILE 17603 START: ./2 SCEA/yaroze/freetalk/000000812html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Tue, 07 Jul 1998 21:09:54 -0700
Organization: SCEA News Server
Lines: 47
Message-ID: <35A2F112.52759E@sinclair.net>
References: <35A26F55.E81C4167@jps.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:211 scea.yaroze.freetalk:812

There's already an SCEE site that has reviews of a lot of games on SCEE,
SCEA, and SCEI. I forget which one, though.

Elliott Lee wrote:
>
> Does someone want to start logging titles, URLs, and descriptions of
> Yaroze games that all of us make (SCE[A|E|I])? I'm having a big
> problem keeping up with all the release announcements as they are
> split over several groups and sometimes not even posted here. I'd
> be willing to maintain such a page for the near-term.
>
> So, if you want your project "registered" on this page, please send
> me (in e-mail) or post here:
>
>   + name of project
>   + name of author(s)
>   + URL to the project file(s)
>   + URL or e-mail address for conctact information
>   + short description of project
>   + PAL/NTSC
>   + other system requirements (e.g. requires PRO-AR, analog
>   control, etc.)
>
> I have no idea what the page will look like right now other than a
> table. This will also be posted on a publicly-accessible page.
>
> If you have a better idea than this, please post a reply to this
> thread. ^_^
>
> Just a few thoughts...
>
> Mata ne, ...
> - e!   ::'   tenchi@shell.jps.net   '::
>   (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
>   (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
>   '''   '''

--
-   Joshua Meeds
  Dreamwriter Dragon
      -=UDIC=-
____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting

  Arthur O'Shaughnessy
--MESSAGE FILE 17603 END: ./2 SCEA/yaroze/freetalk/000000812html.html

--MESSAGE FILE 17604 START: ./2 SCEA/yaroze/freetalk/000000813html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!pro1-147.barrie.connex.net!
user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Wed, 08 Jul 1998 00:21:32 -0500
Organization: Wooden Tulip Ltd.
Lines: 21
Message-ID: <skennedy-0807980021320001@pro1-147.barrie.connex.net>
References: <354E3676.9499842C@mail.datasys.net> <wal-
ya02408000R1605980238240001@news.scea.sony.com> <35649EFA.3C85@mindspring.com>
<wal-ya02408000R2705980014060001@news.scea.sony.com>
NNTP-Posting-Host: pro1-147.barrie.connex.net

> Ok, what the heck, I'll volunteer to take responsibility for organizing
> this lunch thing, since no one else is. I'm leaving for Atlanta tomorrow...
> I'm going to be away from newsgroups, but I will be reachable via e-mail
> <wal@blarg.net>.
> So, how about lunch on Friday, say 1 PM? Send me e-mail if you'd be into
> this. Let's say somewhere very close by, either in the convention center,
> or the CNN center, for convenience's sake. I'll scout out a place Thursday,
> and I'll try to make the info available by Friday morning. I'll tell Mario
> at the Yaroze booth, and then everyone can just bug him :-) With any luck,
> he'll let me put up a little sign or something. I'll also send e-mail to
> anyone who writes me.
> I won't be checking newsgroups after this point, so e-mail me with your
> comments...

Too bad I didn't get to see this till today.
Boy, what a disappointment.
I was in 'Lanta without the convenience of E-mail or otherwise.
So I didn't get to see this.

Oh well.
-sean
--MESSAGE FILE 17604 END: ./2 SCEA/yaroze/freetalk/000000813html.html

--MESSAGE FILE 17605 START: ./2 SCEA/yaroze/freetalk/000000814html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Hello, Here's a picture from E3
Date: Wed, 08 Jul 1998 05:12:18 GMT
Organization: L4 Software
Lines: 29
Message-ID: <35a2ffa1.97764521@205.149.189.29>
References: <skennedy-0707982300480001@pro1-147.barrie.connex.net>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Hey, I know that guy!!

Mario

On Tue, 07 Jul 1998 23:00:47 -0500, skennedy@bconnex.net (Sean

Kennedy) wrote:

>   Hey everyone.
>Its July, and well. I sat with the scanner, and scanned in some of the
>photos from the E3 conference in May.
>
>The website content is located on panther for now.
>
>But It will be moving to www.woodentulip.com soon. {August}
>
>
>For now it is at:
>
>http://panther.humberc.on.ca/~woodentulip/mariop.jpg
>
>Have fun.
>
>Let me know if you had attended E3, it might make for a good Event update
>to the SCEA yaroze web-page.
>
>Those who took pictures, should arrange to send them in!
>
>-sean

--MESSAGE FILE 17605 END: ./2 SCEA/yaroze/freetalk/000000814html.html

--MESSAGE FILE 17606 START: ./2 SCEA/yaroze/freetalk/000000815html.html
Path: chuka.playstation.co.uk!scea!pro1-147.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Analog Pad w/Dual Shock, Tidbits and trips...
Date: Wed, 08 Jul 1998 00:18:04 -0500
Organization: Wooden Tulip Ltd.
Lines: 67
Message-ID: <skennedy-0807980018040001@pro1-147.barrie.connex.net>
References: <35521D7E.D42C3393@mail.datasys.net>
<3557B2D4.BFB9DAEE@ndirect.co.uk> <3558372F.B4A015F9@mail.datasys.net>
<uhg2v7xxc.fsf@cybec.com.au> <355B4FE6.1F2BEDE7@mail.datasys.net>
NNTP-Posting-Host: pro1-147.barrie.connex.net
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1371
scea.yaroze.freetalk:815

> > Nah, I prefer the way they've done it, with two *types* of vibration.
> > If I'm driving along a bumpy track in a crappy C class car in Gran
> > Turismo then I'll get the slow vibration from the larger motor. But
> > if I scrape the wall or get nudged by another car I get a quicker
> > vibration from the smaller motor. This is great, and is what enhances
> > gameplay.

Well, kids. Lets chat this one up shall we?

Three kinds of "Shock/Force Feedback" technologies out there:

In no particular order of good or bad...

#1 Nintendo "Rumble Pak" {TM Nintendo} a programmable insert S/FF device
that connects to the N64 Penguin controller. Pendulum Inertial device.
Nominal shock effect, good rumble and shake, power hungry when used as a
motor emulator.

#2 The Microsoft Sidewinder{TM} Force Feedback Pro.
IMHO: THE BEST S/FF JOYSTICK ON THE PLANET.
If I could devise a PSX to MIDI Digital Extreme translator, Boy OH BOY!

This joystick is the best. Using dual actuated Quaternion drive mechanisims this Joystick gives 3D Force Feedback a new name. Essentially the same controller used on the Airbus A320, this is worth the $150+ just to play.

#3 Sony Analog Dual Shock. Listed as Item #7 instead of #5 {5 is the classic dual analog gamepad. I have one, and I don't feel I need the buy the #7 when I cannot code for it right now.}

Dual shock uses on of the oldest S/FF tricks in the book. In fact Atari still had a Patent issued in the US for it, until SEGA Japan brought in the Prior Art
[Since "SErvice GAmes" was an American company in the beginning] information Sony had to issue the dual analog controller Without the Dual shock feature till the patent thing was solved. The trick is as follows:

2 unbalanced Vibrator motor mounts. One large [Low Freq resonator] and one small [High freq resonator] both rotating at same speed produces no harmonics: no differential movement: only a motor emulator. {And very efficient too!}
Put the motors out of sync [PWM of drive controllers] and a variety of effects can be had. Large moves fast,small moves slow: Slow Wah,Wha effect rolling between two hands. Small moves fast, large moves slow, Walking quickly effect.

Now the piaze-de-resistance! : Large moves at 50%, small alternates between 48% and 52% {it is actually a heck of a lot less, but details are details..}

Effect is an alternation of hammer like movements that affect left hand first, then effect hits the right hand. Literally this is the effect called the "Washing Machine Effect" History has it that in WW2 seaplanes that ran with 2 or 4 engines were extremely effective at distressing sides when the pilot ran one of the engines slower than the other, the result was a sound of a loud washing machine agitating back & forth.

> Now that I think about it you're right. The hard caseing of the
> controler will make it difficult to make one side vibrate and the
> other to not. You are right, It makes sense now. Good example by the
> way, otherwise I would still have not understood.

Hmm. how conveinent the above gets said...

However, it would be nice to have an interface routine "In-Line" that could give us basic access to the Dual shock.
-sean
--MESSAGE FILE 17606 END: ./2 SCEA/yaroze/freetalk/000000815html.html

--MESSAGE FILE 17607 START: ./2 SCEA/yaroze/freetalk/000000816html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups:
scea.yaroze.freetalk,scee.yaroze.freetalk.dutch,scee.yaroze.freetalk.english,sce
e.yaroze.freetalk.german
Subject: Re: Clearing some confusion
Date: Tue, 07 Jul 1998 21:40:24 -0700
Organization: SCEA News Server
Lines: 57
Message-ID: <35A2F838.1EE593B@sinclair.net>
References: <6kjrhq$lev13@chuka.playstation.co.uk>
<35A2BCB8.3462C182@mw.3com.com>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:816
scee.yaroze.freetalk.dutch:18 scee.yaroze.freetalk.english:1373
scee.yaroze.freetalk.german:27

I can clear some confusion - I remember a device, I think was for SNES
(maybe NES) called the "Action Replay". It allowed you to save any game
at any point in the game, and then reload it at that point, whether it
had battery backup or not. I'm not sure, but it could be related to the
"Pro Action Replay" by Datel.

Datel made the Pro Action Replay, for sale in Europe and Japan. For US
distribution, they licensed it to InterAct. It is exactly the same
device, but with different codes in it (for US versions of games). It
does work with Datel's CommsLink card for the PAR.

This is my knowledge.

> Can anyone explain the whole story of the "Game Shark" to me?
>
> How do "Datel", "InterAct", "Rocket Game Products", "Action Replay",
> "Game Shark", "Shark Link", "Comms card" all relate to each other?
> (As well as any other bits I'm missing.) Are these companies related
> to the original "Game Genie" company that made Game Genies for the
> NES/SNES/Genesis/GameBoy/GameGear/(other systems?) (Wasn't it
> CodeMasters, the makers of the current Micro Machines game on the
> PlayStation?)
>
> On the Rocket Game Products web page http://www.rocketgameproducts.com
> they seems to have Game Sharks and Shark Links for sale, which seem alot like
>
> the Action Replay and Comms Card, but different (Comms card seems to be a
> PC ISA card, and the Shark Link seems to connect to the PC's parallel port).
> But they also seems to mention somewhere that "Game Shark" is a trademark
> of "InterAct". Why then are both (all three? Maybe more?) companies selling
>
> "Game Sharks"?
>
> Can I use the ARS type Yaroze software with a "Shark Link" rather than the
> "Comms Card"??? What is the difference between ARS and "Nice ARS"?
> Are there other fast-download solutions along these lines?
>
> Can anyone from Sony comment on whether these products are considered
> "good" or "bad" (whatever those might mean!) Whats the company line on
> these kinds of 3rd party peripherals?
>
> If someone could write a nice, clear, complete picture of this seemingly grey
>
> area, that would be very cool! Please help clear this confusion up for me!!!
>
> EdF

--
-   Joshua Meeds
  Dreamwriter Dragon
      -=UDIC=-
_____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy

--MESSAGE FILE 17607 END: ./2 SCEA/yaroze/freetalk/000000816html.html

--MESSAGE FILE 17608 START: ./2 SCEA/yaroze/freetalk/000000817html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Tue, 07 Jul 1998 23:36:35 -0700
Organization: SCEA News Server
Lines: 66
Message-ID: <35A31373.AF96BE86@shell.jps.net>
References: <35A26F55.E81C4167@jps.net> <35A2F112.52759E@sinclair.net>
NNTP-Posting-Host: svalliap-isdn1.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:212 scea.yaroze.freetalk:817

That's fine, but what about the people in SCEA and SCEI who can't
see SCEE? I'd like to make a page outside the authenticated areas.
This does two things: 1) anyone can get to them, 2) it promotes
the image that the Yaroze program is alive and well.

As for a ratings system, I shy away from that because ratings are
somewhat subjective.

- e!

Joshua Meeds wrote:
>
> There's already an SCEE site that has reviews of a lot of games on SCEE,
> SCEA, and SCEI. I forget which one, though.
>
> Elliott Lee wrote:
> >
> > Does someone want to start logging titles, URLs, and descriptions of
> > Yaroze games that all of us make (SCE[A|E|I])? I'm having a big
> > problem keeping up with all the release announcements as they are
> > split over several groups and sometimes not even posted here. I'd
> > be willing to maintain such a page for the near-term.
> >
> > So, if you want your project "registered" on this page, please send
> > me (in e-mail) or post here:
> >
> >   + name of project
> >   + name of author(s)
> >   + URL to the project file(s)
> >   + URL or e-mail address for conctact information
> >   + short description of project
> >   + PAL/NTSC
> >   + other system requirements (e.g. requires PRO-AR, analog
> >   control, etc.)
> >
> > I have no idea what the page will look like right now other than a
> > table. This will also be posted on a publicly-accessible page.
> >
> > If you have a better idea than this, please post a reply to this
> > thread. ^_^
> >
> > Just a few thoughts...
> >
> > Mata ne, ...

```
> > - e!             ::'              tenchi@shell.jps.net            '::
> >   (Protocol)    ::  ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis  ::
> >   (Tenchikun)   ::.           http://www.jps.net/tenchi          .::
> >                   '''                                          '''
>
> --
> -   Joshua Meeds
>   Dreamwriter Dragon
>       -=UDIC=-
> ________________________________________
> We are the music-makers,
> And we are the dreamers of the dreams
>
> - Willy Wonka quoting
>   Arthur O'Shaughnessy

--
Mata ne,             ...                                    ...
- e!               ::'         tenchi@shell.jps.net        '::
  (Protocol)       ::  ACiD -/- ACS -/- pHluid -/- Yaroze   ::
  (Tenchikun)      ::.      http://www.jps.net/tenchi      .::
                    '''                                   '''
--MESSAGE FILE 17608 END: ./2 SCEA/yaroze/freetalk/000000817html.html


--MESSAGE FILE 17609 START: ./2 SCEA/yaroze/freetalk/000000818html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Wed, 08 Jul 1998 03:09:43 GMT
Organization: SCEA News Server
Lines: 7
Message-ID: <35a2e2c7.58106913@news.scea.sony.com>
References: <35A26F55.E81C4167@jps.net> <35A2F112.52759E@sinclair.net>
NNTP-Posting-Host: client-120-23.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:213 scea.yaroze.freetalk:818

>There's already an SCEE site that has reviews of a lot of games on SCEE,
>SCEA, and SCEI.  I forget which one, though.

Graeme Evans, I believe...

-Matt

--MESSAGE FILE 17609 END: ./2 SCEA/yaroze/freetalk/000000818html.html


--MESSAGE FILE 17610 START: ./2 SCEA/yaroze/freetalk/000000819html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: 09 Jul 1998 11:47:40 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Sender: thutton@TECH10
Message-ID: <upvff23sz.fsf@cybec.com.au>
References: <35A26F55.E81C4167@jps.net> <35A2F112.52759E@sinclair.net>
    <35a2e2c7.58106913@news.scea.sony.com>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:214 scea.yaroze.freetalk:819
```

matth@bellatlantic.net (Matthew Hulett) writes:

>
> >There's already an SCEE site that has reviews of a lot of games on SCEE,
> >SCEA, and SCEI. I forget which one, though.
>
> Graeme Evans, I believe...
>

No, I think you guys mean James Rutherford (~mrfrosty). Heaps and
heaps of reviews and other stuff. Plus the chat. Probably the best
SCEE page based on content (not particularly pretty - sorry James! I
can't talk... my page has all of 2 pics.)
--
Toby.
--MESSAGE FILE 17610 END: ./2 SCEA/yaroze/freetalk/000000819html.html

--MESSAGE FILE 17611 START: ./2 SCEA/yaroze/freetalk/000000820html.html
Path: chuka.playstation.co.uk!news
From: Toby Hutton <thutton@cybec.com.au>
Newsgroups: scea.yaroze.freetalk
Subject: Re: The Yaroze and the O2
Date: 09 Jul 1998 12:01:38 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Sender: thutton@TECH10
Message-ID: <uoguz235p.fsf@cybec.com.au>
References: <35622F49.4F125E32@ix.netcom.com>
    <skennedy-0707982330390001@pro1-147.barrie.connex.net>
NNTP-Posting-Host: 203.103.154.235
X-Newsreader: Gnus v5.3/Emacs 19.34

skennedy@bconnex.net (Sean Kennedy) writes:

>
> > Does anybody out there have a SGI O2? I don't know if I'll be able to
> > hook my Yaroze up to it (haven't seen the connections yet).
> > Manny Najera
>
> Hi Manny!
>
>   I've got a couple of tips to try if you are using the O2.
> First: ? Have you tried to hook in yet?
> Second: Do you have WABI or a Virtual MS-DOS Software on the SGI box.
>
> Since the date of the posting, I didn't know whether or not you've tried.
> But under MkLInux and X-Windows, I can still bring up a COMM session to
> chat with the yaroze, and dev up some code.
>
> I FTP it to a pc on a switch box, and use SIOCONS to Upload it, then I
> switch back to use the debugger.. In X windows.
>
> I also use Soft Windows to do SIOCONS from the mac, with mixed results..
>
> Softwin or Virtual PC for SGI may help.
> -sean

What's the default OS for an O2, IRIX? If so, there are plenty of us
using unix only systems as is. No need for DOS emulation, or WABI or
Wine. As long as the O2 has a 'standard' RS232 port, should work
fine.

Ooh, I'd love to be hooking up my Yaroze to an O2, instead of my piece
of crap PC. Mmm. Damn you, Manny.
--
Toby.
--MESSAGE FILE 17611 END: ./2 SCEA/yaroze/freetalk/000000820html.html

--MESSAGE FILE 17612 START: ./2 SCEA/yaroze/freetalk/000000821html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.beginners,scee.yaroze.free
talk.english
Subject: Re: Game / Demo Competition....
Date: Thu, 09 Jul 1998 14:55:48 -0400
Organization: SCEA News Server
Lines: 29
Message-ID: <35A51234.B26BE66C@mail.datasys.net>
References: <6nlf6k$6102@scea> <35A10C71.E193D187@jps.net>
<35A112AE.446B@cubic.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-16.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.announce:82 scea.yaroze.freetalk:821
scee.yaroze.beginners:399 scee.yaroze.freetalk.english:1381

David White wrote:
>
> Elliott Lee wrote:
> >
> > Cool. Some notes:
> >
> >   - requirements for entries. something like:
> >
> >   All games and demos must:
> >   - be executables that can be loaded with the
> >   provided Yaroze utilities (e.g. SIOCONS). It
> >   doesn't matter what you used to create it, but
> >   it must be run-able for all.
>
> That would lock out all Macintosh developers!

As long as you run your PSE file through the PlayStation postlinker
and turn it inso the PS-X format (extension PXE), then it loads fine
in SIOCONS. This is what I've been doing.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17612 END: ./2 SCEA/yaroze/freetalk/000000821html.html

--MESSAGE FILE 17613 START: ./2 SCEA/yaroze/freetalk/000000822html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>

Newsgroups: scea.yaroze.freetalk
Subject: Re: E3
Date: Thu, 09 Jul 1998 15:03:29 -0400
Organization: SCEA News Server
Lines: 23
Message-ID: <35A51401.3C89F47D@mail.datasys.net>
References: <354E3676.9499842C@mail.datasys.net> <wal-ya02408000R1605980238240001@news.scea.sony.com> <35649EFA.3C85@mindspring.com> <wal-ya02408000R2705980014060001@news.scea.sony.com> <skennedy-0807980021320001@pro1-147.barrie.connex.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-16.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Sean Kennedy wrote:
> Too bad I didn't get to see this till today.
> Boy, what a disappointment.
> I was in 'Lanta without the convenience of E-mail or otherwise.
> So I didn't get to see this.

Only three people showed up including myself. But it was an intresting conversation, I wish more people could have been there.

Once I got there I realised that I had no idea how I was going to know who had a yaroze and who was just going there to eat. So, I whipped out the red startup guide, and held it, hopping that someone would see it and recognise it. Only two other people did.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17613 END: ./2 SCEA/yaroze/freetalk/000000822html.html

--MESSAGE FILE 17614 START: ./2 SCEA/yaroze/freetalk/000000823html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Analog Pad w/Dual Shock, Tidbits and trips...
Date: Thu, 09 Jul 1998 15:00:43 -0400
Organization: SCEA News Server
Lines: 20
Message-ID: <35A5135B.A206345D@mail.datasys.net>
References: <35521D7E.D42C3393@mail.datasys.net> <3557B2D4.BFB9DAEE@ndirect.co.uk> <3558372F.B4A015F9@mail.datasys.net> <uhg2v7xxc.fsf@cybec.com.au> <355B4FE6.1F2BEDE7@mail.datasys.net> <skennedy-0807980018040001@pro1-147.barrie.connex.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-16.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1382 scea.yaroze.freetalk:823

Sean Kennedy wrote:
>
> > Now that I think about it you're right. The hard caseing of the
> > controler will make it difficult to make one side vibrate and the
> > other to not. You are right, It makes sense now. Good example by the
> > way, otherwise I would still have not understood.
>
> Hmm. how conveinent the above gets said...

Now what's that supose to mean?

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17614 END: ./2 SCEA/yaroze/freetalk/000000823html.html

--MESSAGE FILE 17615 START: ./2 SCEA/yaroze/freetalk/000000824html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Fri, 10 Jul 1998 00:21:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 25
Message-ID: <6o3jnj$9o3@chuka.playstation.co.uk>
References: <35A26F55.E81C4167@jps.net> <35A2F112.52759E@sinclair.net>
<35A31373.AF96BE86@shell.jps.net>
NNTP-Posting-Host: modem122.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:215 scea.yaroze.freetalk:824

Elliott Lee wrote in message <35A31373.AF96BE86@shell.jps.net>...
>That's fine, but what about the people in SCEA and SCEI who can't
>see SCEE? I'd like to make a page outside the authenticated areas.
>This does two things: 1) anyone can get to them, 2) it promotes
>the image that the Yaroze program is alive and well.

99.9% of my official Yaroze homepage is mirrored on my SAQnet homepage
(see below). I wouldn't mind adding a section like that to my page, and
seeing as I update the two (almost always) simultaneously it wouldn't be
a big deal for me.

I guess the best thing would be to work out a standard form email, then
people could just click "reply-to" and fill it in from there....

Nick
----
http://www.saqnet.co.uk/users/nickf
http://www.n64gazetta.com
http://www.netyaroze-europe.com/~rookie1
ICQ #9464742
"...despite all that's happened, there are still
 some people with a sense of humour!"

--MESSAGE FILE 17615 END: ./2 SCEA/yaroze/freetalk/000000824html.html

--MESSAGE FILE 17616 START: ./2 SCEA/yaroze/freetalk/000000825html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: ekeefe@javanet.com (Edward J. Keefe Jr.)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Memory card saving utility?
Date: Fri, 10 Jul 1998 01:10:20 GMT
Organization: SCEA News Server
Lines: 36
Message-ID: <35a56964.8490876@news.scea.sony.com>
References: <wal-ya02408000R1206980347270001@news.scea.sony.com>
<35A2B9A5.3D88B74D@mw.3com.com>
NNTP-Posting-Host: bos-us419.javanet.com
X-Newsreader: Forte Free Agent 1.11/32.235

I have the cheat factory and the memory drive. The cheat factory does
treat the PC as as giant memory card. But, just like the memory drive,
the PSX writes to the internal memory of the Cheat factory / Disk
Drive then you can transfer data to the PC. Sorry, the memory drive is
not PC readable.
EdK

On Tue, 07 Jul 1998 19:13:25 -0500, Ed Federmeyer
<Ed_Federmeyer@mw.3com.com> wrote:

>wayne a. lee wrote:
>
>> I seem to remember that there was a utility somewhere that allows you to
>> make backups of your PSX memory cards on your PC, via the Yaroze.... Does
>> anyone know what it's called, and where to find it? I've been looking
>> around the web site but I'm not having much luck.
>
>By the way, http://www.rocketgameproducts.com shows something they call
>the "Cheat Factory", which looks like it allows you to connect the memory
>card
>output of the PlayStation to you PC, treating the PC as a GIGANTIC memory
>card.
>You can then edit the save files and make "cheat saves", trade your save
>games,
>and stuff like that.
>
>They also have a "memory card disc drive" that saves game saves to a 3-1/2"
>floppy
>disc instead of a memory card. It doesn't say if these floppies are readable
>in
>normal PC or Mac floppy drives. (I would hope so.)
>
>Has anyone tried these products?
>EdF
>

--MESSAGE FILE 17616 END: ./2 SCEA/yaroze/freetalk/000000825html.html

--MESSAGE FILE 17617 START: ./2 SCEA/yaroze/freetalk/000000826html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@jps.net>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Thu, 09 Jul 1998 18:12:06 -0700
Organization: Cisco Systems

Lines: 37
Message-ID: <35A56A66.CCC69AD@jps.net>
References: <35A26F55.E81C4167@jps.net> <35A2F112.52759E@sinclair.net>
<35A31373.AF96BE86@shell.jps.net> <6o3jnj$9o3@chuka.playstation.co.uk>
Reply-To: tenchi@jps.net
NNTP-Posting-Host: dhcp-m-62-247.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:216 scea.yaroze.freetalk:826

'K, why don't you go and set up a prototype. Maybe I'll even mirror it
from time to time? Once the prototype is out there, we can tweak it
until it looks good. ^_^

- e!

Nick Ferguson wrote:
>
> Elliott Lee wrote in message <35A31373.AF96BE86@shell.jps.net>...
> >That's fine, but what about the people in SCEA and SCEI who can't
> >see SCEE? I'd like to make a page outside the authenticated areas.
> >This does two things: 1) anyone can get to them, 2) it promotes
> >the image that the Yaroze program is alive and well.
>
> 99.9% of my official Yaroze homepage is mirrored on my SAQnet homepage
> (see below). I wouldn't mind adding a section like that to my page, and
> seeing as I update the two (almost always) simultaneously it wouldn't be
> a big deal for me.
>
> I guess the best thing would be to work out a standard form email, then
> people could just click "reply-to" and fill it in from there....
>
> Nick
> ---------------------------
> http://www.saqnet.co.uk/users/nickf
> http://www.n64gazetta.com
> http://www.netyaroze-europe.com/~rookie1
> ICQ #9464742
> "...despite all that's happened, there are still
> some people with a sense of humour!"

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 17617 END: ./2 SCEA/yaroze/freetalk/000000826html.html

--MESSAGE FILE 17618 START: ./2 SCEA/yaroze/freetalk/000000827html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@home.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk
Subject: Compiling Utilites List
Date: Sat, 11 Jul 1998 08:53:15 GMT
Organization: SCEA News Server
Lines: 7
Message-ID: <35a927ee.54221085@news.scea.sony.com>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451

Hello fellow yaroze members! Well I am trying to do something useful
and though af a great Idea I think we should have a list of all the
utilities that members have made. So if you have a useful program for
the Net Yaroze E-Mail me at dajudge@home.com and let me know where I
can get the utility and what it is used for so I can catagorize it!
Thanks for your help
Michael Klucher
--MESSAGE FILE 17618 END: ./2 SCEA/yaroze/freetalk/000000827html.html

--MESSAGE FILE 17619 START: ./2 SCEA/yaroze/freetalk/000000828html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Acceleration Software <webcelerator@accelerationsw.com>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Sat, 11 Jul 1998 11:15:51 -0700
Organization: SCEA News Server
Lines: 84
Message-ID: <35A7ABD7.FC8AEBFF@sinclair.net>
References: <35A26F55.E81C4167@jps.net> <35A2F112.52759E@sinclair.net>
<35A31373.AF96BE86@shell.jps.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:220 scea.yaroze.freetalk:828

From my understanding, everyone in SCEA and SCEI have access to SCEE
(and SCEI), and SCEE has access to a mirror of SCEA. Only new SCEA
users don't have access to SCEE; it should be given somewhere 2-4 weeks
after joining.

Elliott Lee wrote:
>
> That's fine, but what about the people in SCEA and SCEI who can't
> see SCEE? I'd like to make a page outside the authenticated areas.
> This does two things: 1) anyone can get to them, 2) it promotes
> the image that the Yaroze program is alive and well.
>
> As for a ratings system, I shy away from that because ratings are
> somewhat subjective.
>
> - e!
>
> Joshua Meeds wrote:
> >
> > There's already an SCEE site that has reviews of a lot of games on SCEE,
> > SCEA, and SCEI. I forget which one, though.
> >
> > Elliott Lee wrote:
> > >
> > > Does someone want to start logging titles, URLs, and descriptions of
> > > Yaroze games that all of us make (SCE[A|E|I])? I'm having a big
> > > problem keeping up with all the release announcements as they are
> > > split over several groups and sometimes not even posted here. I'd
> > > be willing to maintain such a page for the near-term.
> > >
> > > So, if you want your project "registered" on this page, please send
> > > me (in e-mail) or post here:
> > >

```
> > >         + name of project
> > >         + name of author(s)
> > >         + URL to the project file(s)
> > >         + URL or e-mail address for conctact information
> > >         + short description of project
> > >         + PAL/NTSC
> > >         + other system requirements (e.g. requires PRO-AR, analog
> > >           control, etc.)
> > >
> > > I have no idea what the page will look like right now other than a
> > > table.  This will also be posted on a publicly-accessible page.
> > >
> > > If you have a better idea than this, please post a reply to this
> > > thread.  ^_^
> > >
> > > Just a few thoughts...
> > >
> > > Mata ne,           ...                                          ...
> > > - e!             ::'              tenchi@shell.jps.net            '::
> > >   (Protocol)    ::  ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis  ::
> > >   (Tenchikun)   ::.           http://www.jps.net/tenchi          .::
> > >                   '''                                          '''
> > >
> > > --
> > > -   Joshua Meeds
> >   Dreamwriter Dragon
> >       -=UDIC=-
> > _____________________________________
> > We are the music-makers,
> > And we are the dreamers of the dreams
> >
> > - Willy Wonka quoting
> >   Arthur O'Shaughnessy
>
> --
> Mata ne,             ...                                    ...
> - e!               ::'         tenchi@shell.jps.net         '::
>   (Protocol)       ::  ACiD -/- ACS -/- pHluid -/- Yaroze  ::
>   (Tenchikun)      ::.      http://www.jps.net/tenchi     .::
>                     '''                                  '''

--
-   Joshua Meeds
  Dreamwriter Dragon
      -=UDIC=-
_____________________________________
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 17619 END: ./2 SCEA/yaroze/freetalk/000000828html.html


--MESSAGE FILE 17620 START: ./2 SCEA/yaroze/freetalk/000000829html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Sun, 12 Jul 1998 10:16:35 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 106
Message-ID: <6o9v8n$n302@chuka.playstation.co.uk>
References: <35A26F55.E81C4167@jps.net>
```

NNTP-Posting-Host: 195.2.150.54
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:221 scea.yaroze.freetalk:829

Here's my proposed "standard form" for announcing new demos...
(Thanks to Tenchi for 90% of this!)

Any thoughts..?

Please remember that this form will be used to create a page listing ALL new Yaroze demos, and this page will be available to NY members through my official site, and the rest of the world through my cut-down mirrored version :-)

If you wonder why the rest of the world needs to know, well - I think it's good that the world can see Yaroze development is still going strong, plus many SCE(*) members have trouble accessing the other regions' homepages.

The page will be simplistic, with a minimum of clever formatting and snazzy graphics. This is to facilitate quick downloading (I'm sure we're all fed up with pages that take 2 mins to load...no offence to anyone!) It won't be ugly, though!

Later,

Nick

This is a standardised form for announcing your Net Yaroze demos! By filling this form in, you accept that your demo will be 'announced' on both my PRIVATE Net Yaroze members page:

<exact URL will go here>

and my PUBLIC mirror:

<exact URL will go here>

Hopefully, as news of this service growns, more NY members will bookmark these pages and we'll end up with a central point of reference for finding new stuff on the NY scene (which, let's face it, isn't the easiest task!) We may even be able to get SCEI members to join in - could anyone translate this part of the form into Japanese..?

Apologies if you feel this format constrains your idiosyncratic personal style or doesn't allow you to express just how great your demo is - but without this form webmastering duties would be hellish! Besides, you can still post on the newsgroups and your member page! So...

SUBMISSIONS THAT FAIL TO USE THIS FORM WILL BE IGNORED. Sorry.

This form is available in text format from: <URL to go here>
Please save it and use it every time you have something new and cool to show us!

I aim to have submissions up within 24 hours of receiving them (i.e NOT you sending them!). Please don't flame me if it takes longer - this is a purely voluntary service and it costs me modem time (and thus, being British, money).

***Mail forms to nickf@saqnet.co.uk with "New Yaroze demo" in the

subject header...***

PLEASE FILL IN THE FORM BELOW (SEND ONLY THIS PORTION)
(Delete <text enclosed like this> and add your own...)

+ Date:

<Please use "10 July, 1998" format (to avoid transatlantic confusion!)>

+ Title:

<insert name of project here>

+ Author(s):

<insert name(s) here - real name, or member name if you prefer>

+ URL to the project file(s):

<insert URL here - html will be added later. Can be a direct link to the
file itself, or a host page. If you link to a host page, please make
sure the download file is easily found on it!>

+ Contact information (URL and/or e-mail):

<html will be added later>

+ Short description:

<no more than 50 words describing the demo/game>

+ PAL/NTSC?

<if you haven't made two versions, indicate which TV format is
supported>

+ Source included/available?

<yes/no>

+ Special system requirements:

<i.e requires PRO-AR, analog control, GunCon, Codewarrior, mem card etc)

--MESSAGE FILE 17620 END: ./2 SCEA/yaroze/freetalk/000000829html.html

--MESSAGE FILE 17621 START: ./2 SCEA/yaroze/freetalk/000000830html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Ed Federmeyer <fedeedw@charlie.cns.iit.edu>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Sun, 12 Jul 1998 11:48:13 -0500
Organization: (no organization)
Lines: 30
Message-ID: <35A8E8CD.67D0@charlie.cns.iit.edu>
References: <35A26F55.E81C4167@jps.net> <6o9v8n$n302@chuka.playstation.co.uk>
Reply-To: fedeedw@charlie.cns.iit.edu
NNTP-Posting-Host: charlie.cns.iit.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0C-GZone (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:223 scea.yaroze.freetalk:830

Nick Ferguson wrote:
>
> Here's my proposed "standard form" for announcing new demos...
> (Thanks to Tenchi for 90% of this!)
>
> Any thoughts..?

Can we add a section like:

+ Need to know language:

<English, Japanese, French, etc>

For example, I'd like to know before I download an adventure
filled with Japanese text that I won't be able to play, since
I can't read Japanese.

> The page will be simplistic, with a minimum of clever formatting and
> snazzy graphics. This is to facilitate quick downloading (I'm sure we're
> all fed up with pages that take 2 mins to load...no offence to anyone!)
> It won't be ugly, though!

I agree!! Keep it simple! The object is to get people to the game
as fast and efficiently as possible.

Which also means that the link would be best if it was to the file
itself, rather than a home page. A mixture of home page links and
file links would be confusing, IMHO.

EdF
--MESSAGE FILE 17621 END: ./2 SCEA/yaroze/freetalk/000000830html.html

--MESSAGE FILE 17622 START: ./2 SCEA/yaroze/freetalk/000000831html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Sun, 12 Jul 1998 23:28:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <6obdav$n306@chuka.playstation.co.uk>
References: <35A26F55.E81C4167@jps.net> <6o9v8n$n302@chuka.playstation.co.uk>
<35A8E8CD.67D0@charlie.cns.iit.edu>
NNTP-Posting-Host: modem001.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:225 scea.yaroze.freetalk:831

>I agree!! Keep it simple! The object is to get people to the game
>as fast and efficiently as possible.
>
>Which also means that the link would be best if it was to the file
>itself, rather than a home page. A mixture of home page links and
>file links would be confusing, IMHO.

Good call. I think that'll be a rule, too, then. Any other tips, anyone?

Nick

--MESSAGE FILE 17622 END: ./2 SCEA/yaroze/freetalk/000000831html.html

--MESSAGE FILE 17623 START: ./2 SCEA/yaroze/freetalk/000000832html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: jamin1@psu.edu (Jamin Frederick)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Compiling Utilites List
Date: Mon, 13 Jul 1998 23:18:04 GMT
Organization: SCEA News Server
Lines: 18
Message-ID: <35aa9557.449028129@news.scea.sony.com>
References: <35a927ee.54221085@news.scea.sony.com>
NNTP-Posting-Host: 204.240.38.127
X-Newsreader: Forte Free Agent 1.11/32.235

I have a pretty large list of yaroze utils in the Yaroze Dev FAQ
already, you may want to take a look at it.

Jamin

On Sat, 11 Jul 1998 08:53:15 GMT, dajudge@home.com (Michael Klucher)
wrote:

>Hello fellow yaroze members! Well I am trying to do something useful
>and though af a great Idea I think we should have a list of all the
>utilities that members have made. So if you have a useful program for
>the Net Yaroze E-Mail me at dajudge@home.com and let me know where I
>can get the utility and what it is used for so I can catagorize it!
>Thanks for your help
>Michael Klucher

--MESSAGE FILE 17623 END: ./2 SCEA/yaroze/freetalk/000000832html.html

--MESSAGE FILE 17624 START: ./2 SCEA/yaroze/freetalk/000000833html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Wed, 15 Jul 1998 10:48:56 +0100
Organization: I wish!
Lines: 22
Message-ID: <35AC7B08.2CA2@mdx.ac.uk>
References: <35A26F55.E81C4167@jps.net> <6o9v8n$n302@chuka.playstation.co.uk>
<35A8E8CD.67D0@charlie.cns.iit.edu> <6obdav$n306@chuka.playstation.co.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:227 scea.yaroze.freetalk:833

Nick Ferguson wrote:
>
> >I agree!! Keep it simple! The object is to get people to the game
> >as fast and efficiently as possible.
> >
> >Which also means that the link would be best if it was to the file

> >itself, rather than a home page. A mixture of home page links and
> >file links would be confusing, IMHO.
>
> Good call. I think that'll be a rule, too, then. Any other tips, anyone?
>
> Nick

Funny thing with links to files and not to web pages is that people feel like they have missed a 'hit' on their webcounter. Now seeing as probably 30% of mine are me, its irrelevant, but somehow I feel attached to it when I shouldnt. I almost wish sony hadnt given us web counters, as Im too weak willed not to use mine! But yeah, give links to the files. I like James Rutherfords page, but he doesnt give links to the pages or files so I read about a game i want to find but never get it :(

Robert Swan
--MESSAGE FILE 17624 END: ./2 SCEA/yaroze/freetalk/000000833html.html

--MESSAGE FILE 17625 START: ./2 SCEA/yaroze/freetalk/000000834html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: NY demos page...
Date: Thu, 16 Jul 1998 17:36:24 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 94
Message-ID: <6olefs$ofp7@chuka.playstation.co.uk>
NNTP-Posting-Host: 195.2.150.36
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Hi everyone,

    As some of you may know from the NY newsgroups, I am setting up a page to list new demos. At the moment, the attached text file is more or less the form I plan on using for submissions. Could you please take a look at it and tell me what you think? I don't want to go adding many more categories as I think it already covers the most important stuff, but if anyone has any good ideas (or hates some of it) please let me know!

    The page will be text-based - NO graphics - which means v. quick loading times and will enable you to download those demos with minimum trouble! Of course, with all this going on you can forget about me getting my GDUK entry in on time ;-)

    Please DON'T mail me your latest demo details just yet - I want to give myself a 24 hour period for your feedback on the prototype before I put the final pages up Friday night. Check my NY homepage (listed below) or the SAQnet mirror Saturday or late Friday evening for the official v1.0 form...

Thanks,

Nick F
---
http://www.saqnet.co.uk/users/nickf
http://www.n64gazetta.com
http://www.netyaroze-europe.com/~rookie1
ICQ #9464742
"...despite all that's happened, there are still
 some people with a sense of humour!"

```
begin 666 nydemos.txt
M3D54(%E!4D]:12!$14U/($%.3D]53D-%345.5"!&3U)-(0T*#0I">2!F:6QL
M:6YG('1H:7,@9F]R;2!I;BP@>6]U(&%G<F5E('1H870@>6]U<B!D96UO('=I
M;&P@8F4@)V%N;F]U;F-E9"<-"F]N(&)O=&@@;7D@4%))5D%412!.970@66%R
M;WIE(&UE;6)E<G,@<&%G93H-"@T*/&5X86-T(%523"!W:6QL(&=O(&AE<F4^
M#0H-"F%N9"!M>2!054),24,@;6ER<F]R.@T*#0H\97AA8W0@55),('=I;&P@
M9V\@:&5R93X-"@T*2&]P969U;&QY+"!A<R!N97=S(&]F('1H:7,@<V5R=FEC
M92!G<F]W;G,L(&UO<F4@3ED@;65M8F5R<R!W:6QL#0IB;V]K;6%R:R!T:&5S
M92!P86=E<R!A;F0@=V4G;&P@96YD('5P('=I=&@@82!C96YT<F%L('!O:6YT
M(&]F#0IR969E<F5N8V4@9F]R(&9I;F1I;F<@;F5W('-T=69F(&]N('1H92!.
M62!S8V5N92 H=VAI8V@L(&QE="=S(&9A8V4-"FET+"!I<VXG="!T:&4@96%S
M:65S="!T87-K(2D@5V4@;6%Y(&5V96X@8F4@86)L92!T;R!G970@4T-%22!M
M96UB97)S#0IT;R!J;VEN(&EN("T@8V]U;&0@86YY;VYE('1R86YS;&%T92!T
M:&ES('!A<G0@;V8@=&AE(&9O<FT@:6YT;PT*2F%P86YE<V4N+C\-"@T*07!O
M;&]G:65S(&EF('EO=2!F965L('1H:7,@9F]R;6%T(&-O;G-T<F%I;G,@>6]U
M<B!I9&EO<WEN8W)A=&EC#0IP97)S;VYA;"!S='EL92!O<B!D;V5S;B=T(&%L
M;&]W('EO=2!T;R!E>'!R97-S(&IU<W0@:&]W(&=R96%T('EO=7(-"F1E;6\@
M:7,@+2!B=70@=VET:&]U="!T:&ES(&9O<FT@=V5B;6%S=&5R:6YG(&1U=&EE
M<R!W;W5L9"!B92!H96QL:7-H(0T*0F5S:61E<RP@>6]U(&-A;B!S=&EL;"!P
M;W-T(&]N('1H92!N97=S9W)O=7!S(&%N9"!Y;W5R(&UE;6)E<B!P86=E(0T*
M4V\N+BX-"@T*4U5"34E34TE/3E,@5$A!5"!&04E,(%1/(%5312!42$E3($9/
M4DT@4%)/4$523%D@5TE,3"!"12!)1TY/4D5$+B!3;W)R>2X-"@T*5&AI<R!F
M;W)M(&ES(&%V86EL86)L92!I;B!T97AT(&9O<FUA="!F<F]M.B \55),('1O
M(&=O(&AE<F4^#0I0;&5A<V4@<V%V92!A(&-O<'D@86YD('5S92!I="!E=F5R
M>2!T:6UE('EO=2!H879E('-O;65T:&EN9R!N97<@=&\-"G-H;W<@=7,A#0H-
M"DD@86EM('1O(&=E="!S=6)M:7-S:6]N<R!U<"!W:71H:6X@,C0@:&]U<G,@
M;V8@<F5C96EV:6YG('1H96T@*&DN90T*3D]4('EO=2!S96YD:6YG('1H96TA
M*2X@4&QE87-E(&1O;B=T(&9L86UE(&UE(&EF(&ET('1A:V5S(&QO;F=E<B M
M#0IT:&ES(&ES(&$@<'5R96QY('9O;'5N=&%R>2!S97)V:6-E(&%N9"!I="!C
M;W-T<R!M92!M;V1E;2!T:6UE("AA;F0@#0IS;RP@8F5I;F<@0G)I=&ES:"P@
M;6]N97DI+B!!;F0@22=M(&YO="!A8F]U="!!3$P@=&AE('1I;64A#0H-"DUA
M:6P@9F]R;7,@=&\Z(&YI8VMF0'-A<6YE="YC;RYU:R H=VET:" B66%R;WIE
M($1E;6\B(&%S('1H92!S=6)J96-T*2X-"@T*4$Q%05-%($9)3$P@24X@5$A%
M($9/4DT@0D5,3U<@*%-%3D0@3TY,62!42$E3(%!/4E1)3TXI#0HH1&5L971E
M(#QT97AT(&5N8VQO<V5D(&QI:V4@=&AI<SX@86YD(&%D9"!Y;W5R(&]W;BXN
M+BD-"@T**R!$871E.@T*#0H\<&QE87-E('5S92 B,3 @2G5L>2P@,3DY."(@
M9F]R;6%T("AA=F]I9',@=')A;G-A=&QA;G1I8R!C;VYF=7-I;VXA*3X-"@T*
M*R!4:71L93H-"@T*/&EN<V5R="!N86UE(&]F('!R;VIE8W0@:&5R93X-"@T*
M*R!!=71H;W(@9&5T86EL<SH-"@T*/&EN<V5R="!N86UE*',I(&%N9"!R96=I
M;VXH<RD@*%-#144L(%-#14$L(%-#14DI/@T*#0HK(%9E<G-I;VXZ#0H-"CQV
M97)S:6]N(&YO+BP@;W(@97-T:6UA=&5D("4@8V]M<&QE=&4^#0H-"BL@3&%N
M9W5A9V4Z#0H-"CQL86YG=6%G92AS*2!T:&4@9V%M92!S=7!P;W)T<SX-"@T*
M*R!,:6YK('1O('1H92!P<F]J96-T(&9I;&4H<RDZ#0H-"CQI;G-E<G0@82!5
M4DP@:&5R92X@5&AI<R!C86X@8F4@82!D:7)E8W0@;&EN:R!T;R!T:&4@9FEL
M92!I='-E;&8L(&]R#0IT:&4@:&]S="!P86=E+B!)9B!Y;W4@;&EN:R!T;R!T
M:&4@:&]S="!P86=E+"!P;&5A<V4@;6%K92!S=7)E('1H90T*9&]W;FQO860@
M9FEL92!I<R!E87-Y('1O(&9I;F0@;VX@:70A/@T*#0HK($-O;G1A8W0@:6YF
M;W)M871I;VX@*'EO=7(@3ED@:&]M97!A9V4@55),(&%N9"]O<B!E+6UA:6PI
M.@T*#0H\<'5T(&ET(&AE<F4^#0H-"BL@4VAO<G0@9&5S8W)I<'1I;VXZ#0H-
M"CQN;R!M;W)E('1H86X@-3 @=V]R9',@9&5S8W)I8FEN9R!T:&4@9&5M;R]G
M86UE/@T*#0HK(%!!3"].5%-#/PT*#0H\:68@>6]U(&AA=F5N)W0@;6%D92!T
M=V\@=F5R<VEO;G,L(&EN9&EC871E('=H:6-H(%16(&9O<FUA="!I<PT*<W5P
M<&]R=&5D/@T*#0HK(%-O=7)C92!I;F-L=61E9"]A=F%I;&%B;&4_#0H-"CQY
M97,O;F\^#0H-"BL@4W!E8VEA;"!S>7-T96T@<F5Q=6ER96UE;G1S.@T*#0H\
M:2YE(')E<75I<F5S(&%N86QO9R!C;VYT<F]L+"!'=6Y#;VXL($-O9&5W87)R
M:6]R+"!M96T@8V%R9"!E=&,I#0H-"E1(04Y+4R!&3U(@4D5'25-415))3D<A
M(2$-"@T*;FEC:V9 <V%Q;F5T+F-O+G5K#0I&;W)M('5P9&%T960Z(#$V($IU
(;'DL(#$Y.3@`
`
end

--MESSAGE FILE 17625 END: ./2 SCEA/yaroze/freetalk/000000834html.html
```

--MESSAGE FILE 17626 START: ./2 SCEA/yaroze/freetalk/000000835html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Gerrit Goossen <gerrit@funnytown.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze people in the NY, NJ or CT area?
Date: Fri, 17 Jul 1998 03:18:57 -0400
Organization: SCEA News Server
Lines: 15
Message-ID: <35AEFADB.6ABE@funnytown.com>
NNTP-Posting-Host: 38.165.241.13
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-MACOS8 (Macintosh; I; PPC)

>>I'm in NYC but I can travel a little way. All others, please speak up if
>>this interests you! :)
>
>I am only 20 miles from NYC... let's see who else chimes in, I think
>there is a definite lack of members from the tri-state area. I've
>probably met three or four.

If it helps you sleep at night, I'm from upstate NY and I lived in
Manhattan for a bit...

Actually, I would have responded to this post a bit sooner, but I was in
NYC for the MacWorld convention... hanging out with the Mac Game
programming crowd, swapping stories and acting like a geek ;)

- Gerrit
--MESSAGE FILE 17626 END: ./2 SCEA/yaroze/freetalk/000000835html.html

--MESSAGE FILE 17627 START: ./2 SCEA/yaroze/freetalk/000000836html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Tue, 21 Jul 1998 14:12:35 -0400
Organization: SCEA News Server
Lines: 23
Message-ID: <35B4DA13.2DA42F73@mail.datasys.net>
References: <35A26F55.E81C4167@jps.net> <35A2F112.52759E@sinclair.net>
<35A31373.AF96BE86@shell.jps.net> <35A7ABD7.FC8AEBFF@sinclair.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-1.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:234 scea.yaroze.freetalk:836

Acceleration Software wrote:
>
> From my understanding, everyone in SCEA and SCEI have access to SCEE
> (and SCEI), and SCEE has access to a mirror of SCEA. Only new SCEA
> users don't have access to SCEE; it should be given somewhere 2-4 weeks
> after joining.

That's not true. I've been a member for around 6 months and I still
don't have SCEE access. I've complained to mario, but it doesn't seem
like there's much that he can do. So... I don't know what to do now.
He's asked the guy's at SCEE to add me, but..... well..... I

guess they just pegion-holed my login name and password because I
don't have access.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
--MESSAGE FILE 17627 END: ./2 SCEA/yaroze/freetalk/000000836html.html

--MESSAGE FILE 17628 START: ./2 SCEA/yaroze/freetalk/000000837html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Wed, 22 Jul 1998 03:44:40 GMT
Organization: SCEA News Server
Lines: 13
Message-ID: <35b55f87.155401385@news.scea.sony.com>
References: <35A26F55.E81C4167@jps.net> <35A2F112.52759E@sinclair.net>
<35A31373.AF96BE86@shell.jps.net> <35A7ABD7.FC8AEBFF@sinclair.net>
<35B4DA13.2DA42F73@mail.datasys.net>
NNTP-Posting-Host: client-151-198-130-8.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:235 scea.yaroze.freetalk:837

>That's not true. I've been a member for around 6 months and I still
>don't have SCEE access. I've complained to mario, but it doesn't seem
>like there's much that he can do. So... I don't know what to do now.
>He's asked the guy's at SCEE to add me, but........ well........ I
>guess they just pegion-holed my login name and password because I
>don't have access.

Perhaps you might request that one of the professional staff share
their password and log-in name with you, since you have experienced
such an exceptional situation. You seem somewhat trustworthy... [BG]

-Matt

--MESSAGE FILE 17628 END: ./2 SCEA/yaroze/freetalk/000000837html.html

--MESSAGE FILE 17629 START: ./2 SCEA/yaroze/freetalk/000000838html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Fri, 24 Jul 1998 20:49:29 -0400
Organization: SCEA News Server
Lines: 20
Message-ID: <35B92B99.43381001@mail.datasys.net>
References: <35A26F55.E81C4167@jps.net> <35A2F112.52759E@sinclair.net>
<35A31373.AF96BE86@shell.jps.net> <35A7ABD7.FC8AEBFF@sinclair.net>
<35B4DA13.2DA42F73@mail.datasys.net> <35b55f87.155401385@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-14.r1.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:238 scea.yaroze.freetalk:838

Matthew Hulett wrote:
> Perhaps you might request that one of the professional staff share
> their password and log-in name with you, since you have experienced
> such an exceptional situation. You seem somewhat trustworthy... [BG]

I can't ask anyone to do that.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Writing for a penny a word is ridiculous. If a man really wants to
 make a million dollars, the best way would be to start his own
 religion" --- L. Ron Hubbard, Reader's Digest, May 1980, p.1
--MESSAGE FILE 17629 END: ./2 SCEA/yaroze/freetalk/000000838html.html

--MESSAGE FILE 17630 START: ./2 SCEA/yaroze/freetalk/000000839html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.mydemos,scea.yaroze.freetalk
Subject: Re: Demos & games release list?
Date: Sun, 26 Jul 1998 21:47:04 GMT
Organization: SCEA News Server
Lines: 12
Message-ID: <35bba2d0.159548076@news.scea.sony.com>
References: <35A26F55.E81C4167@jps.net> <35A2F112.52759E@sinclair.net>
<35A31373.AF96BE86@shell.jps.net> <35A7ABD7.FC8AEBFF@sinclair.net>
<35B4DA13.2DA42F73@mail.datasys.net> <35b55f87.155401385@news.scea.sony.com>
<35B92B99.43381001@mail.datasys.net>
NNTP-Posting-Host: client-151-198-130-72.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.mydemos:239 scea.yaroze.freetalk:839

>> Perhaps you might request that one of the professional staff share
>> their password and log-in name with you, since you have experienced
>> such an exceptional situation. You seem somewhat trustworthy... [BG]
>
>I can't ask anyone to do that.

No, it's that you won't ask, not that you can't. The pros have the
authority to share a name and password with you temporarily.
They would simply clear it with the appropriate authority. They may
say no, but you do have a legitimate issue that needs a solution.

-Matt, who says you have nothing to lose by asking.
--MESSAGE FILE 17630 END: ./2 SCEA/yaroze/freetalk/000000839html.html

--MESSAGE FILE 17631 START: ./2 SCEA/yaroze/freetalk/000000840html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Voria
Date: Thu, 30 Jul 1998 21:00:34 -0400

Organization: SCEA News Server
Lines: 49
Message-ID: <35C11732.B7730616@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-1.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1570
scea.yaroze.freetalk:840

Is anyone moderately interested in joining a programing group? My programing group, Voria, currently has only 2 members(!); an artist(A damned good artist I might add), and a programer(who is me).

The thing that is so frustrating is that I don't like programing alone! Would anyone like to join up and work on the AotD project? (AOTD Standing for Avenger of the Damned)

If you want to know more info about the group, or the game just ask in this thread.

AotD is a small tile-based role-playing game. The storyline is very fluid, so if you have any storyline ideas that you are itching to get out then we can easily change the storyline around.

The basic storyline goes like this: This guy goes off to fight a war, and when he gets back his town is destroyed and his wife and kid are dead. There are a few people there still alive, including someone basically in his same situation. They team up to go fight the evil king that destroyed their town. But the evil kingdom is on another continent... blahblahblah.

I know, it blows goats, but I did leave out alot of stuff, like the guy getting stung by some exotic insect and melting down into a bubbling puddle of green goo. This isn't one of the storylines that I'm super proud of. The omnicon storyline is what we're proud of. But the omnicon project doesn't start until AotD is finished.

Omnicon will be awesome. But it'll never happen unless I get some programers to help take off some of the load from my shoulders.

Anyone want to join up? Just email me. If you have any questions, just ask them in the thread.

The homepage addy is http://www.datasys.net/users/stu/rquat/voria

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Writing for a penny a word is ridiculous. If a man really wants to
 make a million dollars, the best way would be to start his own
 religion" --- L. Ron Hubbard, Reader's Digest, May 1980, p.1
--MESSAGE FILE 17631 END: ./2 SCEA/yaroze/freetalk/000000840html.html

--MESSAGE FILE 17632 START: ./2 SCEA/yaroze/freetalk/000000841html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Sony PDA Dev/Library upgrades
Date: Fri, 31 Jul 1998 00:05:41 -0400
Organization: SCEA News Server
Lines: 34
Message-ID: <35C14295.8D5EF12A@mail.datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-1.r7.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1573
scea.yaroze.freetalk:841

Just out of curosity, will we as Net Yaroze members have the privilage
to be able to develop for the Sony PDA units that will be coming out
next year? Perhaps a special compiler to write the programs for the
PDA? Will the PDA have it's own "file system" like the memory cards?

If it is even possible to develop for the PDA using the current yaroze
libraries, will sony let us use the PDA compilers so that we can write
our own PDA software to use?

Speaking of libraries... Is there any chance in heck that there will
ever be a library upgrade? Perhaps Sony could make the new libraries,
and mail all the Net Yaroze members the new black and gold library
CDs, and call the new library something like libps2 or something so
that it doesn't get confused with the older library. Perhaps even make
the black disc "smart" so that it knows if it's being sent a program
made with the "new" libraries, or a program that needs the "old"
libraries to operate properly. Net yaroze members have been begging
Sony for something like this for months. While I am content with the
current libraries, they do leave something to be desired as far as new
prepherals go.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Writing for a penny a word is ridiculous. If a man really wants to
 make a million dollars, the best way would be to start his own
 religion" --- L. Ron Hubbard, Reader's Digest, May 1980, p.1
--MESSAGE FILE 17632 END: ./2 SCEA/yaroze/freetalk/000000841html.html

--MESSAGE FILE 17633 START: ./2 SCEA/yaroze/freetalk/000000842html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Fri, 31 Jul 1998 09:14:11 +0100
Organization: I wish!
Lines: 11
Message-ID: <35C17CD3.7D29@mdx.ac.uk>

References: <35C14295.8D5EF12A@mail.datasys.net>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1575
scea.yaroze.freetalk:842

Darco wrote:
> Speaking of libraries... Is there any chance in heck that there will
> ever be a library upgrade? Perhaps Sony could make the new libraries,
> and mail all the Net Yaroze members the new black and gold library
etc...

It would be nice to think they'd do it (I will always want the multi tap
stuff) but I dont think they ever will. Call me a pessimist if you want,
and, er, you'd be right!

Rob Swan
--MESSAGE FILE 17633 END: ./2 SCEA/yaroze/freetalk/000000842html.html

--MESSAGE FILE 17634 START: ./2 SCEA/yaroze/freetalk/000000843html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve@backroom.tm>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Fri, 31 Jul 1998 09:45:37 +0100
Organization: Backroom Software Ltd.
Lines: 19
Message-ID: <6ps0fu$fvf7@chuka.playstation.co.uk>
References: <35C14295.8D5EF12A@mail.datasys.net> <35C17CD3.7D29@mdx.ac.uk>
NNTP-Posting-Host: usera829.uk.uudial.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1576
scea.yaroze.freetalk:843

I'm not a pessimist, I'm a realistic optimist ! :)
Would be nice to have a 'patch' for the dual shock though.

Steve

Robert Swan wrote in message <35C17CD3.7D29@mdx.ac.uk>...
>Darco wrote:
>> Speaking of libraries... Is there any chance in heck that there will
>> ever be a library upgrade? Perhaps Sony could make the new libraries,
>> and mail all the Net Yaroze members the new black and gold library
>etc...
>
>It would be nice to think they'd do it (I will always want the multi tap
>stuff) but I dont think they ever will. Call me a pessimist if you want,
>and, er, you'd be right!
>
>Rob Swan

--MESSAGE FILE 17634 END: ./2 SCEA/yaroze/freetalk/000000843html.html

--MESSAGE FILE 17635 START: ./2 SCEA/yaroze/freetalk/000000844html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>

Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Fri, 31 Jul 1998 17:30:54 -0400
Organization: SCEA News Server
Lines: 23
Message-ID: <35C2378E.EB2E8329@mail.datasys.net>
References: <35C14295.8D5EF12A@mail.datasys.net> <35C17CD3.7D29@mdx.ac.uk>
<6ps0fu$fvf7@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-9.r1.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1580
scea.yaroze.freetalk:844

Steve Dunn wrote:
>
> I'm not a pessimist, I'm a realistic optimist ! :)
> Would be nice to have a 'patch' for the dual shock though.
>

I can live without dual-shock compatability, but the possibilities of
being able to develop for the PDA unit are endless! That's what I'd
really enjoy using.

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Writing for a penny a word is ridiculous. If a man really wants to
 make a million dollars, the best way would be to start his own
 religion" --- L. Ron Hubbard, Reader's Digest, May 1980, p.1
--MESSAGE FILE 17635 END: ./2 SCEA/yaroze/freetalk/000000844html.html

--MESSAGE FILE 17636 START: ./2 SCEA/yaroze/freetalk/000000845html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Fri, 31 Jul 1998 18:03:03 -0400
Organization: SCEA News Server
Lines: 30
Message-ID: <35C23F17.7A5977D9@mail.datasys.net>
References: <35C14295.8D5EF12A@mail.datasys.net> <35C17CD3.7D29@mdx.ac.uk>
<6ps0fu$fvf7@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-9.r1.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1581
scea.yaroze.freetalk:845

Just for the heck of it, let's list some of the possibilities of the

Sony PDA unit... If you think of one add it to this thread. Don't
forget about the Infered port on the PDA when coming up with ideas.
Here are a few.

* Tamagachi-like setup, where you can download a character and mature
it without the main unit. This was the main idea for the PDA I guess,
and I believe that SquareSoft is using this idea for the Chocobo
system in FF8.

* PDA Prize games. Let's say you beat a level, or whatever... A prize
could be "winning" a PDA game that you can play on the PDA. Perhaps
when you beat that game you can stick it back in the game console and
earn gold points or something.

Any more ideas?

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Writing for a penny a word is ridiculous. If a man really wants to
 make a million dollars, the best way would be to start his own
 religion" --- L. Ron Hubbard, Reader's Digest, May 1980, p.1
--MESSAGE FILE 17636 END: ./2 SCEA/yaroze/freetalk/000000845html.html

--MESSAGE FILE 17637 START: ./2 SCEA/yaroze/freetalk/000000846html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Weekly Yaroze Chat
Date: Fri, 31 Jul 1998 21:47:31 -0700
Organization: SCEA News Server
Lines: 17
Message-ID: <35C29DE3.9B362A9F@sinclair.net>
NNTP-Posting-Host: 204.137.153.48
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Hey, all! Don't forget we have our weekly Yaroze chat in the Auditorium
on Saturdays, 6 p.m. Pacific, 9 p.m. Eastern. The more people as show
up, the more interesting the chat can be. And it's all freestyle; we
can (and do) talk about anything and everything, from 3d to 2d,
Dreamcast to N64, malloc() to GTEMimefunc.

--
-   Joshua Meeds
  Dreamwriter Dragon
 dreamer@sinclair.net
      -=UDIC=-
____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy

--MESSAGE FILE 17637 END: ./2 SCEA/yaroze/freetalk/000000846html.html

--MESSAGE FILE 17638 START: ./2 SCEA/yaroze/freetalk/000000847html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Sat, 01 Aug 1998 00:55:20 -0400
Organization: SCEA News Server
Lines: 53
Message-ID: <35C29FB8.981DEB38@mail.datasys.net>
References: <35C14295.8D5EF12A@mail.datasys.net> <35C17CD3.7D29@mdx.ac.uk>
<6ps0fu$fvf7@chuka.playstation.co.uk> <35C23F17.7A5977D9@mail.datasys.net>
<35C29C2D.988F8377@sinclair.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-9.r1.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1583
scea.yaroze.freetalk:847

Joshua Meeds wrote:
> OK, a real idea: make a role-playing game, concentrate all the Psx's
> graphics and memory on one part, to make that part real cool, and do the
> rest on the PDA. As an example, if you wanted the world to be as real
> as possible and the storyline parts really cool, you could do those on
> the Psx, using the PDA for the fights. Or vice/versa.

Sounds intresting - But seems too dependant on the PDA unit. But if
the PDA unit were bunbled with such a game then the dependence
wouldn't be a problem. This idea could be expanded though... Could you
explain a little bit more?

> More weirdness: The PDA's would allow a type of game that couldn't be
> done on Psx before: Battleship! You place all your ships on the PDA, so
> the other guy can't see, then duke it out!

Whoah... Cool! I never thought of that. Not sure how well the screen
resolution can handle something like that, but that's an intresting
idea...

Another idea that I got: Not really an Idea, but a modification of an
idea: With the tamagachi idea thing. You could use the IR link to
"mate" two creatures to come up with a new creature. If you did set up
a system like this, then most likely then you would have a system set
up where you could have more than one creature on a PDA at a time.

There's got to be more uses for the PDA... Tetris would probably port
well to the PDA, as well as several popular card games. (Poker,
blackjack, etc...)

The remote control thing was an intresting idea that I wouldn't mind
looking further into - for once we could create the ULTIMATE universal
remote control! Have one remote to do your sterio, TV, VCR, or
whatever... We could program it to automaticly turn on or turn of the
TV, or do something more useful - like program when you want the VCR
to turn on and start recording and on what channel... An
easy-to-program VCR!!! Just program the times on the playstation, send
it to the PDA, and leave the pda in the room pointed at the VCR...
Neat, eh?

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Writing for a penny a word is ridiculous. If a man really wants to
 make a million dollars, the best way would be to start his own
 religion" --- L. Ron Hubbard, Reader's Digest, May 1980, p.1
--MESSAGE FILE 17638 END: ./2 SCEA/yaroze/freetalk/000000847html.html

--MESSAGE FILE 17639 START: ./2 SCEA/yaroze/freetalk/000000848html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Fri, 31 Jul 1998 21:40:13 -0700
Organization: SCEA News Server
Lines: 30
Message-ID: <35C29C2D.988F8377@sinclair.net>
References: <35C14295.8D5EF12A@mail.datasys.net> <35C17CD3.7D29@mdx.ac.uk>
<6ps0fu$fvf7@chuka.playstation.co.uk> <35C23F17.7A5977D9@mail.datasys.net>
NNTP-Posting-Host: 204.137.153.48
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1584
scea.yaroze.freetalk:848

Darco wrote:
>
> Just for the heck of it, let's list some of the possibilities of the
> Sony PDA unit... If you think of one add it to this thread. Don't
> forget about the Infered port on the PDA when coming up with ideas.

OK, how about more practical: Program its infrared port to act as a
remote control so you can turn on your TV/VCR stuff and set it to show
Psx :)

OK, a real idea: make a role-playing game, concentrate all the Psx's
graphics and memory on one part, to make that part real cool, and do the
rest on the PDA. As an example, if you wanted the world to be as real
as possible and the storyline parts really cool, you could do those on
the Psx, using the PDA for the fights. Or vice/versa.

More weirdness: The PDA's would allow a type of game that couldn't be
done on Psx before: Battleship! You place all your ships on the PDA, so
the other guy can't see, then duke it out!

--
-   Joshua Meeds
  Dreamwriter Dragon
      -=UDIC=-
_____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting

  Arthur O'Shaughnessy
--MESSAGE FILE 17639 END: ./2 SCEA/yaroze/freetalk/000000848html.html

--MESSAGE FILE 17640 START: ./2 SCEA/yaroze/freetalk/000000849html.html
Path: chuka.playstation.co.uk!news
From: "Paul Bircham" <yaroze@doodlek.globalnet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Sat, 1 Aug 1998 12:14:16 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <6puti6$fvf10@chuka.playstation.co.uk>
References: <35C14295.8D5EF12A@mail.datasys.net> <35C17CD3.7D29@mdx.ac.uk>
NNTP-Posting-Host: client84b0.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1586
scea.yaroze.freetalk:849

>
>It would be nice to think they'd do it (I will always want the multi tap
>stuff) but I dont think they ever will. Call me a pessimist if you want,
>and, er, you'd be right!

I would have to agree, after meeting Robert I can say he is a pessimist, but
I will have to agree with him, I don't think we will be able to develop for
the PDA units (shame).

>
>Rob Swan

Paul (doodle)

--MESSAGE FILE 17640 END: ./2 SCEA/yaroze/freetalk/000000849html.html

--MESSAGE FILE 17641 START: ./2 SCEA/yaroze/freetalk/000000850html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@mail.datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Sat, 01 Aug 1998 13:32:42 -0400
Organization: SCEA News Server
Lines: 31
Message-ID: <35C3513A.B19B0501@mail.datasys.net>
References: <35C14295.8D5EF12A@mail.datasys.net> <35C17CD3.7D29@mdx.ac.uk>
<6puti6$fvf10@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: dial-5.r2.ncbldw.InfoAve.Net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1587
scea.yaroze.freetalk:850

Paul Bircham wrote:
>
> >
> >It would be nice to think they'd do it (I will always want the multi tap
> >stuff) but I dont think they ever will. Call me a pessimist if you want,
> >and, er, you'd be right!

>
> I would have to agree, after meeting Robert I can say he is a pessimist, but
> I will have to agree with him, I don't think we will be able to develop for
> the PDA units (shame).

Theoreticly, we could work around the limitations of the library by
writing our own drivers and stuff in ASM that communicate directly
with the hardware. We'd have to go to the hacker sites to get the
required information needed.

Who's willing to look into this with me?

--
'Darco
darco@NOSPAM@bigfoot.com

(Replace "@NOSPAM@" with an "@" to email me)

UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
Voria: http://www.datasys.net/users/stu/rquat/voria
PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt

"Writing for a penny a word is ridiculous. If a man really wants to
 make a million dollars, the best way would be to start his own
 religion" --- L. Ron Hubbard, Reader's Digest, May 1980, p.1
--MESSAGE FILE 17641 END: ./2 SCEA/yaroze/freetalk/000000850html.html

--MESSAGE FILE 17642 START: ./2 SCEA/yaroze/freetalk/000000851html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@home.com (Michael Klucher)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Sun, 02 Aug 1998 11:33:30 GMT
Organization: SCEA News Server
Lines: 5
Message-ID: <35c44dfc.12062224@news.scea.sony.com>
References: <35C14295.8D5EF12A@mail.datasys.net>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1607
scea.yaroze.freetalk:851

Personally I would like to do something like this, Develop an RPG but
the kicker is you must first raise you hero on the PDA and like one of
those digimon things, depending on how you raise you warrior will
setermine his destiny (Uses magic, brute force, something like that)

--MESSAGE FILE 17642 END: ./2 SCEA/yaroze/freetalk/000000851html.html

--MESSAGE FILE 17643 START: ./2 SCEA/yaroze/freetalk/000000852html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: New Yaroze Dev FAQ
Date: Mon, 03 Aug 1998 19:23:55 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <35C6003B.5BF30D79@ndirect.co.uk>
References: <6n71c1$4at1@scea> <35981C32.AC9F87F4@jps.net>

       <35983791.87283832@news.scea.sony.com> <uemw65mm0.fsf@cybec.com.au>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-02.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Toby Hutton wrote:

> I can post to scea.yaroze.freetalk from the
> SCEE server, but not scea.yaroze.announce. What's going on?

You can't post to the announce newsgroups. Only SCEE or SCEA can.

Herbs

--MESSAGE FILE 17643 END: ./2 SCEA/yaroze/freetalk/000000852html.html

--MESSAGE FILE 17644 START: ./2 SCEA/yaroze/freetalk/000000853html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: jasonj@mindspring.com (Jason Jones)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Mon, 10 Aug 1998 02:38:12 GMT
Organization: SCEA News Server
Lines: 54
Message-ID: <35ce5bc6.17015644@news.scea.sony.com>
References: <35C14295.8D5EF12A@mail.datasys.net>
NNTP-Posting-Host: user-37kb5ge.dialup.mindspring.com
X-Newsreader: Forte Free Agent 1.1/32.230
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1743
scea.yaroze.freetalk:853

Hello,
    If everyone would like an update to the Yaroze libraries and would like to get Sony supporting us again. I would suggest everyone send an email to J. Patton j_patton@playstation.sony.com. As far as I know, he is still the head of the yaroze project at SCEA. Everyone send him an email letting him know that WE support Sony and the Yaroze program and that they should be supporting us.
   The few tools that were provided haven't been updated in months, the libraries, although very usefull, would be much better with an update. Dual Shock support, Multitap and 3D Primitives would be a good start to the update.

Thanks,
Jason Jones
A loyal Yaroze Member

On Fri, 31 Jul 1998 00:05:41 -0400, Darco <rquat@mail.datasys.net>
wrote:

>Just out of curosity, will we as Net Yaroze members have the privilage
>to be able to develop for the Sony PDA units that will be coming out
>next year? Perhaps a special compiler to write the programs for the
>PDA? Will the PDA have it's own "file system" like the memory cards?
>
>If it is even possible to develop for the PDA using the current yaroze
>libraries, will sony let us use the PDA compilers so that we can write

>our own PDA software to use?
>
>Speaking of libraries... Is there any chance in heck that there will
>ever be a library upgrade? Perhaps Sony could make the new libraries,
>and mail all the Net Yaroze members the new black and gold library
>CDs, and call the new library something like libps2 or something so
>that it doesn't get confused with the older library. Perhaps even make
>the black disc "smart" so that it knows if it's being sent a program
>made with the "new" libraries, or a program that needs the "old"
>libraries to operate properly. Net yaroze members have been begging
>Sony for something like this for months. While I am content with the
>current libraries, they do leave something to be desired as far as new
>prepherals go.
>
>--
>'Darco
>darco@NOSPAM@bigfoot.com
>
>(Replace "@NOSPAM@" with an "@" to email me)
>
>UIN: 1454810 (You can page me at http://wwp.mirabilis.com/1454810)
>Voria: http://www.datasys.net/users/stu/rquat/voria
>PGPKey: http://www.datasys.net/users/stu/rquat/pgpkey.txt
>
>"Writing for a penny a word is ridiculous. If a man really wants to
> make a million dollars, the best way would be to start his own
> religion" --- L. Ron Hubbard, Reader's Digest, May 1980, p.1

--MESSAGE FILE 17644 END: ./2 SCEA/yaroze/freetalk/000000853html.html

--MESSAGE FILE 17645 START: ./2 SCEA/yaroze/freetalk/000000854html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups: scea.yaroze.freetalk
Subject: Game upload
Date: Fri, 14 Aug 1998 17:29:04 -0500
Organization: SCEA News Server
Lines: 8
Message-ID: <6r2d8q$26m9@scea>
NNTP-Posting-Host: dl24.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I uploaded a game my group coded for ECTS and I have yet to hear anything...
I also wanted to add a link on my page. Does anyone check the mail or what?

Regards,

Jeff / Nemesis

--MESSAGE FILE 17645 END: ./2 SCEA/yaroze/freetalk/000000854html.html

--MESSAGE FILE 17646 START: ./2 SCEA/yaroze/freetalk/000000855html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Game upload
Date: Sat, 15 Aug 1998 03:03:36 GMT
Organization: L4 Software
Lines: 18
Message-ID: <35d4fa4a.52141188@205.149.189.29>

References: <6r2d8q$26m9@scea>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Jeff,

I was busy with other commitments this week. I'll be going through all
the recent uploads over the next two days.

Mario

On Fri, 14 Aug 1998 17:29:04 -0500, "Jeff Lawton"
<jlawton@jadetech*NOSPAMERS*.com> wrote:

>I uploaded a game my group coded for ECTS and I have yet to hear anything...
>I also wanted to add a link on my page. Does anyone check the mail or what?
>
>Regards,
>
>Jeff / Nemesis
>

--MESSAGE FILE 17646 END: ./2 SCEA/yaroze/freetalk/000000855html.html

--MESSAGE FILE 17647 START: ./2 SCEA/yaroze/freetalk/000000856html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <dreamer@sinclair.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Weekly Yaroze Chat
Date: Sat, 15 Aug 1998 12:52:11 -0700
Organization: SCEA News Server
Lines: 18
Message-ID: <35D5E6EB.24DC8CC1@sinclair.net>
References: <35C29DE3.9B362A9F@sinclair.net>
NNTP-Posting-Host: dreamer.sincom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Reminding you about the chat again - the more people to show up, the
more fun it is! Just go to
http://www.scea.sony.com/net/yaroze/aud.html, wait for the java to load
(about 5 minutes), enter your name when it asks, and click on the text
chat button.

--
-   Joshua Meeds
  Dreamwriter Dragon
 dreamer@sinclair.net
      -=UDIC=-
____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 17647 END: ./2 SCEA/yaroze/freetalk/000000856html.html

--MESSAGE FILE 17648 START: ./2 SCEA/yaroze/freetalk/000000857html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Still no SCEE access...
Date: Mon, 17 Aug 1998 07:39:56 -0400
Organization: SCEA News Server
Lines: 27
Message-ID: <35D8168C.F3D3BEA9@bigfoot.com>
NNTP-Posting-Host: 212.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1795
scea.yaroze.freetalk:857

Hmmm...

I still do not have SCEE access, and it's been around 6 months. I'm sure that there has to be other people who are having the same problem, and I am starting to wonder if it's just me going crazy.

I mean... Jeez. I assume that there are quite a few other people having a similar problem.

I remember someone from SCEE reading up on my problem and then emailed me asking me for me login and my password, but... Email is such an insecure medium that I do not feel comfortable giving out my password over it. I've sent 2 or 3 emails to this person, but I never got a reply, and I still don't have SCEE access. (I told him my login, and asked him if he could contact SCEA and get my password from them instead)

sigh

I really hate to keep nagging, buging, and complaining... What can I do? What should I do? I mean, is there something that I've been overlooking, some form I may have been sent or something that I must have looked over or something like that?

'Darco
darco@bigfoot.com

--MESSAGE FILE 17648 END: ./2 SCEA/yaroze/freetalk/000000857html.html

--MESSAGE FILE 17649 START: ./2 SCEA/yaroze/freetalk/000000858html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Game upload
Date: 18 Aug 1998 15:15:05 GMT
Organization: SCEE
Lines: 25
Message-ID: <01bdca57$8e7a7f00$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6r2d8q$26m9@scea>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155

Hi Jeff,

I tried out your game and we will use it on our ECTS disk. I like the

weapons,
although the control will take getting used to. Good-job.

Regards,

George@SCEE

Jeff Lawton <jlawton@jadetech*NOSPAMERS*.com> wrote in article
<6r2d8q$26m9@scea>...
> I uploaded a game my group coded for ECTS and I have yet to hear
anything...
> I also wanted to add a link on my page. Does anyone check the mail or
what?
>
> Regards,
>
> Jeff / Nemesis
>
>
>
--MESSAGE FILE 17649 END: ./2 SCEA/yaroze/freetalk/000000858html.html

--MESSAGE FILE 17650 START: ./2 SCEA/yaroze/freetalk/000000859html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: SCEE Tutorial is now posted.
Date: Tue, 18 Aug 1998 14:42:44 -0400
Organization: SCEA News Server
Lines: 11
Message-ID: <6rcgsp$g11@scea>
NNTP-Posting-Host: sud-tcs1-port44.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:859
scee.yaroze.freetalk.english:1809

SCEE has now posted that tutorial documentation that George Bain has been
promising for a while.
I guess this means lots of reading tonight.

By the way I like the new look of the SCEE site. Very functional.

Steve Tolin

--MESSAGE FILE 17650 END: ./2 SCEA/yaroze/freetalk/000000859html.html

--MESSAGE FILE 17651 START: ./2 SCEA/yaroze/freetalk/000000860html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEE Tutorial is now posted.
Date: 18 Aug 1998 19:52:12 GMT
Organization: SCEE
Lines: 22
Message-ID: <01bdca7e$4742eba0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6rcgsp$g11@scea>

NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:860
scee.yaroze.freetalk.english:1811

Hi Steve,

Not much reading yet. Next week :) Take a look
at all the example programs that are done already.

Regards,

George@SCEE

Steve Tolin <titan@vianet.on.ca> wrote in article <6rcgsp$g11@scea>...
> SCEE has now posted that tutorial documentation that George Bain has been
> promising for a while.
> I guess this means lots of reading tonight.
>
>
> By the way I like the new look of the SCEE site. Very functional.
>
> Steve Tolin
>
>
>
>
--MESSAGE FILE 17651 END: ./2 SCEA/yaroze/freetalk/000000860html.html

--MESSAGE FILE 17652 START: ./2 SCEA/yaroze/freetalk/000000861html.html
Path: chuka.playstation.co.uk!news
From: "John Whitmore" <john@jwhit.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEE Tutorial is now posted.
Date: Tue, 18 Aug 1998 20:56:37 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <6rcme9$l2e8@chuka.playstation.co.uk>
References: <6rcgsp$g11@scea>
<01bdca7e$4742eba0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: jwhit.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:861
scee.yaroze.freetalk.english:1812

>Not much reading yet. Next week :) Take a look
>at all the example programs that are done already.
>
>Regards,
>
>George@SCEE

    And what an impressive bunch of demos at that. You have made up for all
the "bad support for Yaroze members" arguments!
  Cheers,
        John

--MESSAGE FILE 17652 END: ./2 SCEA/yaroze/freetalk/000000861html.html

--MESSAGE FILE 17653 START: ./2 SCEA/yaroze/freetalk/000000862html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Still no SCEE access...
Date: Wed, 19 Aug 1998 01:50:04 +0200
Organization: Debri Productions
Lines: 17
Message-ID: <1ddz72k.wg9n2x1bw60cgN@a1-88-128.a1.nl>
References: <35D8168C.F3D3BEA9@bigfoot.com>
NNTP-Posting-Host: a1-88-128.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1815
scea.yaroze.freetalk:862

Darco <darco@bigfoot.com> wrote:

> *sigh*
>
> I really hate to keep nagging, buging, and complaining... What can I do?
> What should I do?

KEEP bugging!!!! it always works!!! TRUST ME!
I got my ticket from the ects-site, I suppose this needed less
bugging... and it worked!!

> 'Darco
> darco@bigfoot.com

DEnnis..
--MESSAGE FILE 17653 END: ./2 SCEA/yaroze/freetalk/000000862html.html

--MESSAGE FILE 17654 START: ./2 SCEA/yaroze/freetalk/000000863html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEE Tutorial is now posted.
Date: Wed, 19 Aug 1998 10:46:06 +0200
Organization: Debri Productions
Lines: 16
Message-ID: <1de07ni.1xvmashg3aa80N@a1-88-126.a1.nl>
References: <6rcgsp$g11@scea>
NNTP-Posting-Host: a1-88-126.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:863
scee.yaroze.freetalk.english:1822

Steve Tolin <titan@vianet.on.ca> wrote:

> By the way I like the new look of the SCEE site. Very functional.
>
> Steve Tolin

What???? you like it?? I think it looks awfull. Maybe it is functional
but I think it looks crap (sorry for the ones who made it)...
I think it looks rather fast-done and unprofessional. I know it doesn't
have to be something functional but I realy don't like it.

DEnnis...

Am I alone with this opinion?
--MESSAGE FILE 17654 END: ./2 SCEA/yaroze/freetalk/000000863html.html

--MESSAGE FILE 17655 START: ./2 SCEA/yaroze/freetalk/000000864html.html
Path: chuka.playstation.co.uk!news
From: "Paul Bircham" <yaroze@doodlek.globalnet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEE Tutorial is now posted.
Date: Wed, 19 Aug 1998 11:05:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <6re826$l2e17@chuka.playstation.co.uk>
References: <6rcgsp$g11@scea> <1de07ni.1xvmashg3aa80N@a1-88-126.a1.nl>
NNTP-Posting-Host: client837b.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.71.1712.3
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:864
scee.yaroze.freetalk.english:1829

DEnnis Brinkhuis wrote in message
>What???? you like it?? I think it looks awfull. Maybe it is functional
>but I think it looks crap (sorry for the ones who made it)...
>I think it looks rather fast-done and unprofessional. I know it doesn't
>have to be something functional but I realy don't like it.
>
>DEnnis...
>
>Am I alone with this opinion?

No, I'm not keen on the site, yes its functional (which lets face it is what we want), but I have to agree with DEnnis, as it doesn't look like much effort went into the presentation, looks like they spent all there time on the workings of the site, which is alot better than having a good looking site that you just can't use, or is it? I think it is, the people who did this new site deserve a pat on the back for making it easy to use, maybe know they can work on some new graphics to fit in with the new style.

Paul

--MESSAGE FILE 17655 END: ./2 SCEA/yaroze/freetalk/000000864html.html

--MESSAGE FILE 17656 START: ./2 SCEA/yaroze/freetalk/000000865html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEE Tutorial is now posted.
Date: Wed, 19 Aug 1998 14:15:47 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <35DAD002.7E20F4E5@ndirect.co.uk>
References: <6rcgsp$g11@scea> <1de07ni.1xvmashg3aa80N@a1-88-126.a1.nl>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: dialin2-13.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:865
scee.yaroze.freetalk.english:1830

DEnnis Brinkhuis wrote:

> What???? you like it?? I think it looks awfull. Maybe it is functional
> but I think it looks crap (sorry for the ones who made it)...
> I think it looks rather fast-done and unprofessional. I know it doesn't
> have to be something functional but I realy don't like it.
>

If I had to describe the new site in one word, it would be UGLY.

Yep, it's functional, and for that the authors should be congratulated.
But, just bacause a site is quick and easy to use, it does not neccessarily
follow that it should be ugly. Black background with cyan/yellow text?
Things have moved on a bit since teletext!

No, but seriously, it is an improvement - just doesn't do too much for
Sony's image.

Herbs

--MESSAGE FILE 17656 END: ./2 SCEA/yaroze/freetalk/000000865html.html

--MESSAGE FILE 17657 START: ./2 SCEA/yaroze/freetalk/000000866html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEE Tutorial is now posted.
Date: Wed, 19 Aug 1998 12:20:34 -0400
Organization: SCEA News Server
Lines: 33
Message-ID: <6resr8$g15@scea>
References: <6rcgsp$g11@scea> <1de07ni.1xvmashg3aa80N@a1-88-126.a1.nl>
<35DAD002.7E20F4E5@ndirect.co.uk>
NNTP-Posting-Host: sud-tcs1-port7.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:866
scee.yaroze.freetalk.english:1831

Wow...   you guys REALLY don't like that much...

Touchy subject I guess.

Steve Tolin

Alex Herbert wrote in message <35DAD002.7E20F4E5@ndirect.co.uk>...
>
>
>DEnnis Brinkhuis wrote:
>
>> What???? you like it?? I think it looks awfull. Maybe it is functional
>> but I think it looks crap (sorry for the ones who made it)...
>> I think it looks rather fast-done and unprofessional. I know it doesn't
>> have to be something functional but I realy don't like it.
>>
>
>If I had to describe the new site in one word, it would be UGLY.
>

>Yep, it's functional, and for that the authors should be congratulated.
>But, just bacause a site is quick and easy to use, it does not neccessarily
>follow that it should be ugly. Black background with cyan/yellow text?
>Things have moved on a bit since teletext!
>
>No, but seriously, it is an improvement - just doesn't do too much for
>Sony's image.
>
>Herbs
>
>

--MESSAGE FILE 17657 END: ./2 SCEA/yaroze/freetalk/000000866html.html

--MESSAGE FILE 17658 START: ./2 SCEA/yaroze/freetalk/000000867html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEE Tutorial is now posted.
Date: Wed, 19 Aug 1998 20:51:27 +0200
Organization: Debri Productions
Lines: 26
Message-ID: <1de0o6z.11p3u6nwn6u2oN@a1-88-115.a1.nl>
References: <6rcgsp$g11@scea> <1de07ni.1xvmashg3aa80N@a1-88-126.a1.nl>
<35DAD002.7E20F4E5@ndirect.co.uk>
NNTP-Posting-Host: a1-88-115.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:867
scee.yaroze.freetalk.english:1833

Alex Herbert <aherbert@ndirect.co.uk> wrote:

> DEnnis Brinkhuis wrote:
>
> > What???? you like it?? I think it looks awfull. Maybe it is functional
> > but I think it looks crap (sorry for the ones who made it)...
> > I think it looks rather fast-done and unprofessional. I know it doesn't
> > have to be something functional but I realy don't like it.
> > >
> >
> > If I had to describe the new site in one word, it would be UGLY.
> >
> > Yep, it's functional, and for that the authors should be congratulated.
> > But, just bacause a site is quick and easy to use, it does not neccessarily
> > follow that it should be ugly. Black background with cyan/yellow text?
> > Things have moved on a bit since teletext!
> >
> > No, but seriously, it is an improvement - just doesn't do too much for
> > Sony's image.
> >
> > Herbs

You said it all! I totally agree!

DEnnis..
--MESSAGE FILE 17658 END: ./2 SCEA/yaroze/freetalk/000000867html.html

--MESSAGE FILE 17659 START: ./2 SCEA/yaroze/freetalk/000000868html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)

Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEE Tutorial is now posted.
Date: Wed, 19 Aug 1998 21:02:17 +0200
Organization: Debri Productions
Lines: 15
Message-ID: <1de10qy.15yl2dw1oedny4N@a1-88-115.a1.nl>
References: <6rcgsp$g11@scea> <1de07ni.1xvmashg3aa80N@a1-88-126.a1.nl>
<35DAD002.7E20F4E5@ndirect.co.uk> <6resr8$g15@scea>
NNTP-Posting-Host: 194.151.88.142
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:868
scee.yaroze.freetalk.english:1835

Steve Tolin <titan@vianet.on.ca> wrote:

> Wow...   you guys REALLY don't like that much...
>
> Touchy subject I guess.
>
> Steve Tolin
>

nope, not at all. I only noticed that being honest is no problem over
here. So I just say what I think. I like comments about my page too so I
can improve it. Like I just put the profile-list in alphabetical order
course I had some comments about that.

DEnnis..
--MESSAGE FILE 17659 END: ./2 SCEA/yaroze/freetalk/000000868html.html

--MESSAGE FILE 17660 START: ./2 SCEA/yaroze/freetalk/000000869html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Still no SCEE access...
Date: Wed, 19 Aug 1998 16:29:59 -0400
Organization: SCEA News Server
Lines: 19
Message-ID: <35DB35C7.CDB709D6@bigfoot.com>
References: <35D8168C.F3D3BEA9@bigfoot.com> <1ddz72k.wg9n2x1bw60cgN@a1-88-
128.a1.nl>
NNTP-Posting-Host: 295.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1837
scea.yaroze.freetalk:869

DEnnis Brinkhuis wrote:

> Darco <darco@bigfoot.com> wrote:
>
> > *sigh*
> >
> > I really hate to keep nagging, buging, and complaining... What can I do?
> > What should I do?
>
> KEEP bugging!!!! it always works!!! TRUST ME!
> I got my ticket from the ects-site, I suppose this needed less
> bugging... and it worked!!
>

Well, no need to bug anymore... I'm working something out now and hopefuly I'll have access in a week or two. *crosses fingers*

'Darco

--MESSAGE FILE 17660 END: ./2 SCEA/yaroze/freetalk/000000869html.html

--MESSAGE FILE 17661 START: ./2 SCEA/yaroze/freetalk/000000870html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Zelda Online???
Date: Wed, 19 Aug 1998 18:13:30 -0400
Organization: SCEA News Server
Lines: 19
Message-ID: <6rfhi2$g17@scea>
NNTP-Posting-Host: sud-tcs1-port4.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:870
scee.yaroze.freetalk.english:1838

Everybody remembers Zelda 3: A Link to the Past on the Super Nintendo right???

Somebody has written an online multiplayer version of the game (a la Ultima Online)...called GRAAL

It seems pretty neat... just thought I'd share....it can be found at.. see you online..

http://www.cyberjoueur.com/English/graal.html

Later
Steve Tolin

--MESSAGE FILE 17661 END: ./2 SCEA/yaroze/freetalk/000000870html.html

--MESSAGE FILE 17662 START: ./2 SCEA/yaroze/freetalk/000000871html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Still no SCEE access...
Date: Thu, 20 Aug 1998 11:43:09 +0200
Organization: Debri Productions
Lines: 23
Message-ID: <1de1bln.13jgot1yhlyz6N@a1-88-117.a1.nl>
References: <35D8168C.F3D3BEA9@bigfoot.com> <1ddz72k.wg9n2x1bw60cgN@a1-88-128.a1.nl> <35DB35C7.CDB709D6@bigfoot.com>
NNTP-Posting-Host: a1-88-117.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1844
scea.yaroze.freetalk:871

Darco <darco@bigfoot.com> wrote:

> DEnnis Brinkhuis wrote:

>
> > Darco <darco@bigfoot.com> wrote:
> >
> > > *sigh*
> > >
> > > I really hate to keep nagging, buging, and complaining... What can I do?
> > > What should I do?
> >
> > KEEP bugging!!!! it always works!!! TRUST ME!
> > I got my ticket from the ects-site, I suppose this needed less
> > bugging... and it worked!!
> >
>
> Well, no need to bug anymore... I'm working something out now and hopefuly
> I'll have access in a week or two. *crosses fingers*
>
> 'Darco

succes!! I hope to meet you at the ECTS.
--MESSAGE FILE 17662 END: ./2 SCEA/yaroze/freetalk/000000871html.html

--MESSAGE FILE 17663 START: ./2 SCEA/yaroze/freetalk/000000872html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Solid Snake Makes Games with Net Yaroze??
Date: Thu, 20 Aug 1998 22:55:18 -0400
Organization: SCEA News Server
Lines: 16
Message-ID: <6rin3c$g114@scea>
NNTP-Posting-Host: sud-tcs1-port48.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:872
scee.yaroze.freetalk.english:1866

There are a couple of recently released shots from Metal Gear Solid that
show a Net Yaroze System in the game...

We'll if Solid Snake is trying to make games on Yaroze I guess I should
actually finish a game or something...   enjoy..

http://media.psmonline.com/media/news/image/mgsaug9.jpg
http://media.psmonline.com/media/news/image/mgsaug13.jpg

Steve Tolin
(who will hopefully finish the project he is working on soon)

--MESSAGE FILE 17663 END: ./2 SCEA/yaroze/freetalk/000000872html.html

--MESSAGE FILE 17664 START: ./2 SCEA/yaroze/freetalk/000000873html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Nelson Santos" <nsantos@total.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Game upload
Date: 21 Aug 1998 06:17:46 GMT
Organization: SCEA News Server

Lines: 19
Message-ID: <01bdcce5$3f55b300$d99dcdcd@nsantos>
References: <6r2d8q$26m9@scea>
NNTP-Posting-Host: ppp-annex-0163.tor.accent.net
X-Newsreader: Microsoft Internet News 4.70.1160

Talking about your game, great remake of Time Pilot! One of my favorites on Colecovision. Good stuff!

Nelson/ROGUE

Jeff Lawton <jlawton@jadetech*NOSPAMERS*.com> wrote in article <6r2d8q$26m9@scea>...
> I uploaded a game my group coded for ECTS and I have yet to hear anything...
> I also wanted to add a link on my page. Does anyone check the mail or what?
>
> Regards,
>
> Jeff / Nemesis
>
>
>
--MESSAGE FILE 17664 END: ./2 SCEA/yaroze/freetalk/000000873html.html

--MESSAGE FILE 17665 START: ./2 SCEA/yaroze/freetalk/000000874html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Jeff Lawton" <jlawton@jadetech*NOSPAMERS*.com>
Newsgroups: scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: SCEA regular chat sessions 9pm EST
Date: Fri, 21 Aug 1998 09:07:59 -0500
Organization: SCEA News Server
Lines: 19
Message-ID: <6rjulg$1qh1@scea>
NNTP-Posting-Host: dl22.bisnet.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:89 scea.yaroze.beginners:253 scea.yaroze.freetalk:874 scee.yaroze.freetalk.english:1875

I would like to propose that we move our chat sessions to :

http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This room would allow the SCEE members to join the chat sessions, although it would be rather late.. I have no idea how many coders sleep. (Me not being one of them)

I also think that this is a better chat room.. Once you set it to Float. Let me know what you guys think.

BTW the chat room was originally set up by Mr Frosty, I just thought I would open it to all, considering that there are quite a few SCEA guys that don't have access to the SCEE server.

Regards,

Jeff Lawton (aka Zark Wizard) / Nemesis

--MESSAGE FILE 17665 END: ./2 SCEA/yaroze/freetalk/000000874html.html

--MESSAGE FILE 17666 START: ./2 SCEA/yaroze/freetalk/000000875html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Still no SCEE access...
Date: Fri, 21 Aug 1998 16:11:14 -0400
Organization: SCEA News Server
Lines: 14
Message-ID: <35DDD462.6803D51F@bigfoot.com>
References: <35D8168C.F3D3BEA9@bigfoot.com> <1ddz72k.wg9n2x1bw60cgN@a1-88-128.a1.nl> <35DB35C7.CDB709D6@bigfoot.com> <1de1bln.13jgot1yhlyz6N@a1-88-117.a1.nl>
NNTP-Posting-Host: 88.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:875 scee.yaroze.freetalk.english:1888

DEnnis Brinkhuis wrote:

> succes!! I hope to meet you at the ECTS.

Sorry... I could only work in going to E3 this year, and that was only because I happened to live near Atlanta.. It woulda been cool to go to ECTS, but there would
be no way to work it in with a new school year and all. I gota keep those math and
physics grades up so I can goto DigiPen Institute of Technology and then do what I
love for a living. *crosses fingers*

'Darco

--MESSAGE FILE 17666 END: ./2 SCEA/yaroze/freetalk/000000875html.html

--MESSAGE FILE 17667 START: ./2 SCEA/yaroze/freetalk/000000876html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Fri, 21 Aug 1998 16:14:40 -0400
Organization: SCEA News Server
Lines: 17
Message-ID: <35DDD530.3E070299@bigfoot.com>
References: <6rjulg$1qh1@scea>
NNTP-Posting-Host: 88.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:91 scea.yaroze.beginners:254 scea.yaroze.freetalk:876 scee.yaroze.freetalk.english:1889

Jeff Lawton wrote:

>
> I would like to propose that we move our chat sessions to :
>
> http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
> room would allow the SCEE members to join the chat sessions, although it
> would be rather late.. I have no idea how many coders sleep. (Me not being
> one of them)

Cool. I'll check it out tonight. I haven't attended any saturday night
yaroze chat yet, mainly because by the time I remember, it's 11:00pm!

> BTW the chat room was originally set up by Mr Frosty, I just thought I would
> open it to all, considering that there are quite a few SCEA guys that don't
> have access to the SCEE server.

Heh. Yeah.
--MESSAGE FILE 17667 END: ./2 SCEA/yaroze/freetalk/000000876html.html

--MESSAGE FILE 17668 START: ./2 SCEA/yaroze/freetalk/000000877html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <steve@microdot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Still no SCEE access...
Date: Fri, 21 Aug 1998 14:50:51 -0700
Organization: SCEA News Server
Lines: 21
Message-ID: <6rkpii$1qh4@scea>
References: <35D8168C.F3D3BEA9@bigfoot.com> <1ddz72k.wg9n2x1bw60cgN@a1-88-
128.a1.nl> <35DB35C7.CDB709D6@bigfoot.com> <1de1bln.13jgot1yhlyz6N@a1-88-
117.a1.nl> <35DDD462.6803D51F@bigfoot.com>
NNTP-Posting-Host: gateway.connext.com
X-Newsreader: Microsoft Outlook Express 4.72.3115.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:877
scee.yaroze.freetalk.english:1890

Darco wrote in message <35DDD462.6803D51F@bigfoot.com>...
>physics grades up so I can goto DigiPen Institute of Technology and then do
what I
>
>'Darco

I kept wondering why this DigiPen Institute kept sounding familiar when I
see people post about wanting to go there...   It turns out it's about 2
blocks from my apartment. Right next to Nintendo and in between the
Microsoft campuses. Heh.

So, if anyone ends up going there, give me a ring and we'll go for beers!!

I love living in the technology hub of the NorthWest. :)

-Steve

--MESSAGE FILE 17668 END: ./2 SCEA/yaroze/freetalk/000000877html.html

--MESSAGE FILE 17669 START: ./2 SCEA/yaroze/freetalk/000000878html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>

Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Still no SCEE access...
Date: Fri, 21 Aug 1998 22:24:40 -0400
Organization: SCEA News Server
Lines: 42
Message-ID: <6rl9lm$1qh6@scea>
References: <35D8168C.F3D3BEA9@bigfoot.com> <1ddz72k.wg9n2x1bw60cgN@a1-88-128.a1.nl> <35DB35C7.CDB709D6@bigfoot.com> <1de1bln.13jgot1yhlyz6N@a1-88-117.a1.nl> <35DDD462.6803D51F@bigfoot.com>
NNTP-Posting-Host: sud-tcs1-port19.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:878 scee.yaroze.freetalk.english:1892

Have you applied to DigiPen yet???

Earlier this year I got accepted at DigiPen in Vancouver and was ready to move. Then they decided that they were going full tilt with the new start up facility in Redmond and all the Vancouver teachers were needed in Redmond.

I have since been invited to attend in Redmond with one small clause.. I have to wait for a student VISA..

The school did not register with immigration early enough to be allowed "foreign" students..

Ahhh well.... that's just me ramblin' on about how upset I am that I still have to work for a while and live where it snows all the time...   Damn I hate this place...

Steve Tolin
P.S.
(I'll move anywhere to get away right now.)

Darco wrote in message <35DDD462.6803D51F@bigfoot.com>...
>DEnnis Brinkhuis wrote:
>
>> succes!! I hope to meet you at the ECTS.
>
>Sorry... I could only work in going to E3 this year, and that was only because I
>happened to live near Atlanta.. It woulda been cool to go to ECTS, but there would
>be no way to work it in with a new school year and all. I gota keep those math and
>physics grades up so I can goto DigiPen Institute of Technology and then do what I
>love for a living. *crosses fingers*
>
>'Darco
>
>
>

--MESSAGE FILE 17669 END: ./2 SCEA/yaroze/freetalk/000000878html.html

--MESSAGE FILE 17670 START: ./2 SCEA/yaroze/freetalk/000000879html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english

Subject: Re: Still no SCEE access...
Date: Sat, 22 Aug 1998 13:24:57 -0400
Organization: SCEA News Server
Lines: 21
Message-ID: <35DEFEE9.9C64F79B@bigfoot.com>
References: <35D8168C.F3D3BEA9@bigfoot.com> <1ddz72k.wg9n2x1bw60cgN@a1-88-128.a1.nl> <35DB35C7.CDB709D6@bigfoot.com> <1de1bln.13jgot1yhlyz6N@a1-88-117.a1.nl> <35DDD462.6803D51F@bigfoot.com> <6rkpii$1qh4@scea>
NNTP-Posting-Host: 97.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:879 scee.yaroze.freetalk.english:1893

Steve Spiller wrote:
>
> Darco wrote in message <35DDD462.6803D51F@bigfoot.com>...
> >physics grades up so I can goto DigiPen Institute of Technology and then do
> what I
> >
> >'Darco
>
> I kept wondering why this DigiPen Institute kept sounding familiar when I
> see people post about wanting to go there... It turns out it's about 2
> blocks from my apartment. Right next to Nintendo and in between the
> Microsoft campuses. Heh.

Sure thing man! That's really cool, you live 2 blocks away from the
coolest school in the world!

> I love living in the technology hub of the NorthWest. :)

Punk. :)

'Darco
--MESSAGE FILE 17670 END: ./2 SCEA/yaroze/freetalk/000000879html.html

--MESSAGE FILE 17671 START: ./2 SCEA/yaroze/freetalk/000000880html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Still no SCEE access...
Date: Sat, 22 Aug 1998 13:26:04 -0400
Organization: SCEA News Server
Lines: 18
Message-ID: <35DEFF2C.E9141C89@bigfoot.com>
References: <35D8168C.F3D3BEA9@bigfoot.com> <1ddz72k.wg9n2x1bw60cgN@a1-88-128.a1.nl> <35DB35C7.CDB709D6@bigfoot.com> <1de1bln.13jgot1yhlyz6N@a1-88-117.a1.nl> <35DDD462.6803D51F@bigfoot.com> <6rkpii$1qh4@scea>
NNTP-Posting-Host: 97.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:880 scee.yaroze.freetalk.english:1894

Steve Spiller wrote:
>
> Darco wrote in message <35DDD462.6803D51F@bigfoot.com>...
> >physics grades up so I can goto DigiPen Institute of Technology and then do

> what I
> >
> >'Darco
>
> I kept wondering why this DigiPen Institute kept sounding familiar when I
> see people post about wanting to go there... It turns out it's about 2
> blocks from my apartment. Right next to Nintendo and in between the
> Microsoft campuses. Heh.
>
> So, if anyone ends up going there, give me a ring and we'll go for beers!!
>
> I love living in the technology hub of the NorthWest. :)
>
> -Steve
--MESSAGE FILE 17671 END: ./2 SCEA/yaroze/freetalk/000000880html.html

--MESSAGE FILE 17672 START: ./2 SCEA/yaroze/freetalk/000000881html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Sat, 22 Aug 1998 20:03:04 GMT
Organization: L4 Software
Lines: 27
Message-ID: <35df239e.1564110@205.149.189.29>
References: <6rjulg$1qh1@scea>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.announce:92 scea.yaroze.beginners:255
scea.yaroze.freetalk:881 scee.yaroze.freetalk.english:1895

The problem with having the chat in a public area is you would have to
restrict your discussions.

Mario

On Fri, 21 Aug 1998 09:07:59 -0500, "Jeff Lawton"
<jlawton@jadetech*NOSPAMERS*.com> wrote:

>I would like to propose that we move our chat sessions to :
>
>http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
>room would allow the SCEE members to join the chat sessions, although it
>would be rather late.. I have no idea how many coders sleep. (Me not being
>one of them)
>
>I also think that this is a better chat room.. Once you set it to Float.
>Let me know what you guys think.
>
>BTW the chat room was originally set up by Mr Frosty, I just thought I would
>open it to all, considering that there are quite a few SCEA guys that don't
>have access to the SCEE server.
>
>Regards,
>
>Jeff Lawton (aka Zark Wizard) / Nemesis
>

--MESSAGE FILE 17672 END: ./2 SCEA/yaroze/freetalk/000000881html.html

--MESSAGE FILE 17673 START: ./2 SCEA/yaroze/freetalk/000000882html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Michael Briere <mikey@accessv.com>
Newsgroups: scea.yaroze.freetalk
Subject: No Access to SCEE Either
Date: Sun, 23 Aug 1998 08:33:58 -0400
Organization: SCEA News Server
Lines: 10
Message-ID: <35E00C36.6357A0A1@accessv.com>
NNTP-Posting-Host: 13.209.5.199.dialup.accessv.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

You are not alone my friend. I too still don't have access to the site.
I hear that George Bain has posted some tutorials there and I'd love to
get my hands on them, but at this point it's still "Sorry, No Bonus".
I've been a member since February 98 myself. From what I understand I
thinks it's Peter Alau who sends the information to someone at SCEE. I
tried to send an e-mail to Peter, but I get an invalid e-mail address
message from Netscape when I do. Peter, if you could help 2 if not more
people out, that'd be great!
    Michael

--MESSAGE FILE 17673 END: ./2 SCEA/yaroze/freetalk/000000882html.html

--MESSAGE FILE 17674 START: ./2 SCEA/yaroze/freetalk/000000883html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: No Access to SCEE Either
Date: Sun, 23 Aug 1998 13:48:53 GMT
Organization: L4 Software
Lines: 21
Message-ID: <35e01d74.266833@205.149.189.29>
References: <35E00C36.6357A0A1@accessv.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Michael,

I spoke with Peter when I was in California on Wednesday. He is aware
of the problem the two of you are having and is working to get it
resolved. I'll check with him on Monday to see what's up.

Mario

On Sun, 23 Aug 1998 08:33:58 -0400, Michael Briere <mikey@accessv.com>
wrote:

>You are not alone my friend. I too still don't have access to the site.
>I hear that George Bain has posted some tutorials there and I'd love to
>get my hands on them, but at this point it's still "Sorry, No Bonus".
>I've been a member since February 98 myself. From what I understand I
>thinks it's Peter Alau who sends the information to someone at SCEE. I
>tried to send an e-mail to Peter, but I get an invalid e-mail address

>message from Netscape when I do. Peter, if you could help 2 if not more
>people out, that'd be great!
>   Michael

--MESSAGE FILE 17674 END: ./2 SCEA/yaroze/freetalk/000000883html.html

--MESSAGE FILE 17675 START: ./2 SCEA/yaroze/freetalk/000000884html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEE Tutorial is now posted.
Date: 23 Aug 1998 17:01:44 GMT
Organization: SCEE
Lines: 15
Message-ID: <01bdce54$60707780$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6rcgsp$g11@scea> <1de07ni.1xvmashg3aa80N@a1-88-126.a1.nl>
<35DAD002.7E20F4E5@ndirect.co.uk> <6resr8$g15@scea>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:884
scee.yaroze.freetalk.english:1905

Hi Steve,

I think it's a European thing. Oh Canada baby!

George

Steve Tolin <titan@vianet.on.ca> wrote in article <6resr8$g15@scea>...
> Wow...   you guys REALLY don't like that much...
>
> Touchy subject I guess.
>
> Steve Tolin
>
>

--MESSAGE FILE 17675 END: ./2 SCEA/yaroze/freetalk/000000884html.html

--MESSAGE FILE 17676 START: ./2 SCEA/yaroze/freetalk/000000885html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: No Access to SCEE Either
Date: Sun, 23 Aug 1998 13:01:50 -0400
Organization: SCEA News Server
Lines: 21
Message-ID: <35E04AFE.D18A5AE6@bigfoot.com>
References: <35E00C36.6357A0A1@accessv.com>
NNTP-Posting-Host: 232.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Michael Briere wrote:
>
> You are not alone my friend. I too still don't have access to the site.
> I hear that George Bain has posted some tutorials there and I'd love to
> get my hands on them, but at this point it's still "Sorry, No Bonus".
> I've been a member since February 98 myself. From what I understand I
> thinks it's Peter Alau who sends the information to someone at SCEE. I

> tried to send an e-mail to Peter, but I get an invalid e-mail address
> message from Netscape when I do. Peter, if you could help 2 if not more
> people out, that'd be great!

We registered around the same time, so we are almost in exactly the same
boat. George Bain is helping me out at the moment. We had to figure out
a method of transporting my password via email though, which is
unsecure. We eventually figured out a method of sending half the
password in one message, and sending the second half in another.
Hopefully this detures anyuone who may be monitoring the email stream.

I'm really looking forward to reading George's tutorials.

'Darco
--MESSAGE FILE 17676 END: ./2 SCEA/yaroze/freetalk/000000885html.html

--MESSAGE FILE 17677 START: ./2 SCEA/yaroze/freetalk/000000886html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Mon, 24 Aug 1998 16:50:30 +0100
Organization: The Hex Heroes
Lines: 17
Message-ID: <35E18BC6.6CDF@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
NNTP-Posting-Host: atl4-033.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:256 scea.yaroze.freetalk:886
scee.yaroze.freetalk.english:1924

Mario Perdue wrote:
>
> The problem with having the chat in a public area is you would have to
> restrict your discussions.
>
> Mario

Mmm, this is why I kept the Java access code on a secure server - Whilst
I approve of getting as many people into it as possible, I don't think a
public page is suitable (hence why I didn't put it on one myself). If
there are any SCEA members who would like to host the Chat-Room on a
secure page, then I'd feel a bit happier about it - indeed, I'd be
fairly happy for anyone to post the code on their secure page, if I
could be persuaded which of the two chat-rooms I've registered for (Chat
Planet, Xoom) is the better option. Suggestions?

James (mrfrosty)
--MESSAGE FILE 17677 END: ./2 SCEA/yaroze/freetalk/000000886html.html

--MESSAGE FILE 17678 START: ./2 SCEA/yaroze/freetalk/000000887html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Mon, 24 Aug 1998 16:51:47 +0100
Organization: The Hex Heroes

Lines: 4
Message-ID: <35E18C13.4398@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com>
NNTP-Posting-Host: atl4-033.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:257 scea.yaroze.freetalk:887
scee.yaroze.freetalk.english:1925

As a side issue, why can't I post to scea.announce, like the rest of
this thread (hrmmph!)

James.
--MESSAGE FILE 17678 END: ./2 SCEA/yaroze/freetalk/000000887html.html

--MESSAGE FILE 17679 START: ./2 SCEA/yaroze/freetalk/000000888html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: 24 Aug 1998 20:24:19 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <01bdcf9c$8f08ac40$026f6f6f@two>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com>
NNTP-Posting-Host: 195.171.230.83
X-Newsreader: Microsoft Internet News 4.70.1161
Xref: chuka.playstation.co.uk scea.yaroze.beginners:258 scea.yaroze.freetalk:888
scee.yaroze.freetalk.english:1928

Sorry James I'm a bit confused does this mean that the chat room isn't
accessible by anyone, it's just -heavenly body- dropped by during a
discussion the other night ?

Pete.
--
|| Death is a non-maskable interrupt ||

>
> Mmm, this is why I kept the Java access code on a secure server - Whilst
> I approve of getting as many people into it as possible, I don't think a
> public page is suitable (hence why I didn't put it on one myself). If
>
> James (mrfrosty)
>
--MESSAGE FILE 17679 END: ./2 SCEA/yaroze/freetalk/000000888html.html

--MESSAGE FILE 17680 START: ./2 SCEA/yaroze/freetalk/000000889html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Mon, 24 Aug 1998 21:54:54 GMT
Organization: L4 Software
Lines: 13

Message-ID: <35e1e0ff.34276498@205.149.189.29>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com> <35E18C13.4398@writeme.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.beginners:259 scea.yaroze.freetalk:889
scee.yaroze.freetalk.english:1929

Good question. I thought it was an open message base like all the
others. I'll look into it.

Mario

On Mon, 24 Aug 1998 16:51:47 +0100, James Rutherford
<hexheroes@writeme.com> wrote:

>As a side issue, why can't I post to scea.announce, like the rest of
>this thread (hrmmph!)
>
>James.

--MESSAGE FILE 17680 END: ./2 SCEA/yaroze/freetalk/000000889html.html

--MESSAGE FILE 17681 START: ./2 SCEA/yaroze/freetalk/000000890html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Sony PDA Dev/Library upgrades
Date: Mon, 24 Aug 1998 18:49:01 -0400
Organization: SCEA News Server
Lines: 14
Message-ID: <35E1EDDD.2851BCC9@bigfoot.com>
References: <35C14295.8D5EF12A@mail.datasys.net>
<35ce5bc6.17015644@news.scea.sony.com>
NNTP-Posting-Host: 236.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:1931
scea.yaroze.freetalk:890

Jason Jones wrote:
>
> Hello,
>   If everyone would like an update to the Yaroze libraries and would
> like to get Sony supporting us again. I would suggest everyone send an
> email to J. Patton j_patton@playstation.sony.com. As far as I know, he
> is still the head of the yaroze project at SCEA. Everyone send him an
> email letting him know that WE support Sony and the Yaroze program and
> that they should be supporting us.

Unfortunately I believe that the only people who are even capable of
making an update are at SCEI. :(

'darco
--MESSAGE FILE 17681 END: ./2 SCEA/yaroze/freetalk/000000890html.html

--MESSAGE FILE 17682 START: ./2 SCEA/yaroze/freetalk/000000891html.html

Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Chat Room consensus
Date: Tue, 25 Aug 1998 15:55:45 +0100
Organization: The Hex Heroes
Lines: 23
Message-ID: <35E2D071.65FD@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com> <01bdcf9c$8f08ac40$026f6f6f@two>
NNTP-Posting-Host: atl5-020.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:260 scea.yaroze.freetalk:891
scee.yaroze.freetalk.english:1941

Peter Dollochan wrote:

> Sorry James I'm a bit confused does this mean that the chat room isn't
> accessible by anyone, it's just -heavenly body- dropped by during a
> discussion the other night ?

Yep, the Chat Room /is/ accessible to anyone, which is why I wanted to
keep the Java code away from public pages. The Xoom chat-room (the one
that used to be the main one) was my personal favourite and seemed to be
pretty secure. The Chat-Planet organisation (currently hosting the
available chat room) has the dubious advantage that members from other
chat-rooms are able to duck in on yours if there is someone in there.
Perhaps fairly predictably, most of the other frequently visited chat
pages concern Busty Brenda's house of Sin and other such niceties -
though I'm not entirely sure whether 'heavenly body' would get off on
Chat-Yaroze...

The Xoom Chatroom, I believe, is not advertised publicly and not
accessible publicly without the relevant bit of Java code. Did people
have a problem with the Xoom one, but not the Earthweb one? If not, I'd
like to bring that back and keep it away from public servers.

James.
--MESSAGE FILE 17682 END: ./2 SCEA/yaroze/freetalk/000000891html.html

--MESSAGE FILE 17683 START: ./2 SCEA/yaroze/freetalk/000000892html.html
Path: chuka.playstation.co.uk!news
From: "Peter Dollochan" <Peter.Dollochan@btinternet.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Chat Room consensus
Date: 25 Aug 1998 18:21:44 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 38
Message-ID: <01bdd054$998b10a0$026f6f6f@two>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com> <01bdcf9c$8f08ac40$026f6f6f@two>
<35E2D071.65FD@writeme.com>
NNTP-Posting-Host: host5-99-44-26.btinternet.com
X-Newsreader: Microsoft Internet News 4.70.1161
Xref: chuka.playstation.co.uk scea.yaroze.beginners:261 scea.yaroze.freetalk:892
scee.yaroze.freetalk.english:1947

Hi James,

The only prob was most of the names (common ones) were
already being used(so you had probs logging on) but if you
put your proper name in the description field when logging
on the info was just a click away so i suppose...
bring back the old one :)

Pete.
--
|| Death is a non-maskable interrupt ||

James Rutherford <hexheroes@writeme.com> wrote in article
<35E2D071.65FD@writeme.com>...
> Peter Dollochan wrote:
>
> > Sorry James I'm a bit confused does this mean that the chat room isn't
> > accessible by anyone, it's just -heavenly body- dropped by during a
> > discussion the other night ?
>
> Yep, the Chat Room /is/ accessible to anyone, which is why I wanted to
> keep the Java code away from public pages. The Xoom chat-room (the one
> that used to be the main one) was my personal favourite and seemed to be
> pretty secure. The Chat-Planet organisation (currently hosting the
> available chat room) has the dubious advantage that members from other
> chat-rooms are able to duck in on yours if there is someone in there.
> Perhaps fairly predictably, most of the other frequently visited chat
> pages concern Busty Brenda's house of Sin and other such niceties -
> though I'm not entirely sure whether 'heavenly body' would get off on
> Chat-Yaroze...
>
> The Xoom Chatroom, I believe, is not advertised publicly and not
> accessible publicly without the relevant bit of Java code. Did people
> have a problem with the Xoom one, but not the Earthweb one? If not, I'd
> like to bring that back and keep it away from public servers.
>
> James.
>
--MESSAGE FILE 17683 END: ./2 SCEA/yaroze/freetalk/000000892html.html

--MESSAGE FILE 17684 START: ./2 SCEA/yaroze/freetalk/000000893html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Chat Room consensus
Date: Wed, 26 Aug 1998 13:51:13 +0100
Organization: The Hex Heroes
Lines: 9
Message-ID: <35E404C1.3D4F@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E18BC6.6CDF@writeme.com> <01bdcf9c$8f08ac40$026f6f6f@two>
<35E2D071.65FD@writeme.com> <01bdd054$998b10a0$026f6f6f@two>
NNTP-Posting-Host: atl5-072.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:262 scea.yaroze.freetalk:893
scee.yaroze.freetalk.english:1955

Peter Dollochan wrote:

> bring back the old one :)

I'm with that - anybody else.
Views on chat times?
Suggestions?

James.
--MESSAGE FILE 17684 END: ./2 SCEA/yaroze/freetalk/000000893html.html

--MESSAGE FILE 17685 START: ./2 SCEA/yaroze/freetalk/000000894html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Joshua Meeds <support@accelerationsw.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Sat, 29 Aug 1998 14:28:58 +0000
Organization: SCEA News Server
Lines: 46
Message-ID: <35E8102A.B8746DB2@accelerationsw.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
NNTP-Posting-Host: 204.137.153.48
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.announce:95 scea.yaroze.beginners:263
scea.yaroze.freetalk:894 scee.yaroze.freetalk.english:2004

Plus, having a new area will just confuse people and make less SCEA
people show up (and few enough show up as it is). We should stick to
the auditorium because it has been done that way always (both these
reasons are why we never moved it to a real IRC chat room, which is much
more user friendly than the auditorium).

Mario Perdue wrote:
>
> The problem with having the chat in a public area is you would have to
> restrict your discussions.
>
> Mario
>
> On Fri, 21 Aug 1998 09:07:59 -0500, "Jeff Lawton"
> <jlawton@jadetech*NOSPAMERS*.com> wrote:
>
> >I would like to propose that we move our chat sessions to :
> >
> >http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
> >room would allow the SCEE members to join the chat sessions, although it
> >would be rather late.. I have no idea how many coders sleep. (Me not being
> >one of them)
> >
> >I also think that this is a better chat room.. Once you set it to Float.
> >Let me know what you guys think.
> >
> >BTW the chat room was originally set up by Mr Frosty, I just thought I would
> >open it to all, considering that there are quite a few SCEA guys that don't
> >have access to the SCEE server.
> >
> >Regards,
> >
> >Jeff Lawton (aka Zark Wizard) / Nemesis
> >

--
-   Joshua Meeds
  Dreamwriter Dragon
 dreamer@sinclair.net
      -=UDIC=-
_____
We are the music-makers,
And we are the dreamers of the dreams

- Willy Wonka quoting
  Arthur O'Shaughnessy
--MESSAGE FILE 17685 END: ./2 SCEA/yaroze/freetalk/000000894html.html

--MESSAGE FILE 17686 START: ./2 SCEA/yaroze/freetalk/000000895html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Sat, 29 Aug 1998 23:11:01 GMT
Organization: L4 Software
Lines: 46
Message-ID: <35e88a2c.13761044@205.149.189.29>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E8102A.B8746DB2@accelerationsw.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.announce:96 scea.yaroze.beginners:264
scea.yaroze.freetalk:895 scee.yaroze.freetalk.english:2007

Also, we should have a new version of the Auditorium running soon
(Peter is working on it) which will give us new options for chatting.

Stay tuned,

Mario

On Sat, 29 Aug 1998 14:28:58 +0000, Joshua Meeds
<support@accelerationsw.com> wrote:

>Plus, having a new area will just confuse people and make less SCEA
>people show up (and few enough show up as it is). We should stick to
>the auditorium because it has been done that way always (both these
>reasons are why we never moved it to a real IRC chat room, which is much
>more user friendly than the auditorium).
>
>Mario Perdue wrote:
>>
>> The problem with having the chat in a public area is you would have to
>> restrict your discussions.
>>
>> Mario
>>
>> On Fri, 21 Aug 1998 09:07:59 -0500, "Jeff Lawton"
>> <jlawton@jadetech*NOSPAMERS*.com> wrote:
>>
>> >I would like to propose that we move our chat sessions to :
>> >

>> >http://yaroze-world.org/html/chat_room.html on Sat nights at 9pm EST.. This
>> >room would allow the SCEE members to join the chat sessions, although it
>> >would be rather late.. I have no idea how many coders sleep. (Me not being
>> >one of them)
>> >
>> >I also think that this is a better chat room.. Once you set it to Float.
>> >Let me know what you guys think.
>> >
>> >BTW the chat room was originally set up by Mr Frosty, I just thought I would
>> >open it to all, considering that there are quite a few SCEA guys that don't
>> >have access to the SCEE server.
>> >
>> >Regards,
>> >
>> >Jeff Lawton (aka Zark Wizard) / Nemesis
>> >

--MESSAGE FILE 17686 END: ./2 SCEA/yaroze/freetalk/000000895html.html

--MESSAGE FILE 17687 START: ./2 SCEA/yaroze/freetalk/000000896html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Tue, 01 Sep 1998 13:00:50 +0100
Organization: The Hex Heroes
Lines: 9
Message-ID: <35EBE1F2.2B9A@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E8102A.B8746DB2@accelerationsw.com>
NNTP-Posting-Host: atl5-043.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:265 scea.yaroze.freetalk:896
scee.yaroze.freetalk.english:2057

Joshua Meeds wrote:

> Plus, having a new area will just confuse people and make less SCEA
> people show up (and few enough show up as it is).

Can SCEE Yarozites access the auditorium?
I've never been able to...

James.
--MESSAGE FILE 17687 END: ./2 SCEA/yaroze/freetalk/000000896html.html

--MESSAGE FILE 17688 START: ./2 SCEA/yaroze/freetalk/000000897html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Manny Najera <mnajera@students.uiuc.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Where does the time go?
Date: Tue, 01 Sep 1998 22:44:23 +0000
Organization: SCEA News Server
Lines: 12
Message-ID: <35EC78C6.5DBD0C9B@students.uiuc.edu>
NNTP-Posting-Host: crh3628.urh.uiuc.edu
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win95; I)

Hello all.

I'm over here at University of Illinois now, in a little jail cell of a dorm room, with a laptop, SGI, yaroze, and a roommate who just loves rap music. I haven't been able to get anywhere near the yaroze (programming wise) since march. Honestly, it seems like last week I was happily opening a box containing the yaroze.

Anybody at UIUC?

Manny Najera

--MESSAGE FILE 17688 END: ./2 SCEA/yaroze/freetalk/000000897html.html

--MESSAGE FILE 17689 START: ./2 SCEA/yaroze/freetalk/000000898html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Where does the time go?
Date: Wed, 02 Sep 1998 07:31:51 -0400
Organization: SCEA News Server
Lines: 17
Message-ID: <35ED2CA7.681BE3FB@bigfoot.com>
References: <35EC78C6.5DBD0C9B@students.uiuc.edu>
NNTP-Posting-Host: 306.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Manny Najera wrote:
>
> Hello all.
>
> I'm over here at University of Illinois now, in a little jail cell of a
> dorm room, with a laptop, SGI, yaroze, and a roommate who just loves rap
> music. I haven't been able to get anywhere near the yaroze (programming
> wise) since march. Honestly, it seems like last week I was happily
> opening a box containing the yaroze.

I know exactly how you feel. I'm still in high school, and I'm trying to juggle homework and programing on the playstation. It's my friends that keep me motivated though - They think it's cool that I can make my own playstation games, and can't wait to play one after I finish it. (A cool one that is, not a pac-man clone or anything)

'Darco
--MESSAGE FILE 17689 END: ./2 SCEA/yaroze/freetalk/000000898html.html

--MESSAGE FILE 17690 START: ./2 SCEA/yaroze/freetalk/000000899html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Wed, 02 Sep 1998 22:25:16 GMT
Organization: L4 Software
Lines: 26
Message-ID: <35edc3b5.31150231@205.149.189.29>

References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E8102A.B8746DB2@accelerationsw.com> <35EBE1F2.2B9A@writeme.com>
NNTP-Posting-Host: firewall.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.beginners:266 scea.yaroze.freetalk:899
scee.yaroze.freetalk.english:2102

James,

No, you can't at this time. For whatever reason (probably speed), SCEE
maintains a mirror of the North American site instead of just letting
you come in directly like we do to theirs.

I'll talk to the guys here and see if there's anything that can be
done. I'd like to see some of you guys participating in our chats. Of
course, we might have to shift the time about a bit to accommodate
you, but, if we can get you access, that's not a problem.

Mario

On Tue, 01 Sep 1998 13:00:50 +0100, James Rutherford
<hexheroes@writeme.com> wrote:

>Joshua Meeds wrote:
>
>> Plus, having a new area will just confuse people and make less SCEA
>> people show up (and few enough show up as it is).
>
>Can SCEE Yarozites access the auditorium?
>I've never been able to...
>
>James.

--MESSAGE FILE 17690 END: ./2 SCEA/yaroze/freetalk/000000899html.html

--MESSAGE FILE 17691 START: ./2 SCEA/yaroze/freetalk/000000900html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: SCEA regular chat sessions 9pm EST
Date: Thu, 03 Sep 1998 14:58:45 +0100
Organization: The Hex Heroes
Lines: 12
Message-ID: <35EEA094.143C@writeme.com>
References: <6rjulg$1qh1@scea> <35df239e.1564110@205.149.189.29>
<35E8102A.B8746DB2@accelerationsw.com> <35EBE1F2.2B9A@writeme.com>
<35edc3b5.31150231@205.149.189.29>
NNTP-Posting-Host: atl5-048.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:267 scea.yaroze.freetalk:900
scee.yaroze.freetalk.english:2112

Mario Perdue wrote:

> I'll talk to the guys here and see if there's anything that can be
> done. I'd like to see some of you guys participating in our chats. Of

> course, we might have to shift the time about a bit to accommodate
> you, but, if we can get you access, that's not a problem.

Cheers Mario,

That'd be great if you can pull it off.

James.
--MESSAGE FILE 17691 END: ./2 SCEA/yaroze/freetalk/000000900html.html

--MESSAGE FILE 17692 START: ./2 SCEA/yaroze/freetalk/000000901html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: ...
Date: Tue, 08 Sep 1998 17:26:41 -0400
Organization: SCEA News Server
Lines: 3
Message-ID: <35F5A111.F9D98B87@bigfoot.com>
NNTP-Posting-Host: 82.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Eight days without a single post. Wow.

'Darco
--MESSAGE FILE 17692 END: ./2 SCEA/yaroze/freetalk/000000901html.html

--MESSAGE FILE 17693 START: ./2 SCEA/yaroze/freetalk/000000902html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <steve@microdot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: ...
Date: Tue, 8 Sep 1998 15:26:12 -0700
Organization: SCEA News Server
Lines: 10
Message-ID: <6t4abs$8qj2@scea>
References: <35F5A111.F9D98B87@bigfoot.com>
NNTP-Posting-Host: gateway.connext.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Perhaps us SCEA folk don't like to yabber on like the SCEE people!! (Flame
war! Flame war!!)
:)

Darco wrote in message <35F5A111.F9D98B87@bigfoot.com>...
>Eight days without a single post. Wow.
>
>'Darco

--MESSAGE FILE 17693 END: ./2 SCEA/yaroze/freetalk/000000902html.html

--MESSAGE FILE 17694 START: ./2 SCEA/yaroze/freetalk/000000903html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: pbureau@colba.net (Patrick Bureau)
Newsgroups: scea.yaroze.freetalk
Subject: New Net Yaroze membership price?

Date: Wed, 09 Sep 1998 04:04:09 GMT
Organization: SCEA News Server
Lines: 12
Message-ID: <35f5fbe5.7878163@news.scea.sony.com>
NNTP-Posting-Host: a83.Dynamic-IP.Mlink.NET
X-Newsreader: Forte Free Agent 1.1/32.230

I just looked at SCEE's Net Yaroze info web page and it says:
"How much does it cost to join Net Yaroze?
£229.00 (inc VAT) + postage and packaging. SCEE also offer CodeWarrior
software at a special joining price of £90 (inc VAT)."

This means that it cost about $375 in Europe instead of the current
$750 price tag.This is a great opportunity to beef up our ranks but I
have not seen a similar announcement by SCEA. And God knows we must be
trailing behind Europe! I hope SCEA will follow and lower the NY's
price!

Patrick Bureau
--MESSAGE FILE 17694 END: ./2 SCEA/yaroze/freetalk/000000903html.html

--MESSAGE FILE 17695 START: ./2 SCEA/yaroze/freetalk/000000904html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: ...
Date: Wed, 09 Sep 1998 07:44:57 -0400
Organization: SCEA News Server
Lines: 9
Message-ID: <35F66A39.4A56FBDD@bigfoot.com>
References: <35F5A111.F9D98B87@bigfoot.com> <6t4abs$8qj2@scea>
NNTP-Posting-Host: 137.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Steve Spiller wrote:
>
> Perhaps us SCEA folk don't like to yabber on like the SCEE people!! (Flame
> war! Flame war!!)
> :)

Heh. T Khan. Poor guy probably had a heart atack.

'Darco
--MESSAGE FILE 17695 END: ./2 SCEA/yaroze/freetalk/000000904html.html

--MESSAGE FILE 17696 START: ./2 SCEA/yaroze/freetalk/000000905html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: New Net Yaroze membership price?
Date: Wed, 09 Sep 1998 07:48:25 -0400
Organization: SCEA News Server
Lines: 29
Message-ID: <35F66B09.CAF458E0@bigfoot.com>
References: <35f5fbe5.7878163@news.scea.sony.com>
NNTP-Posting-Host: 137.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit

X-Mailer: Mozilla 4.05 [en] (Win95; U)

Patrick Bureau wrote:
>
> I just looked at SCEE's Net Yaroze info web page and it says:
> "How much does it cost to join Net Yaroze?
> £229.00 (inc VAT) + postage and packaging. SCEE also offer CodeWarrior
> software at a special joining price of £90 (inc VAT)."
>
> This means that it cost about $375 in Europe instead of the current
> $750 price tag.This is a great opportunity to beef up our ranks but I
> have not seen a similar announcement by SCEA. And God knows we must be
> trailing behind Europe! I hope SCEA will follow and lower the NY's
> price!

A hellova' lota' good it'll do me now. :P But then again... If the price dropped I could possibly get my friends to try to save up. Hmmm... And then...

VORIA WILL RULE THE WORLD! MUAHAHAHAHAHAHahahahah.....
^^^^^ ^^^^ ^^^^ ^^^ ^^^^^

Er..... *cough* Ah-hem.....

Sniffle Sorry, <head twitches wildly> Forgot to take my medicine...

;)

'Darco
--MESSAGE FILE 17696 END: ./2 SCEA/yaroze/freetalk/000000905html.html

--MESSAGE FILE 17697 START: ./2 SCEA/yaroze/freetalk/000000906html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: ...
Date: Wed, 09 Sep 1998 16:52:27 +0100
Organization: I wish!
Lines: 9
Message-ID: <35F6A43B.45FD@mdx.ac.uk>
References: <35F5A111.F9D98B87@bigfoot.com> <6t4abs$8qj2@scea>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

Steve Spiller wrote:
> Perhaps us SCEA folk don't like to yabber on like the SCEE people!! (Flame
> war! Flame war!!)

As a SCEE member I can only, erm, agree :) Its funny, there used to be next to no posts anywhere, but I have a hard time keeping up with the freetalk one now. Ah well, it can be amusing.

Rob
--MESSAGE FILE 17697 END: ./2 SCEA/yaroze/freetalk/000000906html.html

--MESSAGE FILE 17698 START: ./2 SCEA/yaroze/freetalk/000000907html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com

From: pbureau@colba.net (Patrick Bureau)
Newsgroups: scea.yaroze.freetalk
Subject: Re: New Net Yaroze membership price?
Date: Thu, 10 Sep 1998 03:08:46 GMT
Organization: SCEA News Server
Lines: 12
Message-ID: <35f7403b.3254002@news.scea.sony.com>
References: <35f5fbe5.7878163@news.scea.sony.com>
<35F66B09.CAF458E0@bigfoot.com>
NNTP-Posting-Host: e18.Dynamic-IP.Mlink.NET
X-Newsreader: Forte Free Agent 1.1/32.230

On Wed, 09 Sep 1998 07:48:25 -0400, Darco <darco@bigfoot.com> wrote:

>A hellova' lota' good it'll do me now. :P But then again... If the price
>dropped I could possibly get my friends to try to save up. Hmmm... And
>then...
>

That's what I was thinking too...I've got two friends who find the
Yaroze cool but are not willing to pay the $750 entry fee. A price
reduction could really help right now!

Patrick Bureau
--MESSAGE FILE 17698 END: ./2 SCEA/yaroze/freetalk/000000907html.html

--MESSAGE FILE 17699 START: ./2 SCEA/yaroze/freetalk/000000908html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: ...
Date: Thu, 10 Sep 1998 10:33:01 +0200
Organization: Debri Productions
Lines: 16
Message-ID: <1df4yd9.o3ueauavewmwN@a1-88-100.a1.nl>
References: <35F5A111.F9D98B87@bigfoot.com> <6t4abs$8qj2@scea>
<35F66A39.4A56FBDD@bigfoot.com>
NNTP-Posting-Host: a1-88-100.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 34 days)

Darco <darco@bigfoot.com> wrote:

> Steve Spiller wrote:
> >
> > Perhaps us SCEA folk don't like to yabber on like the SCEE people!! (Flame
> > war! Flame war!!)
> > :)
>
> Heh. T Khan. Poor guy probably had a heart atack.
>

Hehehehe... I wanted to meet him at ECTS but he didn't turn up..
PS. there was no fight outside the ECTS, I was too bussy waching nice
girls.

DEnnis..
--MESSAGE FILE 17699 END: ./2 SCEA/yaroze/freetalk/000000908html.html

--MESSAGE FILE 17700 START: ./2 SCEA/yaroze/freetalk/000000909html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk

Subject: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Thu, 10 Sep 1998 11:23:07 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <35F7A88A.F1A0A6B7@easynet.co.uk>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2251
scea.yaroze.freetalk:909

Hi all

I'm thinking of upgrading to a new Mac. Actually I'm tempted to get a PC
as I really want to be able to run all the Yaroze tools. Currently I'm
running Softwindows 95 on my old 6100 - barely usable, but it works.

If either VPC or Softwindows run at a reasonable speed on a G3 I'll go
for one of those, otherwise I will have to sell out... I'll still keep
my old Mac but try and get a cheapo PC for the Yaroze stuff.

Let's not start a Mac vs PC flame war, but helpful suggestions
appreciated.

Cheers

Phil

--MESSAGE FILE 17700 END: ./2 SCEA/yaroze/freetalk/000000909html.html

--MESSAGE FILE 17701 START: ./2 SCEA/yaroze/freetalk/000000910html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: ...
Date: Thu, 10 Sep 1998 07:59:43 -0400
Organization: SCEA News Server
Lines: 28
Message-ID: <35F7BF2F.5EA3A786@bigfoot.com>
References: <35F5A111.F9D98B87@bigfoot.com> <6t4abs$8qj2@scea>
<35F66A39.4A56FBDD@bigfoot.com> <1df4yd9.o3ueauavewmwN@a1-88-100.a1.nl>
NNTP-Posting-Host: 136.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

DEnnis Brinkhuis wrote:
>
> Darco <darco@bigfoot.com> wrote:
>
> > Steve Spiller wrote:
> > >
> > > Perhaps us SCEA folk don't like to yabber on like the SCEE people!! (Flame
> > > war! Flame war!!)
> > > :)
> >
> > Heh. T Khan. Poor guy probably had a heart atack.
> >
>
> Hehehehe... I wanted to meet him at ECTS but he didn't turn up..

I'd like to meet him too.

> PS. there was no fight outside the ECTS, I was too bussy waching nice
> girls.

Heh, I know EXACTLY what you are talking about... When I went to E3 it seemed that everybody tried EVERYTHING to get you to come to their booth, from half naked girls to lasers and smoke, to life-sized KISS dolls.

Very... Interesting environment.

'Darco
--MESSAGE FILE 17701 END: ./2 SCEA/yaroze/freetalk/000000910html.html

--MESSAGE FILE 17702 START: ./2 SCEA/yaroze/freetalk/000000911html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Thu, 10 Sep 1998 22:13:32 +0200
Organization: Debri Productions
Lines: 40
Message-ID: <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl>
References: <35F7A88A.F1A0A6B7@easynet.co.uk>
NNTP-Posting-Host: a1-88-118.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 35 days)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2256
scea.yaroze.freetalk:911

Phil Gooch <philg@easynet.co.uk> wrote:

> Hi all

Hi my friend,

> I'm thinking of upgrading to a new Mac. Actually I'm tempted to get a PC
> as I really want to be able to run all the Yaroze tools. Currently I'm
> running Softwindows 95 on my old 6100 - barely usable, but it works.

6100, a classic but trustable. I used to have one of those, only I swapped it for the 8500av I still own.

> If either VPC or Softwindows run at a reasonable speed on a G3 I'll go
> for one of those, otherwise I will have to sell out... I'll still keep
> my old Mac but try and get a cheapo PC for the Yaroze stuff.

At the course I met Paul Harvey (~macpaul). He uses one of the best G3 powerbooks around. He had it running with Virtual PC 2 and that worked at least as good as the Pentium II's on the Middlesex course. I was amazed. And as far as I know, RealPC should beat VirtualPC2 in speed. So don't buy a PC if you can have them both. And to be clear, VPC works fine on my PB1400 166 (604e) and on my PPC 8500av 120 (604).

> Let's not start a Mac vs PC flame war, but helpful suggestions
> appreciated.

Good Idea, let's not. Only you better put this question in the mac-newsgroup next time. And check out Paul's memberpage, he is dedicating it to "Mac - Yaroze" development. With questions you can also turn to Ira Rainey (~shadow) who was the first mac-yaroze expert I met.

Cheers,

DEnnis..

> Cheers
>
> Phil
--MESSAGE FILE 17702 END: ./2 SCEA/yaroze/freetalk/000000911html.html

--MESSAGE FILE 17703 START: ./2 SCEA/yaroze/freetalk/000000912html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Gerrit Goossen <gerrit@funnytown.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Thu, 10 Sep 1998 22:49:48 -0400
Organization: SCEA News Server
Lines: 26
Message-ID: <35F88FC9.28FA@funnytown.com>
NNTP-Posting-Host: 38.165.241.13
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01-C-MACOS8 (Macintosh; I; PPC)

>Hi all
>
>I'm thinking of upgrading to a new Mac. Actually I'm tempted to get a PC
>as I really want to be able to run all the Yaroze tools. Currently I'm
>running Softwindows 95 on my old 6100 - barely usable, but it works.

Remember, just the processor clock speed on a G3 running at 233mhz is 4
times faster than a 6100... Then when you take into account that the G3
processor is faster than a 601 at the same clockspeed, uses a large
backside cache, has a fast PCI bus, improved SCSI performance, superior
video system, etc... I can tell you: You'll be happy with even a cheap
G3 :)

>If either VPC or Softwindows run at a reasonable speed on a G3 I'll go
>for one of those, otherwise I will have to sell out... I'll still keep
>my old Mac but try and get a cheapo PC for the Yaroze stuff.

I've personally used all the PC Yaroze tools successfully on a G3/233mhz
w/ VPC 2.0 and 2.1. And to go one further, I've personally played Turok:
The Dinosaur Hunter on the same G3/233 clock-tinkered to 315mhz plus a
3Dfx card :)

- Gerrit

PS - I hope you have CodeWarrior! If you've been doing Yaroze work with
GCC under SoftWindows, you deserve an award for courage ;)
--MESSAGE FILE 17703 END: ./2 SCEA/yaroze/freetalk/000000912html.html

--MESSAGE FILE 17704 START: ./2 SCEA/yaroze/freetalk/000000913html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Fri, 11 Sep 1998 09:47:39 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 30
Message-ID: <35F8E3AB.E53428BB@easynet.co.uk>

References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2269 scea.yaroze.freetalk:913

DEnnis Brinkhuis wrote:

> At the course I met Paul Harvey (~macpaul). He uses one of the best G3
> powerbooks around. He had it running with Virtual PC 2 and that worked
> at least as good as the Pentium II's on the Middlesex course. I was
> amazed.

He must have some serious cash to have one of those! I don't think my budget will stretch that far, but it's good to know that an PC emulator running on a Mac can thrash a Pentium II. I'll probably go for a G3/266 - they can be had for less that £1000 now.

>
>
> Good Idea, let's not. Only you better put this question in the
> mac-newsgroup next time. And check out Paul's memberpage, he is
> dedicating it to "Mac - Yaroze" development.

I checked out his page - it's as empty as mine! Great to know I'm not the only lazy one around around here.

So when are you in London next DEnnis - the Apple Expo in November?

Cheers

Phil

--MESSAGE FILE 17704 END: ./2 SCEA/yaroze/freetalk/000000913html.html

--MESSAGE FILE 17705 START: ./2 SCEA/yaroze/freetalk/000000914html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@easynet.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Fri, 11 Sep 1998 09:52:03 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <35F8E4B3.EB5C4E44@easynet.co.uk>
References: <35F88FC9.28FA@funnytown.com>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Gerrit Goossen wrote:

> I've personally used all the PC Yaroze tools successfully on a G3/233mhz

> w/ VPC 2.0 and 2.1. And to go one further, I've personally played Turok:
> The Dinosaur Hunter on the same G3/233 clock-tinkered to 315mhz plus a
> 3Dfx card :)
>

I'd be interested to know how you clocked it up to 315MHz

>
>
> PS - I hope you have CodeWarrior! If you've been doing Yaroze work with
> GCC under SoftWindows, you deserve an award for courage ;)

No, I'm not *that* dedicated! I use Codewarrior (on the Mac, not under emulation!)

Phil

--MESSAGE FILE 17705 END: ./2 SCEA/yaroze/freetalk/000000914html.html

--MESSAGE FILE 17706 START: ./2 SCEA/yaroze/freetalk/000000915html.html
Path: chuka.playstation.co.uk!macpaul
From: macpaul@ndirect.co.uk (Paul Harvey)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Fri, 11 Sep 1998 12:34:16 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 1
Message-ID: <1df5vdd.94oixvdr9ugmN@th-pm05-04.ndirect.co.uk>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl>
NNTP-Posting-Host: th-pm05-04.ndirect.co.uk
X-Newsreader: MacSOUP 2.3.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2273 scea.yaroze.freetalk:915

--MESSAGE FILE 17706 END: ./2 SCEA/yaroze/freetalk/000000915html.html

--MESSAGE FILE 17707 START: ./2 SCEA/yaroze/freetalk/000000916html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Fri, 11 Sep 1998 12:30:11 +0100
Organization: I wish!
Lines: 15
Message-ID: <35F909C3.1753@mdx.ac.uk>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl> <35F8E3AB.E53428BB@easynet.co.uk>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2274 scea.yaroze.freetalk:916

> DEnnis Brinkhuis wrote:
>
> > At the course I met Paul Harvey (~macpaul). He uses one of the best G3
> > powerbooks around. He had it running with Virtual PC 2 and that worked

> > at least as good as the Pentium II's on the Middlesex course. I was
> > amazed.

Hmm, dont take the speed of the machines on the course to be standard.
For some unknown reason they run well below their specs, and Im not sure
why. I have this
dubious feeling it may well be because of the terrible hard drives. I
mean, my P75 (course ones were P166+mmx) runs 3 times faster than them
on most apps.

Rob
--MESSAGE FILE 17707 END: ./2 SCEA/yaroze/freetalk/000000916html.html

--MESSAGE FILE 17708 START: ./2 SCEA/yaroze/freetalk/000000917html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scea.yaroze.freetalk
Subject: FLibraries and Yaroze dev. template
Date: Fri, 11 Sep 1998 19:27:14 +0100
Organization: The Hex Heroes
Lines: 21
Message-ID: <35F96B82.50@writeme.com>
NNTP-Posting-Host: atl5-030.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.03 (Win95; I)

SCEA Space cadets,

Get your productions off to a flying start - Try the FLibraries.

Very powerful controller support coupled with screen display functions
to keep your projects looking as neat as possible. Logic library to keep
the functions in check.

But that's not all: The Yaroze development template gets beginners and
experts alike starting coding at the game level - rather than any of the
system setup nonsense.

Fully documented and with example programs.

Give it a try - you won't regret it...

     FLIBS1_0.ZIP   @ http://www.netyaroze-europe.com/~mrfrosty

     * NB. THIS PACKAGE IS NOT TO BE PLACED ON PUBLIC SERVERS *

James (~mrfrosty)
--MESSAGE FILE 17708 END: ./2 SCEA/yaroze/freetalk/000000917html.html

--MESSAGE FILE 17709 START: ./2 SCEA/yaroze/freetalk/000000918html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Chris Ramirez <xxramirezxx@earthlink.net>
Newsgroups: scea.yaroze.freetalk
Subject: Hey everyone!! I am 14 yr old Net Yaroze Member!!
Date: Tue, 08 Sep 1998 00:00:55 -0700
Organization: none
Lines: 11
Message-ID: <35F4D627.2EDD@earthlink.net>
Reply-To: xxramirezxx@earthlink.net
NNTP-Posting-Host: pool003-max13.ds6-ca-us.dialup.earthlink.net

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

Hello everyone just to get aquanted with you my name is chris Ramirez I live in CA and am a 14 yr old Net Yaroze member!!!!!! who is just beggining!! hehehee well I have writen one program - it printed out my name on the screen :) well anyways if any of you have ICQ please add me to your list please :) here is my ICQ # 12156523 Well thats it and incase you want my nick name id MAD DOG well ok be seing you later! ohh one question! how can I go into that thing called auditorium I go there at 9 or 6 PM and no one is on?? whats the deal? well anyways thanks! goodbye
Chris Ramirez
P.S Parasite eve is a good game no matter what people say! :)
--MESSAGE FILE 17709 END: ./2 SCEA/yaroze/freetalk/000000918html.html

--MESSAGE FILE 17710 START: ./2 SCEA/yaroze/freetalk/000000919html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Sun, 13 Sep 1998 18:12:32 +0200
Organization: Debri Productions
Lines: 10
Message-ID: <1dfb1d5.8qri671hpquceN@a1-88-101.a1.nl>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl> <35F8E3AB.E53428BB@easynet.co.uk>
NNTP-Posting-Host: a1-88-101.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2292 scea.yaroze.freetalk:919

Phil Gooch <philg@easynet.co.uk> wrote:

> So when are you in London next DEnnis - the Apple Expo in November?

Maybe, I hope so. I'll just need to see if my budget will strech this..

Cheers,

DEnnis
--MESSAGE FILE 17710 END: ./2 SCEA/yaroze/freetalk/000000919html.html

--MESSAGE FILE 17711 START: ./2 SCEA/yaroze/freetalk/000000920html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Sun, 13 Sep 1998 18:12:33 +0200
Organization: Debri Productions
Lines: 16
Message-ID: <1dfb1fl.7ct28f1vyesaoN@a1-88-101.a1.nl>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl> <35F8E3AB.E53428BB@easynet.co.uk> <35F909C3.1753@mdx.ac.uk>
NNTP-Posting-Host: a1-88-101.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2293 scea.yaroze.freetalk:920

Robert Swan <rs108@mdx.ac.uk> wrote:

> Hmm, dont take the speed of the machines on the course to be standard.
> For some unknown reason they run well below their specs, and Im not sure
> why.

> Rob

The PC blokes always show of with the speed.. but in most cases it's
like this.

But I don't want to put PC's down. They did the job, so it's fine with
me.

DEnnis
--MESSAGE FILE 17711 END: ./2 SCEA/yaroze/freetalk/000000920html.html

--MESSAGE FILE 17712 START: ./2 SCEA/yaroze/freetalk/000000921html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: ...
Date: Sun, 13 Sep 1998 18:12:41 +0200
Organization: Debri Productions
Lines: 25
Message-ID: <1dfb3gf.1j1ox3m97hpecN@a1-88-101.a1.nl>
References: <35F5A111.F9D98B87@bigfoot.com> <6t4abs$8qj2@scea>
<35F66A39.4A56FBDD@bigfoot.com> <1df4yd9.o3ueauavewmwN@a1-88-100.a1.nl>
<35F7BF2F.5EA3A786@bigfoot.com>
NNTP-Posting-Host: a1-88-101.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Darco <darco@bigfoot.com> wrote:

> > Hehehehe... I wanted to meet him at ECTS but he didn't turn up..
>
> I'd like to meet him too.
>
> > PS. there was no fight outside the ECTS, I was too bussy waching nice
> > girls.
>
> Heh, I know EXACTLY what you are talking about... When I went to E3 it
> seemed that everybody tried EVERYTHING to get you to come to their
> booth, from half naked girls to lasers and smoke, to life-sized KISS
> dolls.
>
> Very... Interesting environment.
Interesting??? IT WAS HEAVEN!!!!

I'll put the half naked girls on my homepage, but there were no
lasershows as far as I know. But then again, I came for the games and I
didn't saw a lot of them either. Just girls..

DEnnis..
--MESSAGE FILE 17712 END: ./2 SCEA/yaroze/freetalk/000000921html.html

--MESSAGE FILE 17713 START: ./2 SCEA/yaroze/freetalk/000000922html.html
Path: chuka.playstation.co.uk!macsuppor

From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Hey everyone!! I am 14 yr old Net Yaroze Member!!
Date: Sun, 13 Sep 1998 18:12:42 +0200
Organization: Debri Productions
Lines: 26
Message-ID: <1dfb3r9.g7mtmv1mnxd2rN@a1-88-101.a1.nl>
References: <35F4D627.2EDD@earthlink.net>
NNTP-Posting-Host: a1-88-101.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

Chris Ramirez <xxramirezxx@earthlink.net> wrote:

> Hello everyone just to get aquanted with you my name is chris Ramirez I
> live in CA and am a 14 yr old Net Yaroze member!!!!!! who is just
> beggining!!

Beginning? 14 years old and not even experianced? hehehe just kidding

> hehehee well I have writen one program - it printed out my
> name on the screen :) well anyways if any of you have ICQ please add me
> to your list please :) here is my ICQ #   12156523   Well thats it and
> incase you want my nick name id MAD DOG well ok be seing you later! ohh
> one question! how can I go into that thing called auditorium I go there
> at 9 or 6 PM and no one is on?? whats the deal? well anyways thanks!
> goodbye
> Chris Ramirez
> P.S Parasite eve is a good game no matter what people say! :)

Ok, sent me your profile to put on my profilelist. To get more
ICQ-numbers, have a look at my profillist too. My mambername is madmac.
You can also see my page public at
http://come.to/debri

Cheers and Welcome,

DEnnis..
--MESSAGE FILE 17713 END: ./2 SCEA/yaroze/freetalk/000000922html.html

--MESSAGE FILE 17714 START: ./2 SCEA/yaroze/freetalk/000000923html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Hey everyone!! I am 14 yr old Net Yaroze Member!!
Date: Sun, 13 Sep 1998 14:13:55 -0400
Organization: SCEA News Server
Lines: 54
Message-ID: <35FC0B63.D29632D0@bigfoot.com>
References: <35F4D627.2EDD@earthlink.net>
NNTP-Posting-Host: 419.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Chris Ramirez wrote:
>
> Hello everyone just to get aquanted with you my name is chris Ramirez I
> live in CA and am a 14 yr old Net Yaroze member!!!!!! who is just
> beggining!! hehehee well I have writen one program - it printed out my
> name on the screen :)

Welcome! If you need help, just ask.

Are you familiar with C programing?

I'm seriously considering writing a net yaroze tutorial that consists more than just source code for the beginners. (I'm sorry, but I don't consider the source code to several small programs a tutorial, but that's the only kind that I've found) Anyone who is familiar with PCGPE will know what I mean. Those VGA tutorials were EXCELLENT, even if the example code was written in pascal.

In fact, I'll take a poll. Anyone who is interested in a step-by-step tutorial to understanding the hardware and programing the software of the Net Yaroze, reply. If I get enough replies, I'll write it.

> well anyways if any of you have ICQ please add me
> to your list please :) here is my ICQ # 12156523 Well thats it and
> incase you want my nick name id MAD DOG well ok be seing you later! ohh
> one question! how can I go into that thing called auditorium I go there
> at 9 or 6 PM and no one is on?? whats the deal? well anyways thanks!

Yeah... I was confused with this as well. Just go to the auditorium web page and WAIT. (Go get some food or something) It may take 5-15 minutes for it to download. And with netscape, it doesn't really tell you that you are downloading! This is why I had such a hard time, because I thought it wasn't doing anything so I left before it finished the download.

> P.S Parasite eve is a good game no matter what people say! :)

I was disappointed. It wasn't as bad as Saga Frontier, but I wasn't as impressed as I thought I would be. It has nice computer animation, but some of the character movements in the FMV cutscenes are unrealistic and choppy. (More specifically, when the F-4 crashes into the top of that building and Aya is running away to avoid it) I'm also a very technical and scientific person - the fact that the storyline is based on mitochondria revolting on us is a little...Distracting. It's hard for me to enjoy the game with such an unrealistic plot based in New York. Squaresoft should just keep to writing their own storylines from now on. :)

It's an ok game I guess. I'm stuck at the central park zoo at the moment looking for some keys.

Xenogears on the other hand... Now there's a cool game.

'Darco
--MESSAGE FILE 17714 END: ./2 SCEA/yaroze/freetalk/000000923html.html

--MESSAGE FILE 17715 START: ./2 SCEA/yaroze/freetalk/000000924html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: TestCard() issue
Date: Sun, 13 Sep 1998 14:37:38 -0400
Organization: SCEA News Server
Lines: 47
Message-ID: <35FC10F2.3841CEE6@bigfoot.com>
NNTP-Posting-Host: 419.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2297

scea.yaroze.freetalk:924

I'm posting this message in the freetalk area because I don't think that many people read the codewarrior newsgroup. I had a few responses to that post, but the issue is still unresolved. So here it goes.

Has anyone had any problems using TestCard() in CodeWarrior?

I just recently bought a new memory card (Hey, it was a black memory card. I just HAD to have it to match my black playstation. :) and I wanted to find out how a new, unformatted card behaved. So I write this really small program: (No this isn't my programing style, I just wrote it quickly to see how it works)

-- START OF CODE --

```
#include <libps.h>

main()
{
        int slot0, slot1;

        printf("Memory Card Test\n");

        slot0 = (long)TestCard((long)0);

        slot1 = (long)TestCard((long)1);

        printf("Slot 0: %d\nSlot 1: %d\n\n",slot0,slot1);
}
```

-- END OF CODE --

I tried to run it in CodeWarrior... And my playstation ALWAYS chokes on the TestCard routine. Always. No visible error. It just locks up. Blam. Doesn't matter what card is in the slot. Even without a card. Crash. Burn. Die.

I can't get it to work. No matter what I do. I tried changing alot of target information, but it didn't seem to help.

Then I compiled this same exact program in GCC and it works like a charm. (BTW, New memory cards return 4, and the access card returns 0)

In the other newsgroup someone tested my code and confirmed that it crashes the yaroze when compiled with codewarrior. This would seem to be a serious problem... I'm suprised that no one has run into it before.

'Darco
--MESSAGE FILE 17715 END: ./2 SCEA/yaroze/freetalk/000000924html.html

--MESSAGE FILE 17716 START: ./2 SCEA/yaroze/freetalk/000000925html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Mon, 14 Sep 1998 08:30:55 +0200
Organization: Debri Productions
Lines: 14
Message-ID: <1df6plp.1i302xvb707liN@a1-88-108.a1.nl>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl> <35F88FC9.28FA@funnytown.com>
NNTP-Posting-Host: a1-88-108.a1.nl

X-Newsreader: MacSOUP 2.3 (unregistered for 38 days)

Gerrit Goossen <gerrit@funnytown.com> wrote:

> - Gerrit
>
> PS - I hope you have CodeWarrior! If you've been doing Yaroze work with
> GCC under SoftWindows, you deserve an award for courage ;)

You sure do, and an award for optimism.

Are you dutch Gerrit? Since Gerrit Goossen sounds rather dutch..

Cheers,

DEnnis..
--MESSAGE FILE 17716 END: ./2 SCEA/yaroze/freetalk/000000925html.html

--MESSAGE FILE 17717 START: ./2 SCEA/yaroze/freetalk/000000926html.html
Path: chuka.playstation.co.uk!macpaul
From: macpaul@ndirect.co.uk (Paul Harvey)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Mon, 14 Sep 1998 10:39:55 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 61
Message-ID: <1df8r4h.1au2euuclzl6gN@th-pm05-00.ndirect.co.uk>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl>
NNTP-Posting-Host: th-pm05-00.ndirect.co.uk
X-Newsreader: MacSOUP 2.3.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2301 scea.yaroze.freetalk:926

DEnnis Brinkhuis <macsuppor@a1.nl> wrote:

> Phil Gooch <philg@easynet.co.uk> wrote:
>
> > Hi all
>
> Hi my friend,
>
> > I'm thinking of upgrading to a new Mac. Actually I'm tempted to get a PC
> > as I really want to be able to run all the Yaroze tools. Currently I'm
> > running Softwindows 95 on my old 6100 - barely usable, but it works.
>
> 6100, a classic but trustable. I used to have one of those, only I
> swapped it for the 8500av I still own.
>
> > If either VPC or Softwindows run at a reasonable speed on a G3 I'll go
> > for one of those, otherwise I will have to sell out... I'll still keep
> > my old Mac but try and get a cheapo PC for the Yaroze stuff.
>
> At the course I met Paul Harvey (~macpaul). He uses one of the best G3
> powerbooks around. He had it running with Virtual PC 2 and that worked
> at least as good as the Pentium II's on the Middlesex course. I was
> amazed. And as far as I know, RealPC should beat VirtualPC2 in speed. So
> don't buy a PC if you can have them both. And to be clear, VPC works
> fine on my PB1400 166 (604e) and on my PPC 8500av 120 (604).
>
> > Let's not start a Mac vs PC flame war, but helpful suggestions
> > appreciated.
>

> Good Idea, let's not. Only you better put this question in the
> mac-newsgroup next time. And check out Paul's memberpage, he is
> dedicating it to "Mac - Yaroze" development. With questions you can also
> turn to Ira Rainey (~shadow) who was the first mac-yaroze expert I met.
>
> Cheers,
>
You don't need the top-of-the-range G3 to get usable PC emulation (but
it helps!!). I assume you want to primarily code Yaroze using
CodeWarrior in the Mac environment (or why else would you get a Mac
right?)

If this is the case, any G3 will be more than adequate. (Probably not
the iMac at the moment because it doesn't have the serial port you need.
If you're willing to wait a little while, someone will produce a
USB->serial adaptor that should be ok, then the iMac will be the perfect
Mac for coding.

If you're too keen to buy one, you can use any existing PC monitor, and
just get a G3 CPU/keyboard/mouse combo.

I use a mac 233Mhz 604e processor at home for coding the Yaroze, and
have to go into Virtual PC occasionaly, just to sort out my TIMs in
TimTool. It's fast enough for that occasional visit. Any G3 would be far
better than this.

Any more questions, please ask..

My site should be up by the end of this weekend. It's a little bare
right now, but I have plans for the future...!

Paul
--MESSAGE FILE 17717 END: ./2 SCEA/yaroze/freetalk/000000926html.html

--MESSAGE FILE 17718 START: ./2 SCEA/yaroze/freetalk/000000927html.html
Path: chuka.playstation.co.uk!macpaul
From: macpaul@ndirect.co.uk (Paul Harvey)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Mon, 14 Sep 1998 10:39:59 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <1dfbe9c.frig0ir9m78wN@th-pm05-00.ndirect.co.uk>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-
118.a1.nl> <35F8E3AB.E53428BB@easynet.co.uk> <35F909C3.1753@mdx.ac.uk>
NNTP-Posting-Host: th-pm05-00.ndirect.co.uk
X-Newsreader: MacSOUP 2.3.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2302
scea.yaroze.freetalk:927

Robert Swan <rs108@mdx.ac.uk> wrote:

> > DEnnis Brinkhuis wrote:
> >
> > > At the course I met Paul Harvey (~macpaul). He uses one of the best G3
> > > powerbooks around. He had it running with Virtual PC 2 and that worked
> > > at least as good as the Pentium II's on the Middlesex course. I was
> > > amazed.
>
> Hmm, dont take the speed of the machines on the course to be standard.
> For some unknown reason they run well below their specs, and Im not sure
> why. I have this
> dubious feeling it may well be because of the terrible hard drives. I

> mean, my P75 (course ones were P166+mmx) runs 3 times faster than them
> on most apps.
>
> Rob

My G3 mac (292Mhz) is definitely quick, even running a PC emulator. I personally don't think it was as quick as the machines on the course, but it seems faster than my 75Mhz Pentium machine.

At the end of the day though, who's fastest doesn't really matter. I use the emulator on a 604e PPC Mac (233Mhz) at home, and, while not nearly as fast as the G3, it still runs emulation at a useable rate (certainly for things like using Tim Tool and the like).

Any G3 Mac would perform handsomely for most general use (even using it for word processing or any other 'standard' windows package). I have even tried running 3D Studio Max on the G3 and its useable.

Paul

By the way, my site is now up, although in Beta form (~macpaul)
--MESSAGE FILE 17718 END: ./2 SCEA/yaroze/freetalk/000000927html.html

--MESSAGE FILE 17719 START: ./2 SCEA/yaroze/freetalk/000000928html.html
Path: chuka.playstation.co.uk!news
From: loonybit <ba124908@augsburg.baynet.de>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TestCard() issue
Date: Mon, 14 Sep 1998 18:51:56 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 61
Message-ID: <35FD49AC.7FA76186@augsburg.baynet.de>
References: <35FC10F2.3841CEE6@bigfoot.com>
NNTP-Posting-Host: 195.37.223.32
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [de] (WinNT; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2312
scea.yaroze.freetalk:928

Darco schrieb:

> I'm posting this message in the freetalk area because I don't think that
> many people read the codewarrior newsgroup. I had a few responses to
> that post, but the issue is still unresolved. So here it goes.
>
> Has anyone had any problems using TestCard() in CodeWarrior?
>
> I just recently bought a new memory card (Hey, it was a black memory
> card. I just HAD to have it to match my black playstation. :) and I
> wanted to find out how a new, unformatted card behaved. So I write this
> really small program: (No this isn't my programing style, I just wrote
> it quickly to see how it works)
>
> -- START OF CODE --
>
> #include <libps.h>
>
> main()
> {

```
>         int slot0, slot1;
>
>         printf("Memory Card Test\n");
>
>         slot0 = (long)TestCard((long)0);
>
>         slot1 = (long)TestCard((long)1);
>
>         printf("Slot 0: %d\nSlot 1: %d\n\n",slot0,slot1);
> }
>
> -- END OF CODE --
>
> I tried to run it in CodeWarrior... And my playstation ALWAYS chokes on
> the TestCard routine. Always. No visible error. It just locks up. Blam.
> Doesn't matter what card is in the slot. Even without a card. Crash.
> Burn. Die.
>
> I can't get it to work. No matter what I do. I tried changing alot of
> target information, but it didn't seem to help.
>
> Then I compiled this same exact program in GCC and it works like a
> charm. (BTW, New memory cards return 4, and the access card returns 0)
>
> In the other newsgroup someone tested my code and confirmed that it
> crashes the yaroze when compiled with codewarrior. This would seem to be
> a serious problem... I'm suprised that no one has run into it before.
>
> 'Darco
```

  You're not the only one with that problem. I have the same problem with CodeWarrior.
Unfortunately i don't no any solutions.

Maybe, Metrowerks knows an answer to this problem.

'Andy

--MESSAGE FILE 17719 END: ./2 SCEA/yaroze/freetalk/000000928html.html

--MESSAGE FILE 17720 START: ./2 SCEA/yaroze/freetalk/000000929html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Chris Ramirez <xxramirezxx@earthlink.net>
Newsgroups: scea.yaroze.freetalk
Subject: 14 YR Old Net yaroze member!
Date: Wed, 09 Sep 1998 13:51:27 -0700
Organization: none
Lines: 5
Message-ID: <35F6EA4F.B87@earthlink.net>
Reply-To: xxramirezxx@earthlink.net
NNTP-Posting-Host: pool044-max2.ds6-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)

yo hello everyone I am a Net yaroze member!!!!!! who is 14 and is
learning how to program in c for the net yaroze!!!! I just wanted to get
aquanted with all of you!!!!! goodbye!!!!!
chris ramirez
P.S if anybody has any tutorials please send them to me :)
--MESSAGE FILE 17720 END: ./2 SCEA/yaroze/freetalk/000000929html.html

--MESSAGE FILE 17721 START: ./2 SCEA/yaroze/freetalk/000000930html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Darco's Newbie Tutorials
Date: Tue, 15 Sep 1998 07:52:06 -0400
Organization: SCEA News Server
Lines: 53
Message-ID: <35FE54E6.85E323A8@bigfoot.com>
NNTP-Posting-Host: 255.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:99 scea.yaroze.beginners:271
scea.yaroze.freetalk:930 scee.yaroze.freetalk.english:2323

I'll be writing a newbie tutorial (A tutorial for newbies) so that newbies like Chris Ramirez and Tranvir Khan can learn faster. I'm modeling it after the type of tutorial that I learn best from.

The tutorial will be in HTML format, will be fully illistrated(Screen shots, flow charts, etc.), and of course will include example code. Heck, I might even run spell check on it. ;)

Nearly every PlayStation term will be hyper linked to it's definition in the glossary so if you don't understand a word you there's no excuse not to look it up. Just click on it.

I'll start work on it this weekend. Here is a list of what's going to be on it when I'm finished. There's probably going to be allot more on there. If you can think of anything else that needs to be in there, just tell me.

Now, Eventually I'll have this organized into a very orderly outline that you will see from the title screen. But for now it's just a jumble:

1) Hardware diagrams and explanations
2) The PlayStation address space (An explanation of)
3) Memory Management
4) A Glossary
5) Using GCC effectively
6) Using CodeWarrior effectively
7) How to use MAKE
8) Ordering tables
9) Logical code layout (Tips for making readable and modular code)
10) Your first yaroze program
11) An explanation of VRAM
12) Working with VRAM

Blah blah blah... There allot more than I can think of but i have to be at school in 15 minutes.

The reason I'm writing this is because I don't think that there are any tutorials out there that really teach something. No offense to George Bain or anyone, I've used those tutorials and learned allot from them. But just giving a newbie code isn't going to make them learn anything. Without an explanation, they'll just cut and paste code and then ask why it doesn't work. This tutorial will have more explanation than code.

Perhaps I should give all the example code in pascal to force them to re-write it themselves. :) That is the best way I've seen to learn something; to re-write it.

I'm not going to do that though, that's too mean to those who don't have a sure footing in C.

But anyway, any input would be greatly appreciated.

'Darco
--MESSAGE FILE 17721 END: ./2 SCEA/yaroze/freetalk/000000930html.html

--MESSAGE FILE 17722 START: ./2 SCEA/yaroze/freetalk/000000931html.html
Path: chuka.playstation.co.uk!news
From: "Robert Shand" <shand@globalnet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Lightguns
Date: Wed, 16 Sep 1998 18:18:28 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <6tos65$efu5@chuka.playstation.co.uk>
NNTP-Posting-Host: client13b3.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2340
scea.yaroze.freetalk:931

Hi all,

I know there are a few Lightguns on the market, only some of which we can program for with the Yaroze. Of the products on the market which can we program for and which is cheapest (for a poor student)?

If you own a lightgun that can be programmed for and would like to test a game for me in a couple of weeks then please mail me personally. If you are a NTSC user don't worry I'll make a build for you.

Thanks to all those who respond.

Cheers
Robert Shand
bob@shand.globalnet.co.uk

--MESSAGE FILE 17722 END: ./2 SCEA/yaroze/freetalk/000000931html.html

--MESSAGE FILE 17723 START: ./2 SCEA/yaroze/freetalk/000000932html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: 16 Sep 1998 18:04:25 GMT
Organization: SCEE
Lines: 37
Message-ID: <01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6tos65$efu5@chuka.playstation.co.uk>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2341
scea.yaroze.freetalk:932

Hi there,

Check out the Net Yaroze Tutorial that I put together.
It's on the members site under "docs" and "game demos".
You can only use the Namco Guncon lightgun with the
Net Yaroze since it doesn't need any drivers.

Regards,

George@SCEE

Robert Shand <shand@globalnet.co.uk> wrote in article
<6tos65$efu5@chuka.playstation.co.uk>...
> Hi all,
>
> I know there are a few Lightguns on the market, only some of which we can
> program for with the Yaroze. Of the products on the market which can we
> program for and which is cheapest (for a poor student)?
>
> If you own a lightgun that can be programmed for and would like to test a
> game for me in a couple of weeks then please mail me personally. If you
are
> a NTSC user don't worry I'll make a build for you.
>
> Thanks to all those who respond.
>
> Cheers
> Robert Shand
> bob@shand.globalnet.co.uk
>
>
>
>
>
--MESSAGE FILE 17723 END: ./2 SCEA/yaroze/freetalk/000000932html.html

--MESSAGE FILE 17724 START: ./2 SCEA/yaroze/freetalk/000000933html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Thu, 17 Sep 1998 01:01:11 +0200
Organization: Debri Productions
Lines: 38
Message-ID: <1dfh2u4.1vtwglikmgm08N@a1-88-113.a1.nl>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: a1-88-128.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2344
scea.yaroze.freetalk:933

George Bain <George_Bain@Playstation.sony.com> wrote:

> Hi there,
>
> Check out the Net Yaroze Tutorial that I put together.
> It's on the members site under "docs" and "game demos".
> You can only use the Namco Guncon lightgun with the

> Net Yaroze since it doesn't need any drivers.
>
> Regards,
>
> George@SCEE
>

Yes!! Cool, I'm working with some friends now on a Pang-clone and it
would be great if we can build in a gun-mode. Is it possible to connect
two guns at the same time? Like on the 2 player arcade version of Point
Blanc.
I would like the next options in our game:

1 player
----
 * joypad
 * gun

2 players
----
 * joypad - joypad
 * joypad - gun
 * gun - gun

Cheers,

DEnnis..
--MESSAGE FILE 17724 END: ./2 SCEA/yaroze/freetalk/000000933html.html

--MESSAGE FILE 17725 START: ./2 SCEA/yaroze/freetalk/000000934html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Wed, 16 Sep 1998 19:57:05 -0400
Organization: SCEA News Server
Lines: 24
Message-ID: <36005051.ABEEB058@bigfoot.com>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<1dfh2u4.1vtwglikmgm08N@a1-88-113.a1.nl>
NNTP-Posting-Host: 74.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2345
scea.yaroze.freetalk:934

DEnnis Brinkhuis wrote:
>
> 1 player
> --------
> * joypad
> * gun
>
> 2 players
> ---------
> * joypad - joypad

> * joypad - gun
> * gun - gun
>

Why not try something more warped? Get one of those one-handed controlers AND a namco light gun. Then make a controler scheme where you shoot with the light gun, and move around with the one handed controler, or something. Change weapons, all sorts of cool stuff...

Or you could just be the badass and make a one player mode in which you have two guns... :)

'Darco
--MESSAGE FILE 17725 END: ./2 SCEA/yaroze/freetalk/000000934html.html

--MESSAGE FILE 17726 START: ./2 SCEA/yaroze/freetalk/000000935html.html
Path: chuka.playstation.co.uk!scea!pro1-145.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Wed, 16 Sep 1998 22:52:51 -0500
Organization: Wooden Tulip Ltd.
Lines: 47
Message-ID: <skennedy-1609982252510001@pro1-145.barrie.connex.net>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl> <35F8E3AB.E53428BB@easynet.co.uk> <35F909C3.1753@mdx.ac.uk> <1dfbe9c.frig0ir9m78wN@th-pm05-00.ndirect.co.uk>
NNTP-Posting-Host: pro1-145.barrie.connex.net
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2346 scea.yaroze.freetalk:935

> My G3 mac (292Mhz) is definitely quick, even running a PC emulator. I
> personally don't think it was as quick as the machines on the course,
> but it seems faster than my 75Mhz Pentium machine.
> At the end of the day though, who's fastest doesn't really matter. I use
> the emulator on a 604e PPC Mac (233Mhz) at home, and, while not nearly
> as fast as the G3, it still runs emulation at a useable rate (certainly
> for things like using Tim Tool and the like).
>
> Any G3 Mac would perform handsomely for most general use (even using it
> for word processing or any other 'standard' windows package). I have
> even tried running 3D Studio Max on the G3 and its useable.

Ohh Yes, And finding the parallel port for the "DONGLE" must have been fun...

Well, That is if it was "Dongled..."

I have a G3 266 desktop that I did a quck test of MkLinux on with the Gcc tool I ported over for PSX, Including an intel EMU to use with the serial port.
{I tried recompiling the serial routines and ended up breaking my code, so I will have to start from Scratch again, SIGH.}

MkLinux on the G3 is definitly the way to go.

GCC is nice & fast.
Its Free.

And you can run your web-server without even being there...

And finally it is robust.

AND you can develop for other game platforms.
Me I'm doing some GameBoy dev work in addition to the Yaroze, and it happens to work nicely; till my serial stuff broke. now I have to use MINICOM Ick.

I haven't tried VPC yet, I don't really have to, I have DELL OptiPlex GX1 systems where I work along with the G3 so I really don't have to worry about the Intel thing. Till I get home. Oh Yes, My good old trusty 6100/60

MmmmMmm Warmm Fuzzies... MMMmmMMMmmmmm....

Anyone know Where I can get an NTSC grabber for 6100 cheap? My Commodore 1702 is too much VDT content for my office. {I use it with my VCR...}

-sean
--MESSAGE FILE 17726 END: ./2 SCEA/yaroze/freetalk/000000935html.html

--MESSAGE FILE 17727 START: ./2 SCEA/yaroze/freetalk/000000936html.html
Path: chuka.playstation.co.uk!scea!pro1-145.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TestCard() issue
Date: Wed, 16 Sep 1998 23:08:28 -0500
Organization: Wooden Tulip Ltd.
Lines: 70
Message-ID: <skennedy-1609982308280001@pro1-145.barrie.connex.net>
References: <35FC10F2.3841CEE6@bigfoot.com>
<35FD49AC.7FA76186@augsburg.baynet.de>
NNTP-Posting-Host: pro1-145.barrie.connex.net
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2347
scea.yaroze.freetalk:936

> > I'm posting this message in the freetalk area because I don't think that
> > many people read the codewarrior newsgroup. I had a few responses to
> > that post, but the issue is still unresolved. So here it goes.
> > Has anyone had any problems using TestCard() in CodeWarrior?
> > I just recently bought a new memory card (Hey, it was a black memory
> > card. I just HAD to have it to match my black playstation. :) and I
> > wanted to find out how a new, unformatted card behaved. So I write this
> > really small program: (No this isn't my programing style, I just wrote
> > it quickly to see how it works)
> >
> > -- START OF CODE --
code bits here deleted, see before... -sean
> > -- END OF CODE --
> >
> > I tried to run it in CodeWarrior... And my playstation ALWAYS chokes on
> > the TestCard routine. Always. No visible error. It just locks up. Blam.
> > Doesn't matter what card is in the slot. Even without a card. Crash.
> > Burn. Die.
> > I can't get it to work. No matter what I do. I tried changing alot of
> > target information, but it didn't seem to help.
> > Then I compiled this same exact program in GCC and it works like a
> > charm. (BTW, New memory cards return 4, and the access card returns 0)
Yep, and a GCC code or CodeWarrior code bit Will Work.

Except while in the Debugger.
When Codewarrior is used for downloading code, they envoke the run-time debugger at startup communcation, watch the NTSC console, then look at the terminal window and try running the debugger from there. HEH, have a Nice Day....

THIS DEBUGGER SHOULD NOT BE USED THIS WAY.

As it turned out I ran into a similar problem when I was testing some context RTOS code the I compiled using CodeWarrior, In the debugger it crashed.
in SIOCONS, it worked.

Here's a quick todo. Compile the app into a floppy, go into the CW preferences and look up where the code segment is located to.

Take floppy to COMMAND.COM and run SIOCONS, BLOAD the file to the same address and run it from the terminal console.

It should work. AND it was compiled on Codewarrior! not GCC!

Now I have to figure out how to update my dev environment from GCC Net Yaroze MkLinux from Gcc to EGCS, -Sigh-.

-sean

> > In the other newsgroup someone tested my code and confirmed that it
> > crashes the yaroze when compiled with codewarrior. This would seem to be
> > a serious problem... I'm suprised that no one has run into it before.
> > 'Darco
> You're not the only one with that problem. I have the same problem with
> CodeWarrior.
> Unfortunately i don't no any solutions.
> Maybe, Metrowerks knows an answer to this problem.

They do, I don't know if Joel Sumner has been able to make any changes in regards to this, since those who wish to try their hand at Assembler are pretty well cooked in the CW IDE environment. Hence my deviation to GCC running on MkLinux.

On PC's having a program like Z-Term would be really cool. And modifying Z-Term for MacOS to do PSX terminal stuff would be super cool.
BLOAD support from a Mac Terminal program would benefit us all.
And we can make our own breakpoints CTRL-Z? anyone. Anyone?

-sean
--MESSAGE FILE 17727 END: ./2 SCEA/yaroze/freetalk/000000936html.html

--MESSAGE FILE 17728 START: ./2 SCEA/yaroze/freetalk/000000937html.html
Path: chuka.playstation.co.uk!scea!pro1-145.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Wed, 16 Sep 1998 23:14:46 -0500
Organization: Wooden Tulip Ltd.
Lines: 28
Message-ID: <skennedy-1609982314460001@pro1-145.barrie.connex.net>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<1dfh2u4.1vtwglikmgm08N@a1-88-113.a1.nl> <36005051.ABEEB058@bigfoot.com>
NNTP-Posting-Host: pro1-145.barrie.connex.net
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2348
scea.yaroze.freetalk:937

> > 1 player
> > --------
> > * joypad
> > * gun
> > 2 players

> > ---------
> > * joypad - joypad
> > * joypad - gun
> > * gun - gun
> Why not try something more warped? Get one of those one-handed
> controlers AND a namco light gun. Then make a controler scheme where you
> shoot with the light gun, and move around with the one handed controler,
> or something. Change weapons, all sorts of cool stuff...
> Or you could just be the badass and make a one player mode in which you
> have two guns... :)
> 'Darco

Hmm, I'm beginning to like this.

Use an outside bound rect detection in the Video On one of the guns when the trigger is held down for more than three firings. The other gun can be used for shooting a target. It would be slow when a firing solution would be needed, but a great way for lurking, or for moving from place to place.

Name the game after the TV show "Brooklyn South" You are the Cop bneing Sniped at.

-sean
--MESSAGE FILE 17728 END: ./2 SCEA/yaroze/freetalk/000000937html.html

--MESSAGE FILE 17729 START: ./2 SCEA/yaroze/freetalk/000000938html.html
Path: chuka.playstation.co.uk!scea!pro1-145.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials
Date: Wed, 16 Sep 1998 23:36:16 -0500
Organization: Wooden Tulip Ltd.
Lines: 72
Message-ID: <skennedy-1609982336170001@pro1-145.barrie.connex.net>
References: <35FE54E6.85E323A8@bigfoot.com>
NNTP-Posting-Host: pro1-145.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.announce:101 scea.yaroze.beginners:278
scea.yaroze.freetalk:938 scee.yaroze.freetalk.english:2349

Darco Wrote:
> I'll be writing a newbie tutorial (A tutorial for newbies) so that
> newbies like Chris Ramirez and Tranvir Khan can learn faster. I'm
> modeling it after the type of tutorial that I learn best from.
>
> The tutorial will be in HTML format, will be fully illistrated(Screen
> shots, flow charts, etc.), and of course will include example code.
> Heck, I might even run spell check on it. ;)
>
> Nearly every PlayStation term will be hyper linked to it's definition in
> the glossary so if you don't understand a word you there's no excuse not
> to look it up. Just click on it.
>
> I'll start work on it this weekend. Here is a list of what's going to be
> on it when I'm finished. There's probably going to be allot more on
> there. If you can think of anything else that needs to be in there, just
> tell me.
>
> Now, Eventually I'll have this organized into a very orderly outline
> that you will see from the title screen. But for now it's just a jumble:
>
> 1) Hardware diagrams and explanations

> 2) The PlayStation address space (An explanation of)
> 3) Memory Management
> 4) A Glossary
> 5) Using GCC effectively
> 6) Using CodeWarrior effectively
> 7) How to use MAKE
> 8) Ordering tables
> 9) Logical code layout (Tips for making readable and modular code)
> 10) Your first yaroze program
> 11) An explanation of VRAM
> 12) Working with VRAM
>
> Blah blah blah... There allot more than I can think of but i have to be
> at school in 15 minutes.
>
> The reason I'm writing this is because I don't think that there are any
> tutorials out there that really teach something. No offense to George
> Bain or anyone, I've used those tutorials and learned allot from them.
> But just giving a newbie code isn't going to make them learn anything.
> Without an explanation, they'll just cut and paste code and then ask why
> it doesn't work. This tutorial will have more explanation than code.
>
> Perhaps I should give all the example code in pascal to force them to
> re-write it themselves. :) That is the best way I've seen to learn
> something; to re-write it.
>
> I'm not going to do that though, that's too mean to those who don't have
> a sure footing in C.
>
> But anyway, any input would be greatly appreciated.
>
> 'Darco

Hey, Here is great opportunity for a Prime time Freeware type publication.
These things are time consuming efforts if they get that way, {MkLInux
took Three Years.} but don't sweat the small stuff.

Look at it from the perspective of doing little bits at a time.
Kind of like doing assembler.

#1:Start small, but have a plan.
#2:Then Expand on content in #1.
#3:Add features.
#4:Return to #1 for the next phase of the project.

Very successful way of doing this.

Email me at kennedy@moe.acad.humberc.on.ca I'd like to try this.

-sean
--MESSAGE FILE 17729 END: ./2 SCEA/yaroze/freetalk/000000938html.html

--MESSAGE FILE 17730 START: ./2 SCEA/yaroze/freetalk/000000939html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials
Date: Thu, 17 Sep 1998 04:05:12 GMT
Organization: SCEA News Server
Lines: 17
Message-ID: <36008975.34692581@news.scea.sony.com>

References: <35FE54E6.85E323A8@bigfoot.com>
NNTP-Posting-Host: client-151-198-130-80.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.announce:102 scea.yaroze.beginners:279
scea.yaroze.freetalk:939 scee.yaroze.freetalk.english:2352

Excellent idea Darco. I would appreciate it. George actually intends
to write an instructional analysis to go with his code, but once he
got started he realized what an enormous task he was undertaking. I
think he will finish it in time, when he gets a PC for his home.

Perhaps you might write a tutorial to go with his code, or you might
team up with him to do a team effort to put out the defintive yaroze
tutorial. I would greatly appreciate such a work to bridge the gap
between PC and yaroze programming. It would save beginner programmers
a lot of time. And you would receive much praise. The Sony docs
were written for advanced programmers, a beginner will have to spend a
good deal of time working with sample code to get up to speed.

Just some ideas...

-Matt

--MESSAGE FILE 17730 END: ./2 SCEA/yaroze/freetalk/000000939html.html

--MESSAGE FILE 17731 START: ./2 SCEA/yaroze/freetalk/000000940html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: 17 Sep 1998 08:15:32 GMT
Organization: SCEE
Lines: 23
Message-ID: <01bde1b0$5e61bfc0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<1dfh2u4.1vtwglikmgm08N@a1-88-113.a1.nl>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2353
scea.yaroze.freetalk:940

Hi there,

Sure, why not. I even have the Code Warrior code completed
of my tutorial....just for Mac users like you.

Regards,

George@SCEE

DEnnis Brinkhuis <macsuppor@a1.nl> wrote in article
<1dfh2u4.1vtwglikmgm08N@a1-88-113.a1.nl>...
> Yes!! Cool, I'm working with some friends now on a Pang-clone and it
> would be great if we can build in a gun-mode. Is it possible to connect
> two guns at the same time? Like on the 2 player arcade version of Point
> Blanc.

> I would like the next options in our game:

--MESSAGE FILE 17731 END: ./2 SCEA/yaroze/freetalk/000000940html.html

--MESSAGE FILE 17732 START: ./2 SCEA/yaroze/freetalk/000000941html.html
Path: chuka.playstation.co.uk!news
From: "George Bain" <George_Bain@Playstation.sony.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: 17 Sep 1998 08:17:53 GMT
Organization: SCEE
Lines: 25
Message-ID: <01bde1b0$b1e4d6a0$f2e832a2@gbain.wav.scee.sony.co.uk>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<1dfh2u4.1vtwglikmgm08N@a1-88-113.a1.nl> <36005051.ABEEB058@bigfoot.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2354
scea.yaroze.freetalk:941

Hi there,

Yes, it is a very cool idea. I heard it from someone here 2 months ago and
I wanted
to do a demo. I just never had the time! I would like to see someone put
together
a game using this technique.

George

Darco <darco@bigfoot.com> wrote in article
<36005051.ABEEB058@bigfoot.com>...

> Why not try something more warped? Get one of those one-handed
> controlers AND a namco light gun. Then make a controler scheme where you
> shoot with the light gun, and move around with the one handed controler,
> or something. Change weapons, all sorts of cool stuff...
>
> Or you could just be the badass and make a one player mode in which you
> have two guns... :)
>
> 'Darco
>
--MESSAGE FILE 17732 END: ./2 SCEA/yaroze/freetalk/000000941html.html

--MESSAGE FILE 17733 START: ./2 SCEA/yaroze/freetalk/000000942html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TestCard() issue
Date: Thu, 17 Sep 1998 09:54:08 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 40
Message-ID: <3600CE30.98A32F71@easynet.co.uk>
References: <35FC10F2.3841CEE6@bigfoot.com>
<35FD49AC.7FA76186@augsburg.baynet.de> <skennedy-1609982308280001@pro1-
145.barrie.connex.net>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2355
scea.yaroze.freetalk:942

Sean Kennedy wrote:

> Yep, and a GCC code or CodeWarrior code bit Will Work.
>
> Except while in the Debugger.
> When Codewarrior is used for downloading code, they envoke the run-time
> debugger at startup communcation, watch the NTSC console, then look at the
> terminal window and try running the debugger from there. HEH, have a Nice
> Day....
>
> THIS DEBUGGER SHOULD NOT BE USED THIS WAY.

When I tried TestCard() in Codewarrior it crashed the PSX and I wasn't using the debugger. So it must be a PSComUtil issue, if the compiled code runs OK from SIOCONS.

> > > In the other newsgroup someone tested my code and confirmed that it
> > > crashes the yaroze when compiled with codewarrior. This would seem to be
> > > a serious problem... I'm suprised that no one has run into it before.
> > > 'Darco
> >   You're not the only one with that problem. I have the same problem with
> > CodeWarrior.
> > Unfortunately i don't no any solutions.
> > Maybe, Metrowerks knows an answer to this problem.
>
> They do, I don't know if Joel Sumner has been able to make any changes in
> regards to this, since those who wish to try their hand at Assembler are
> pretty well cooked in the CW IDE environment. Hence my deviation to GCC
> running on MkLinux.
>

I haven't tried any assembler yet, but I'm pretty sure the CW docs show you how to do it within the IDE. Why do you say 'your're cooked' if you want to do assembler within CW?

Phil

--MESSAGE FILE 17733 END: ./2 SCEA/yaroze/freetalk/000000942html.html

--MESSAGE FILE 17734 START: ./2 SCEA/yaroze/freetalk/000000943html.html
Path: chuka.playstation.co.uk!macpaul
From: macpaul@ndirect.co.uk (Paul Harvey)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Thu, 17 Sep 1998 09:59:21 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 63
Message-ID: <1dfhvkt.1xenurn1l300jkN@th-pm05-31.ndirect.co.uk>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl> <35F8E3AB.E53428BB@easynet.co.uk> <35F909C3.1753@mdx.ac.uk> <1dfbe9c.frig0ir9m78wN@th-pm05-00.ndirect.co.uk> <skennedy-1609982252510001@pro1-145.barrie.connex.net>
NNTP-Posting-Host: th-pm05-31.ndirect.co.uk
X-Newsreader: MacSOUP 2.3.3 (unregistered)

Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2356
scea.yaroze.freetalk:943

Sean Kennedy <skennedy@bconnex.net> wrote:

> > My G3 mac (292Mhz) is definitely quick, even running a PC emulator. I
> > personally don't think it was as quick as the machines on the course,
> > but it seems faster than my 75Mhz Pentium machine.
> > At the end of the day though, who's fastest doesn't really matter. I use
> > the emulator on a 604e PPC Mac (233Mhz) at home, and, while not nearly
> > as fast as the G3, it still runs emulation at a useable rate (certainly
> > for things like using Tim Tool and the like).
> >
> > Any G3 Mac would perform handsomely for most general use (even using it
> > for word processing or any other 'standard' windows package). I have
> > even tried running 3D Studio Max on the G3 and its useable.
>
> Ohh Yes, And finding the parallel port for the "DONGLE" must have been fun...
>
> Well, That is if it was "Dongled..."
>
> I have a G3 266 desktop that I did a quck test of MkLinux on with the Gcc
> tool I ported over for PSX, Including an intel EMU to use with the serial
> port.
> {I tried recompiling the serial routines and ended up breaking my code, so
> I will have to start from Scratch again, SIGH.}
>
> MkLinux on the G3 is definitly the way to go.
>
> GCC is nice & fast.
> Its Free.
>
> And you can run your web-server without even being there...
>
> And finally it is robust.
>
> AND you can develop for other game platforms.
> Me I'm doing some GameBoy dev work in addition to the Yaroze, and it
> happens to work nicely; till my serial stuff broke. now I have to use
> MINICOM Ick.
>
> I haven't tried VPC yet, I don't really have to, I have DELL OptiPlex GX1
> systems where I work along with the G3 so I really don't have to worry
> about the Intel thing. Till I get home. Oh Yes, My good old trusty
> 6100/60
>
> MmmmMmm Warmm Fuzzies... MMMmmMMMmmmmm....
>
> Anyone know Where I can get an NTSC grabber for 6100 cheap? My Commodore
> 1702 is too much VDT content for my office. {I use it with my VCR...}
>
> -sean

The point of my post was to illustrate the possibility of operating a
Windows environment on a Mac. Anyone with sense would buy a PC to run
Windows and a Mac to run MacOS.

I have VirtualPC installed on my Mac to do the 'occasional' things in
Windows. A prime example of this is using the PC-only tools for Yaroze
development. I can quickly load up Windows, do the thing, then quit it.

Mentionind 3D Studio Mac was again used to illustrate the point that
Virtual PC runs quite quickly on a G3 Mac; any 3D package requires a lot
of processing power, which is why I cited 3D Studio. I don't personally

use this package as I don't like it/know it very well.. and I don't have
a PC! I prefer to use Cinema 4D on the Mac.
--MESSAGE FILE 17734 END: ./2 SCEA/yaroze/freetalk/000000943html.html

--MESSAGE FILE 17735 START: ./2 SCEA/yaroze/freetalk/000000944html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Resident Knievel
Date: Thu, 17 Sep 1998 10:14:45 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <3600D305.DC52DBED@easynet.co.uk>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2357
scea.yaroze.freetalk:944

Some time ago I had an idea for a spoof game, after seeing Team Fatal's
Fatal Fantasy.

In Resident Knievel, poor old Evel Knievel's apartment block has been
overrun by zombies. Evel has to fight his way out using any means
possible, and solve a number of puzzles to find out who is behind it.
Could it be his arch rival, Eddie Kidd?

Evel escapes on his trusty bike, but unfortunately it quickly runs out
of power, and so has to be regularly recharged by finding red plastic
dynamos that, when revved up by frantically turning the white plastic
winder on the side, send Evel zooming off onto the next level.

Imagine my surprise last night when I finally got round to watching last
Friday's episode of South Park which I'd taped.
In it, South Park is overrun by zombies, but who comes to the rescue?
None other than Chef, dressed as, you guessed, it, Evel Knievel!

Weird eh.

Just thought I'd share that with you all.

Cheers

Phil

--MESSAGE FILE 17735 END: ./2 SCEA/yaroze/freetalk/000000944html.html

--MESSAGE FILE 17736 START: ./2 SCEA/yaroze/freetalk/000000945html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Thu, 17 Sep 1998 20:16:01 +0200
Organization: Debri Productions
Lines: 13
Message-ID: <1dfim2v.1vmq1u170qecaN@a1-88-111.a1.nl>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-
118.a1.nl> <35F8E3AB.E53428BB@easynet.co.uk> <35F909C3.1753@mdx.ac.uk>
<1dfbe9c.frig0ir9m78wN@th-pm05-00.ndirect.co.uk> <skennedy-
1609982252510001@pro1-145.barrie.connex.net> <1dfhvkt.1xenurn1l300jkN@th-pm05-

31.ndirect.co.uk>
NNTP-Posting-Host: a1-88-111.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2361
scea.yaroze.freetalk:945

Paul Harvey <macpaul@ndirect.co.uk> wrote:

> Mentionind 3D Studio Mac was again used to illustrate the point that
> Virtual PC runs quite quickly on a G3 Mac; any 3D package requires a lot
> of processing power, which is why I cited 3D Studio. I don't personally
> use this package as I don't like it/know it very well.. and I don't have
> a PC! I prefer to use Cinema 4D on the Mac.

I use Cinema4D XL too, but I'm also working with Lightwave 5.6 now. I
must say that Cinema till now has my vote.

DEnnis..
--MESSAGE FILE 17736 END: ./2 SCEA/yaroze/freetalk/000000945html.html

--MESSAGE FILE 17737 START: ./2 SCEA/yaroze/freetalk/000000946html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Thu, 17 Sep 1998 20:16:03 +0200
Organization: Debri Productions
Lines: 17
Message-ID: <1dfim9a.11oocft1fhis00N@a1-88-111.a1.nl>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<1dfh2u4.1vtwglikmgm08N@a1-88-113.a1.nl>
<01bde1b0$5e61bfc0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: a1-88-111.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2362
scea.yaroze.freetalk:946

George Bain <George_Bain@Playstation.sony.com> wrote:

> Hi there,
>
> Sure, why not. I even have the Code Warrior code completed
> of my tutorial....just for Mac users like you.
>
> Regards,
>
> George@SCEE
>
>

You're great thanks!! Do you know if there are already other gungames
availeble for NY?

DEnnis..
--MESSAGE FILE 17737 END: ./2 SCEA/yaroze/freetalk/000000946html.html

--MESSAGE FILE 17738 START: ./2 SCEA/yaroze/freetalk/000000947html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk

Subject: Re: Lightguns
Date: Thu, 17 Sep 1998 19:52:28 +0100
Organization: The Hex Heroes
Lines: 34
Message-ID: <36015A6C.31AE@writeme.com>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
NNTP-Posting-Host: atl4-m07.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Macintosh; I; 68K)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2364
scea.yaroze.freetalk:947

Since were in a promoting mood -

(sheesh, any opportunity for me, eh?..)

The FLibs package has full GunCon45 support (as I understand, the only
accessible lightgun type). Calibration routines are /better/ than the
commercial titles (you can go back and read that again in film-overdub
voice).

Get busy kid and download it from my page:
(http://www.netyaroze-europe.com/~mrfrosty).

Includes full example routines and documentation.

Also includes yaroze template, other contr... (fades out gracefully...)

Rob- the official GunCon is a really nice piece of kit - I'd go for that
if I were you.

James (~mrfrosty)

George Bain wrote:

> Hi there,
>
> Check out the Net Yaroze Tutorial that I put together.
> It's on the members site under "docs" and "game demos".
> You can only use the Namco Guncon lightgun with the
> Net Yaroze since it doesn't need any drivers.
>
> Regards,
>
> George@SCEE
--MESSAGE FILE 17738 END: ./2 SCEA/yaroze/freetalk/000000947html.html

--MESSAGE FILE 17739 START: ./2 SCEA/yaroze/freetalk/000000948html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Chris Ramirez <xxramirezxx@earthlink.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Resident Knievel
Date: Sat, 12 Sep 1998 14:14:48 -0700
Organization: none
Lines: 32
Message-ID: <35FAE448.1825@earthlink.net>
References: <3600D305.DC52DBED@easynet.co.uk>
Reply-To: xxramirezxx@earthlink.net
NNTP-Posting-Host: pool011-max1.ds6-ca-us.dialup.earthlink.net

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2366
scea.yaroze.freetalk:948

Phil Gooch wrote:
>
> Some time ago I had an idea for a spoof game, after seeing Team Fatal's
> Fatal Fantasy.
>
> In Resident Knievel, poor old Evel Knievel's apartment block has been
> overrun by zombies. Evel has to fight his way out using any means
> possible, and solve a number of puzzles to find out who is behind it.
> Could it be his arch rival, Eddie Kidd?
>
> Evel escapes on his trusty bike, but unfortunately it quickly runs out
> of power, and so has to be regularly recharged by finding red plastic
> dynamos that, when revved up by frantically turning the white plastic
> winder on the side, send Evel zooming off onto the next level.
>
> Imagine my surprise last night when I finally got round to watching last
> Friday's episode of South Park which I'd taped.
> In it, South Park is overrun by zombies, but who comes to the rescue?
> None other than Chef, dressed as, you guessed, it, Evel Knievel!
>
> Weird eh.
>
> Just thought I'd share that with you all.
>
> Cheers
>
> Phil
hey phil how were you able to see the fatal fantasy game? I downloaded
it from it and it was a zip file but then it gives me an error message
and I can not even see what is inside of the zip it says something about
not being able to open it ut you can change by clicking on something do
you know any way to fix this problem?
--MESSAGE FILE 17739 END: ./2 SCEA/yaroze/freetalk/000000948html.html

--MESSAGE FILE 17740 START: ./2 SCEA/yaroze/freetalk/000000949html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Chris Ramirez <xxramirezxx@earthlink.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Resident Knievel
Date: Sat, 12 Sep 1998 14:14:56 -0700
Organization: none
Lines: 33
Message-ID: <35FAE450.34D4@earthlink.net>
References: <3600D305.DC52DBED@easynet.co.uk>
Reply-To: xxramirezxx@earthlink.net
NNTP-Posting-Host: pool011-max1.ds6-ca-us.dialup.earthlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0Gold (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2367
scea.yaroze.freetalk:949

Phil Gooch wrote:
>
> Some time ago I had an idea for a spoof game, after seeing Team Fatal's

> Fatal Fantasy.
>
> In Resident Knievel, poor old Evel Knievel's apartment block has been
> overrun by zombies. Evel has to fight his way out using any means
> possible, and solve a number of puzzles to find out who is behind it.
> Could it be his arch rival, Eddie Kidd?
>
> Evel escapes on his trusty bike, but unfortunately it quickly runs out
> of power, and so has to be regularly recharged by finding red plastic
> dynamos that, when revved up by frantically turning the white plastic
> winder on the side, send Evel zooming off onto the next level.
>
> Imagine my surprise last night when I finally got round to watching last
> Friday's episode of South Park which I'd taped.
> In it, South Park is overrun by zombies, but who comes to the rescue?
> None other than Chef, dressed as, you guessed, it, Evel Knievel!
>
> Weird eh.
>
> Just thought I'd share that with you all.
>
> Cheers
>
> Phil
hey phil how were you able to see the fatal fantasy game? I downloaded
it from it and it was a zip file but then it gives me an error message
and I can not even see what is inside of the zip it says something about
not being able to open it ut you can change by clicking on something do
you know any way to fix this problem?
chris Ramirez
--MESSAGE FILE 17740 END: ./2 SCEA/yaroze/freetalk/000000949html.html

--MESSAGE FILE 17741 START: ./2 SCEA/yaroze/freetalk/000000950html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials
Date: Thu, 17 Sep 1998 20:49:04 -0400
Organization: SCEA News Server
Lines: 26
Message-ID: <3601AE00.5C0E05C0@bigfoot.com>
References: <35FE54E6.85E323A8@bigfoot.com> <skennedy-1609982336170001@pro1-
145.barrie.connex.net>
NNTP-Posting-Host: 326.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
To: Sean Kennedy <skennedy@bconnex.net>
Xref: chuka.playstation.co.uk scea.yaroze.announce:103 scea.yaroze.beginners:280
scea.yaroze.freetalk:950 scee.yaroze.freetalk.english:2369

Sean Kennedy wrote:
>
> Hey, Here is great opportunity for a Prime time Freeware type publication.
> These things are time consuming efforts if they get that way, {MkLInux
> took Three Years.} but don't sweat the small stuff.
>
> Look at it from the perspective of doing little bits at a time.
> Kind of like doing assembler.
>

> #1:Start small, but have a plan.
> #2:Then Expand on content in #1.
> #3:Add features.
> #4:Return to #1 for the next phase of the project.
>
> Very successful way of doing this.
>

*Darco reads and re-reads the above text with a look of bewilderment on
his face*

.....Huh?

'Darco
--MESSAGE FILE 17741 END: ./2 SCEA/yaroze/freetalk/000000950html.html

--MESSAGE FILE 17742 START: ./2 SCEA/yaroze/freetalk/000000951html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.free
talk.english
Subject: Re: Darco's Newbie Tutorials
Date: Thu, 17 Sep 1998 21:01:04 -0400
Organization: SCEA News Server
Lines: 36
Message-ID: <3601B0D0.6FE514C5@bigfoot.com>
References: <35FE54E6.85E323A8@bigfoot.com>
<36008975.34692581@news.scea.sony.com>
NNTP-Posting-Host: 326.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:104 scea.yaroze.beginners:282
scea.yaroze.freetalk:951 scee.yaroze.freetalk.english:2371

Matthew Hulett wrote:
>
> Excellent idea Darco. I would appreciate it. George actually intends
> to write an instructional analysis to go with his code, but once he
> got started he realized what an enormous task he was undertaking. I
> think he will finish it in time, when he gets a PC for his home.

Ahh... Ok, that's cool.

> Perhaps you might write a tutorial to go with his code, or you might
> team up with him to do a team effort to put out the defintive yaroze
> tutorial. I would greatly appreciate such a work to bridge the gap
> between PC and yaroze programming. It would save beginner programmers
> a lot of time. And you would receive much praise. The Sony docs
> were written for advanced programmers, a beginner will have to spend a
> good deal of time working with sample code to get up to speed.
>

Not sure about teaming up with someone. I'll write a few tutorials and
see how everything works out...Who knows what this could turn into in
time? A cooperative effort might be possible in the future.

I'll be starting work on the tutorial this weekend, simply because I

don't have any time to do it during the week. (Gadda keep my grades up for DigiPen, now don't I?) I'll be releasing it in sections... As I finish a lesson I'll post it on my web space.

Thanks everyone for the input. I'll try to make the actual tutorial live up to your hopes. I already have a motif setup, and this weekend the real drafting begins. After I get the first lesson up, I'll try to post a new lesson or two every week until most everything is covered. (Or until I get too tired to keep it up) This will be a learning experience for me as well, as this will force me to cover and research nearly all aspects of the PlayStation. So... Here we go.

'Darco
--MESSAGE FILE 17742 END: ./2 SCEA/yaroze/freetalk/000000951html.html

--MESSAGE FILE 17743 START: ./2 SCEA/yaroze/freetalk/000000952html.html
Path: chuka.playstation.co.uk!scea!pro1-173.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TestCard() issue
Date: Thu, 17 Sep 1998 22:09:59 -0500
Organization: Wooden Tulip Ltd.
Lines: 81
Message-ID: <skennedy-1709982209590001@pro1-173.barrie.connex.net>
References: <35FC10F2.3841CEE6@bigfoot.com>
<35FD49AC.7FA76186@augsburg.baynet.de> <skennedy-1609982308280001@pro1-145.barrie.connex.net> <3600CE30.98A32F71@easynet.co.uk>
NNTP-Posting-Host: pro1-173.barrie.connex.net
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2372 scea.yaroze.freetalk:952

In article <3600CE30.98A32F71@easynet.co.uk>, Phil Gooch <philg@easynet.co.uk> wrote:
> > Yep, and a GCC code or CodeWarrior code bit Will Work.
> > Except while in the Debugger.
> > When Codewarrior is used for downloading code, they envoke the run-time
> > debugger at startup communcation, watch the NTSC console, then look at the
> > terminal window and try running the debugger from there. HEH, have a Nice
> > Day....
> > THIS DEBUGGER SHOULD NOT BE USED THIS WAY.

I was Illustrating here a flaw in the CW IDE environment in its use of the HSS.EXE application on the Net Yaroze PSX Disk.
I personally have a low opinion of the first generation of PsCommUtil. The Second Generation is a bit better in that it can interpret batch files, but the real goal should have been a Zterm Interface to the terminal window on the PSX_NY in the first place, that would make it consistent with the GNU programmers working on Intel.

HSS.EXE is what PsCommUtil uses to do the data transfer to the PSX_NY when you are doing development work. HSS.EXE has its own binary transfer mechanism.

HSS.EXE is used in conjunction with GDB {Gnu DeBugger} outside of SIOCONS. It is a SECOND application that runs real-time above your code, and it had severe performance penalties. All debuggers have this really, it only is good for single stepping through problematic portions of your code.

SIOCONS however has the binary file loader [BLOAD] protocol built into it. once BLOAD has finished you are back to the terminal screen {or PSX_NY Command Line Monitor} and you can run your code.

> When I tried TestCard() in Codewarrior it crashed the PSX and I wasn't
usingv the
> debugger. So it must be a PSComUtil issue, if the compiled code runs OK from
> SIOCONS.

Again, the real point of the exersise is NOT to use PsCommUtil, its
dependence on HSS.EXE makes it a moot point. HSS.EXE may or may not sit on
top of where the monitor has the testcard() library code.

> > > > In the other newsgroup someone tested my code and confirmed that it
> > > > crashes the yaroze when compiled with codewarrior. This would seem to be
> > > > a serious problem... I'm suprised that no one has run into it before.
> > > > 'Darco
> > >   You're not the only one with that problem. I have the same problem with
> > > CodeWarrior.
> > > Unfortunately i don't no any solutions.
> > > Maybe, Metrowerks knows an answer to this problem.
> >
> > They do, I don't know if Joel Sumner has been able to make any changes in
> > regards to this, since those who wish to try their hand at Assembler are
> > pretty well cooked in the CW IDE environment. Hence my deviation to GCC
> > running on MkLinux.

> I haven't tried any assembler yet, but I'm pretty sure the CW docs show
you how
> to do it within the IDE. Why do you say 'your're cooked' if you want to do
> assembler within CW?
> Phil

Actually I apologise for the wrong point given for that context of reference.
You are able to do Assembler in CW. But the point of doing a code snippet
in Assembler is to go past a hurdle in performance that coding using a Lib
reference my impose on you.
Because of the CW IDE dependence on PsCommUtil {Mac Yarozers will attest}
the use of HSS.EXE directly interferes with the operation of Real-time-OS
code portions due to its intrusive nature in the application.

Again, I found that using a SIOCONS session to DL the code to the PSX_NY
and going back to Zterm on my Mac was the best way of prototyping my code
without interference by HSS.EXE. It means having to dedicate a PC to doing
this, or compiling a code snippet to add BLOAD to a terminal program in
MkLinux. Or putting up with the impact of the HSS.EXE when you are testing
code.

Real-Time is the reality of modern game technology coding from a technical
point of view, but it does not effect the end result of a superb design
philosophy in a game. Great games are the ones we play all the time.

-sean
--MESSAGE FILE 17743 END: ./2 SCEA/yaroze/freetalk/000000952html.html

--MESSAGE FILE 17744 START: ./2 SCEA/yaroze/freetalk/000000953html.html
Path: chuka.playstation.co.uk!scea!pro1-173.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Analog Pad w/Dual Shock, Tidbits and trips...
Date: Thu, 17 Sep 1998 22:17:44 -0500
Organization: Wooden Tulip Ltd.
Lines: 18
Message-ID: <skennedy-1709982217450001@pro1-173.barrie.connex.net>
References: <35521D7E.D42C3393@mail.datasys.net>
<3557B2D4.BFB9DAEE@ndirect.co.uk> <3558372F.B4A015F9@mail.datasys.net>
<uhg2v7xxc.fsf@cybec.com.au> <355B4FE6.1F2BEDE7@mail.datasys.net> <skennedy-

0807980018040001@pro1-147.barrie.connex.net>
<35A5135B.A206345D@mail.datasys.net>
NNTP-Posting-Host: pro1-173.barrie.connex.net
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2373
scea.yaroze.freetalk:953

In article <35A5135B.A206345D@mail.datasys.net>, darco@bigfoot.com wrote:
> > > Now that I think about it you're right. The hard caseing of the
> > > controler will make it difficult to make one side vibrate and the
> > > other to not. You are right, It makes sense now. Good example by the
> > > way, otherwise I would still have not understood.

> > Hmm. how conveinent the above gets said...

> Now what's that suppose to mean?
> 'Darco
I was meaning how productive an Illustration of a difficult Human
Interface Device component really is to understand..

Besides the only thing I was poking fun at was "Vibration"

"Me and My Dirty Mind..." ;)

-sean
--MESSAGE FILE 17744 END: ./2 SCEA/yaroze/freetalk/000000953html.html

--MESSAGE FILE 17745 START: ./2 SCEA/yaroze/freetalk/000000954html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Debugger performance [Was: Re: TestCard() issue]
Date: 18 Sep 1998 04:21:37 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <slrn703obf.q0b.tjs@longford.cs.monash.edu.au>
References: <35FC10F2.3841CEE6@bigfoot.com>
<35FD49AC.7FA76186@augsburg.baynet.de> <skennedy-1609982308280001@pro1-
145.barrie.connex.net> <3600CE30.98A32F71@easynet.co.uk> <skennedy-
1709982209590001@pro1-173.barrie.connex.net>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2375
scea.yaroze.freetalk:954

On Thu, 17 Sep 1998 22:09:59 -0500, Sean Kennedy <skennedy@bconnex.net> wrote:
>HSS.EXE is used in conjunction with GDB {Gnu DeBugger} outside of SIOCONS.
>It is a SECOND application that runs real-time above your code, and it had
>severe performance penalties. All debuggers have this really, it only is
>good for single stepping through problematic portions of your code.

Interesting question. As I see it, the only way that a debugger stub
interferes with the running of code is by modifying exception vectors.
Thus, only those things that cause exceptions (or interrupts in the case
of the R3000) will be affected. Additional latency in a system which already
has quite a large latency shouldn't be all that noticeable, especially if
the per-frame interrupt count is reasonably low, which I would expect.

I'd be interested to hear other views though. I haven't written a debugger
stub before, so I'm mostly going on gut feeling.

Toby.
--MESSAGE FILE 17745 END: ./2 SCEA/yaroze/freetalk/000000954html.html

--MESSAGE FILE 17746 START: ./2 SCEA/yaroze/freetalk/000000955html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Fri, 18 Sep 1998 08:25:08 +0200
Organization: Debri Productions
Lines: 74
Message-ID: <1dfhs26.qy2gv0125wrzgN@a1-88-121.a1.nl>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<1dfh2u4.1vtwglikmgm08N@a1-88-113.a1.nl> <36005051.ABEEB058@bigfoot.com>
NNTP-Posting-Host: a1-88-121.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 42 days)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2376
scea.yaroze.freetalk:955

Darco <darco@bigfoot.com> wrote:

> DEnnis Brinkhuis wrote:
> >
> > 1 player
> > --------
> > * joypad
> > * gun
> >
> > 2 players
> > ---------
> > * joypad - joypad
> > * joypad - gun
> > * gun - gun
> >
>
>
> Why not try something more warped? Get one of those one-handed
> controlers AND a namco light gun. Then make a controler scheme where you
> shoot with the light gun, and move around with the one handed controler,
> or something. Change weapons, all sorts of cool stuff...
>
> Or you could just be the badass and make a one player mode in which you
> have two guns... :)
>
> 'Darco

Thanks, you just gave away my secret,secret,secret,secret,secret,
plans!! ;-)
The moving around with joypad two comes in the next gun-game. We're just
starting of with something simple in 2D. And if we can fix that, we'll
move on to 3D complete with navigation. I shall give the subject away to
then.
It will be a paintball game. I came up with the same idea as you
becourse I don't like it that you always play against your fellow
player, well... most of the time. I like games where you can team up.
Your plan was already part of the paintball game. With this game you
navigate with controller 2 and swap weapons.

D-pad is navidation and top-buttons are weapon swap.

up = forward
down = backward
left = left
right = right
L1 = next weapon

L2 = prev weapon

Triangle = forward
cross = backward
square = left
circle = right
R1 = next weapon
R2 = prev weapon

(this way someboby lefthanded can also play it)
There should also be an option called: auto navigate.

The great thing from this idea is that you get more control and you know
that al gun owners, also have at least one extra joypad.
I'm would also like some gun-games that are not violent..
Like sportsgames that you control with the gun..

Well, these were all my idea's for now.. thanks for making them public
;-)

Maybe we should work together in on a project since we have rather
similar idea's.

Cheers,

DEnnis..
--MESSAGE FILE 17746 END: ./2 SCEA/yaroze/freetalk/000000955html.html

--MESSAGE FILE 17747 START: ./2 SCEA/yaroze/freetalk/000000956html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Fri, 18 Sep 1998 08:25:15 +0200
Organization: Debri Productions
Lines: 36
Message-ID: <1dfhsm1.nbp49o5s9k3kN@a1-88-121.a1.nl>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<1dfh2u4.1vtwglikmgm08N@a1-88-113.a1.nl> <36005051.ABEEB058@bigfoot.com>
<skennedy-1609982314460001@pro1-145.barrie.connex.net>
NNTP-Posting-Host: a1-88-121.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 42 days)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2377
scea.yaroze.freetalk:956

Sean Kennedy <skennedy@bconnex.net> wrote:

> > > 1 player
> > > --------
> > > * joypad
> > > * gun
> > > 2 players
> > > ---------
> > > * joypad - joypad
> > > * joypad - gun
> > > * gun - gun
> > Why not try something more warped? Get one of those one-handed
> > controlers AND a namco light gun. Then make a controler scheme where you
> > shoot with the light gun, and move around with the one handed controler,
> > or something. Change weapons, all sorts of cool stuff...

> > Or you could just be the badass and make a one player mode in which you
> > have two guns... :)
> > 'Darco
>
> Hmm, I'm beginning to like this.
>
> Use an outside bound rect detection in the Video On one of the guns when
> the trigger is held down for more than three firings. The other gun can be
> used for shooting a target. It would be slow when a firing solution would
> be needed, but a great way for lurking, or for moving from place to place.
>
> Name the game after the TV show "Brooklyn South" You are the Cop bneing
> Sniped at.
>
> -sean

In my paintball version idea, you walk with a great looking girl who you
need to protect. Every time you "save" her, she'll be ever so gratefull.

DEnnis.
--MESSAGE FILE 17747 END: ./2 SCEA/yaroze/freetalk/000000956html.html

--MESSAGE FILE 17748 START: ./2 SCEA/yaroze/freetalk/000000957html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Fri, 18 Sep 1998 08:25:20 +0200
Organization: Debri Productions
Lines: 13
Message-ID: <1dfhsp9.1o343sq136412oN@a1-88-121.a1.nl>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl> <35F8E3AB.E53428BB@easynet.co.uk> <35F909C3.1753@mdx.ac.uk> <1dfbe9c.frig0ir9m78wN@th-pm05-00.ndirect.co.uk> <skennedy-1609982252510001@pro1-145.barrie.connex.net>
NNTP-Posting-Host: a1-88-121.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 42 days)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2378 scea.yaroze.freetalk:957

Sean Kennedy <skennedy@bconnex.net> wrote:

>
> Anyone know Where I can get an NTSC grabber for 6100 cheap? My Commodore
> 1702 is too much VDT content for my office. {I use it with my VCR...}
>
> -sean

In Holland you pay about 50 pounds ($75) for a grabber-card for 6100.
But I'm afraid that will be Pal, or... I use a 8500av, and grabbing is
no prob for me. I can grab NTSC and Pal!!

DEnnis..
--MESSAGE FILE 17748 END: ./2 SCEA/yaroze/freetalk/000000957html.html

--MESSAGE FILE 17749 START: ./2 SCEA/yaroze/freetalk/000000958html.html
Path: chuka.playstation.co.uk!news
From: "Robert Shand" <shand@globalnet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: TV Turner cards
Date: Fri, 18 Sep 1998 08:43:27 +0100

Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <6tt39f$efu8@chuka.playstation.co.uk>
NNTP-Posting-Host: client9553.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2379
scea.yaroze.freetalk:958

Hello again,

I'm thinking of buying a TV tuner card for my PC, the Hauppauge Win/TV Primio, has anyone used this sort of card for NY development. Does everything work Ok? or are there some pitfalls I should be aware of.

I'm hopefully buying it later today, so I would be *really* grateful if you either mail me or post a reply, before about 3:30 ish

Cheers all
Robert Shand
bob@shand.globalnet.co.uk

--MESSAGE FILE 17749 END: ./2 SCEA/yaroze/freetalk/000000958html.html

--MESSAGE FILE 17750 START: ./2 SCEA/yaroze/freetalk/000000959html.html
Path: chuka.playstation.co.uk!news
From: "Robert Shand" <shand@globalnet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Fri, 18 Sep 1998 08:50:05 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <6tt4m2$efu9@chuka.playstation.co.uk>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<36015A6C.31AE@writeme.com>
NNTP-Posting-Host: client9565.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2380
scea.yaroze.freetalk:959

>Get busy kid and download it from my page:
>(http://www.netyaroze-europe.com/~mrfrosty).
>

Already got it :-)

>Rob- the official GunCon is a really nice piece of kit - I'd go for that
>if I were you.

But what is the cost? I am a student (hurrah)

>
>James (~mrfrosty)
>
>

--MESSAGE FILE 17750 END: ./2 SCEA/yaroze/freetalk/000000959html.html

--MESSAGE FILE 17751 START: ./2 SCEA/yaroze/freetalk/000000960html.html
Path: chuka.playstation.co.uk!news
From: "Robert Shand" <shand@globalnet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Tuner cards
Date: Fri, 18 Sep 1998 09:09:30 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <6tt4nf$efu10@chuka.playstation.co.uk>
References: <6tt39f$efu8@chuka.playstation.co.uk>
NNTP-Posting-Host: client9565.globalnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3007.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2381
scea.yaroze.freetalk:960

Damn my typing

>Cheers all
>Robert Shand
>bob@shand.globalnet.co.uk
>
>
>

--MESSAGE FILE 17751 END: ./2 SCEA/yaroze/freetalk/000000960html.html

--MESSAGE FILE 17752 START: ./2 SCEA/yaroze/freetalk/000000961html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups:
scea.yaroze.beginners,scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Darco's Newbie Tutorials
Date: Fri, 18 Sep 1998 18:19:16 +0100
Organization: The Hex Heroes
Lines: 26
Message-ID: <36029614.62F1@writeme.com>
References: <35FE54E6.85E323A8@bigfoot.com> <skennedy-1609982336170001@pro1-
145.barrie.connex.net> <3601AE00.5C0E05C0@bigfoot.com>
NNTP-Posting-Host: atl4-m03.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Macintosh; I; 68K)
Xref: chuka.playstation.co.uk scea.yaroze.beginners:283 scea.yaroze.freetalk:961
scee.yaroze.freetalk.english:2387

Darco wrote:

> > #1:Start small, but have a plan.
> > #2:Then Expand on content in #1.
> > #3:Add features.
> > #4:Return to #1 for the next phase of the project.
> >
> > Very successful way of doing this.
> >
>
> *Darco reads and re-reads the above text with a look of bewilderment
> on his face*
>
> ....Huh?

I think what he means is don't start with a huge plan and write every bit (from the beginning) as you would in the final finished verbose version - you're very likely to get bored too soon doing it that way (and may find that huge revisions are necessary).

..Though the way you're going to do it sounds more like the way James Chow (SCEE) has set about it - and he's fairly far.

Good Luck!

James (~mrfrosty)
--MESSAGE FILE 17752 END: ./2 SCEA/yaroze/freetalk/000000961html.html

--MESSAGE FILE 17753 START: ./2 SCEA/yaroze/freetalk/000000962html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Fri, 18 Sep 1998 18:29:46 +0100
Organization: The Hex Heroes
Lines: 29
Message-ID: <3602988A.6117@writeme.com>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<36015A6C.31AE@writeme.com> <6tt4m2$efu9@chuka.playstation.co.uk>
NNTP-Posting-Host: atl4-m03.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Macintosh; I; 68K)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2388
scea.yaroze.freetalk:962

Robert Shand wrote:
>
> >Get busy kid and download it from my page:
> >(http://www.netyaroze-europe.com/~mrfrosty).
> >
>
> Already got it :-)

Good, then you probably missed the (ahem) corrupted zip... ;o)

> >Rob- the official GunCon is a really nice piece of kit - I'd go for
> >that if I were you.
>
> But what is the cost? I am a student (hurrah)

I'm a student too and Virgin give you and I a special 10% discount
(double hurrah)

I /think/ (I should /know/, I went for a shop trek today) - An official
GunCon45 will set you back 35 smackers (or 55? with a game).
I don't know anything about the other lightguns, but I had a quick shot
of the Real Arcade Lightgun at ECTS and have to say I was less than
impressed...

My advice - go for the official one, with game if pocket stretches
(otherwise hang on for Point Blank 2).
Just avoid the Konami types cuz you won't be able to program for them...

James (~mrfrosty)

--MESSAGE FILE 17753 END: ./2 SCEA/yaroze/freetalk/000000962html.html

--MESSAGE FILE 17754 START: ./2 SCEA/yaroze/freetalk/000000963html.html
Path: chuka.playstation.co.uk!news
From: Ian Thompson <A2595042@infotrade.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Tuner cards
Date: Fri, 18 Sep 1998 20:37:55 +0100
Organization: The PC Shop
Lines: 19
Message-ID: <3602B693.3C6F9AFF@infotrade.co.uk>
References: <6tt39f$efu8@chuka.playstation.co.uk>
<6tt4nf$efu10@chuka.playstation.co.uk>
Reply-To: A2595042@infotrade.co.uk
NNTP-Posting-Host: usr357.infotrade.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2390
scea.yaroze.freetalk:963

I used a Miro PCTV, it worked great up until directx 5 and then became totally
unreliable, my system crashed every 5 minutes.

Makes a nice ornament though.

Ian T.

Robert Shand wrote:

> Damn my typing
>
> >Cheers all
> >Robert Shand
> >bob@shand.globalnet.co.uk
> >
> >
> >

--MESSAGE FILE 17754 END: ./2 SCEA/yaroze/freetalk/000000963html.html

--MESSAGE FILE 17755 START: ./2 SCEA/yaroze/freetalk/000000964html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Turner cards
Date: Fri, 18 Sep 1998 15:53:38 -0400
Organization: SCEA News Server
Lines: 12
Message-ID: <3602BA42.35873565@bigfoot.com>
References: <6tt39f$efu8@chuka.playstation.co.uk>
NNTP-Posting-Host: 219.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2393
scea.yaroze.freetalk:964

Robert Shand wrote:
>
> Hello again,
>
> I'm thinking of buying a TV tuner card for my PC, the Hauppauge Win/TV
> Primio, has anyone used this sort of card for NY development. Does
> everything work Ok? or are there some pitfalls I should be aware of.
>

If you can, make sure it supports both PAL and NTSC video modes.

'Darco
--MESSAGE FILE 17755 END: ./2 SCEA/yaroze/freetalk/000000964html.html

--MESSAGE FILE 17756 START: ./2 SCEA/yaroze/freetalk/000000965html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Sat, 19 Sep 1998 11:34:24 +0200
Organization: Debri Productions
Lines: 49
Message-ID: <1dfllv4.qzidffe5k5vkN@a1-88-102.a1.nl>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<36015A6C.31AE@writeme.com> <6tt4m2$efu9@chuka.playstation.co.uk>
<3602988A.6117@writeme.com>
NNTP-Posting-Host: a1-88-102.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 43 days)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2395
scea.yaroze.freetalk:965

> I /think/ (I should /know/, I went for a shop trek today) - An official
> GunCon45 will set you back 35 smackers (or 55? with a game).
> I don't know anything about the other lightguns, but I had a quick shot
> of the Real Arcade Lightgun at ECTS and have to say I was less than
> impressed...
>
> My advice - go for the official one, with game if pocket stretches
> (otherwise hang on for Point Blank 2).
> Just avoid the Konami types cuz you won't be able to program for them...
>

I'm also going for the original one. I do like the force-feedback, but
I'm not taking any changes.
As far as the games go for the gun:

- Die Hard (Platinum game, so cheap and great gameplay)
- TimeCrises (you can get it cheap with the gun)
- PointBlanc (you can get it cheap with the gun)

- TimeCrises 2 (is about to be released)
- PointBlanc 2 (in development)

And at the moment I'm working with a team at a Pang-clone that will have
a Gun-mode.

I got a question about the hype of the gun all of a sutten, well this is
my explenation:

A gun was a hit on the 8-bit Nes (with Duckhunt)
The Snes had a bazoka kind of gun wich was crap and as far as I know,

only 2 compatible games. The Megadrive had a nice looking gun, but I never saw it in the shops and I never saw a game for it, but it could be that I missed it.
Both guns for Snes and MD didn't work out. PSX is the perfect platform for guns. Addults by guns more than kids (not all kids are alowed to have a gungame in Holland). To make a gun succesfull, you need more than one or two compatible games to intress people. Well this is about to happen at with the PSX. Therefor there are also lot's of different games availeble now. And it is possible to play a game with 2 guns.
Another great thing is tha fact that we can code for the gun. We can code analog (what is no exeption anymore) and we can't code for the multi-tap. But we can code for the gun.

So I think this explains a bit of the hype around the gun.

Cheers,

DEnnis..
--MESSAGE FILE 17756 END: ./2 SCEA/yaroze/freetalk/000000965html.html

--MESSAGE FILE 17757 START: ./2 SCEA/yaroze/freetalk/000000966html.html
Path: chuka.playstation.co.uk!news
From: "Mike Beard" <michaelbeard@compuserve.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Turner cards
Date: Sat, 19 Sep 1998 13:24:47 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <6u09ht$fsh2@chuka.playstation.co.uk>
References: <6tt39f$efu8@chuka.playstation.co.uk>
NNTP-Posting-Host: mfs2-dnbqx-138.gbr.compuserve.net
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2396 scea.yaroze.freetalk:966

Probably tooooo late to answer so ill tell you anyway...

I've a hauppauge win/tv inc text & radio going through the CirrusLogic GD5446 graphics card and its not to bad for general development (saves a lot of desk space), as for the picture quality there is a case of "digital lag?" in faster drawn psx images- this could be the speed of the processor(166)? This is less noticible in a small window(of course).

There is an ATI All-in-wonder Pro tv/2d/rage3d s-video in/out which is also around and could be quite good value abt.£100, although I don't know much about it.

Mike 'Spikeman' Beard

michaelbeard@compuserve.com

--MESSAGE FILE 17757 END: ./2 SCEA/yaroze/freetalk/000000966html.html

--MESSAGE FILE 17758 START: ./2 SCEA/yaroze/freetalk/000000967html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: nseal22@aol.com (Frank Tompkins)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Turner cards

Date: Sat, 19 Sep 1998 10:04:33 GMT
Organization: SCEA News Server
Lines: 31
Message-ID: <36038139.3132647@news.scea.sony.com>
References: <6tt39f$efu8@chuka.playstation.co.uk>
<6u09ht$fsh2@chuka.playstation.co.uk>
NNTP-Posting-Host: 202-44-162.ipt.aol.com
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2397
scea.yaroze.freetalk:967

On Sat, 19 Sep 1998 13:24:47 +0100, "Mike Beard"
<michaelbeard@compuserve.com> wrote:

>Probably tooooo late to answer so ill tell you anyway...
>
>I've a hauppauge win/tv inc text & radio going through the CirrusLogic
>GD5446 graphics card and its not to bad for general development (saves a lot
>of desk space), as for the picture quality there is a case of "digital lag?"
>in faster drawn psx images- this could be the speed of the processor(166)?
>This is less noticible in a small window(of course).
>
>There is an ATI All-in-wonder Pro tv/2d/rage3d s-video in/out which is also
>around and could be quite good value abt.£100, although I don't know much
>about it.
>
>
>
>Mike 'Spikeman' Beard
>
>michaelbeard@compuserve.com
>
>

I have the ATI All-in-wonder and it works great with yaroze, very good
and smooth picture quality. I use it all the time, and amazingly it's
never frozen yet. Just thought I'd share that.

Frank

nseal22@aol.com

--MESSAGE FILE 17758 END: ./2 SCEA/yaroze/freetalk/000000967html.html

--MESSAGE FILE 17759 START: ./2 SCEA/yaroze/freetalk/000000968html.html
Path: chuka.playstation.co.uk!argonet.co.uk!argbc08
From: R Fred Williams <rfredw@argonet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Turner cards
Date: Sat, 19 Sep 1998 21:10:12 BST
Organization: ArgoNet, but does not reflect its views
Lines: 41
Distribution: world
Message-ID: <na.232f864888.a701a0rfredw@argonet.co.uk>
References: <6tt39f$efu8@chuka.playstation.co.uk>
Reply-To: R Fred Williams <rfredw@argonet.co.uk>
NNTP-Posting-Host: userm289.uk.uudial.com
X-Newsreader: NewsAgent 0.84 for RISC OS
X-NNTP-Poster: NewsHound v1.37£2
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2400
scea.yaroze.freetalk:968

In article <6tt39f$efu8@chuka.playstation.co.uk>, "Robert Shand"

<shand@globalnet.co.uk> wrote:
> I'm thinking of buying a TV tuner card for my PC, the Hauppauge Win/TV
> Primio, has anyone used this sort of card for NY development. Does
> everything work Ok? or are there some pitfalls I should be aware of.
> I'm hopefully buying it later today, so I would be *really* grateful if
> you either mail me or post a reply, before about 3:30 ish

 Hmmm, ok, a bit late, but here're my thoughts anyway...

 First up, I dunno about this specific card, or indeed about PC TV tuners in general.

 As those who read my readme's (!) know, I run my Yaroze off a PC card on an Acorn machine (& am consequently still reeling from Thursday's announcement: Tis official - the British home computer industry is no more), and (to get back on-topic) an Irlam instruments TV tuner card for said platform, which works just fine.

 So: Make sure you can get a COLOUR picture from NTSC as well as PAL. (In my case, I was able to get a patch from the board suppliers, and can get colour in both PAL/NTSC from the composite input as well as the UHF, which helps image quality no end).

 And secondly, be aware of the differences between a PC tuner display and a "real" one: TV Tuners generally display a different clipped rectangle of overscan to a real TV, and, of course, you don't see the interlace. Check stuff on a real TV at least once before release ;)

 However, the deskspace & eyestrain savings are, IMHO, well worth the expense.

 ttfn
  Fred
--
R. Fred Williams
PushyII... for the Acorn http://www.argonet.co.uk/users/rfredw
           & PSX Yaroze http://www.netyaroze-europe.com/~RFREDW

--MESSAGE FILE 17759 END: ./2 SCEA/yaroze/freetalk/000000968html.html

--MESSAGE FILE 17760 START: ./2 SCEA/yaroze/freetalk/000000969html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Tuner cards
Date: Sun, 20 Sep 1998 13:42:33 +1200
Organization: Sidhe Interactive
Lines: 18
Message-ID: <6u1m09$fsh3@chuka.playstation.co.uk>
References: <6tt39f$efu8@chuka.playstation.co.uk>
<6tt4nf$efu10@chuka.playstation.co.uk> <3602B693.3C6F9AFF@infotrade.co.uk>
NNTP-Posting-Host: p5-max2.wlg.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2401
scea.yaroze.freetalk:969

Ian Thompson wrote in message <3602B693.3C6F9AFF@infotrade.co.uk>...
>I used a Miro PCTV, it worked great up until directx 5 and then became
totally unreliable, my system crashed every 5 minutes.
>

>Makes a nice ornament though.

I had some problems too (crashes caused by the graphics system which brought the whole of Windows down), but the system became a lot more reliable after downloading the updated drivers off the Miro site (www.miro.com). I have been using the Miro for development ever since.

Seems stable under DirectX 6.0 as well.

Mario

--MESSAGE FILE 17760 END: ./2 SCEA/yaroze/freetalk/000000969html.html

--MESSAGE FILE 17761 START: ./2 SCEA/yaroze/freetalk/000000970html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.3d_graphics
Subject: Last Night's Net Yaroze Chat
Date: Sun, 20 Sep 1998 10:01:32 -0400
Organization: SCEA News Server
Lines: 101
Message-ID: <36050ABC.2F8D7CC9@bigfoot.com>
NNTP-Posting-Host: 112.dialup.datasys.net
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------8171DFF15CAE21426434E749"
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:970
scea.yaroze.programming.3d_graphics:287

This is a multi-part message in MIME format.
--------------8171DFF15CAE21426434E749
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

I couldn't seem to get into the auditorium for last nights Yaroze chat. Did anyone else have similar problems last night? I know Chris Ramirez has problems also.

Anyway, I found it particularly fustrating because I had a question. I'll just ask it here. Has anyone had problems with dynamicly creating TMD data? It seems like my scene is getting built, but when it is displayed, the scene gets totaly buggered -- Polygons all over the place and such. Just take a look at the included gif file. That is a picture of a mild case, BTW.

It also would seem that the only time is gets really screwed up is on the second frame buffer... The first one displays OK. So I thought it might be that somehow my packet buffer information was getting corrupted... But from looking at my code it seems to be just fine.

Has anyone else run into similar problems? It seems like the more polygons in the scene, the more screwed up it gets.

'Darco
--------------8171DFF15CAE21426434E749
Content-Type: image/gif; name="polyerr.gif"
Content-Transfer-Encoding: base64
Content-Disposition: inline; filename="polyerr.gif"

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--MESSAGE FILE 17761 END: ./2 SCEA/yaroze/freetalk/000000970html.html

--MESSAGE FILE 17762 START: ./2 SCEA/yaroze/freetalk/000000971html.html
Path: chuka.playstation.co.uk!news
From: Ian Thompson <A2595042@infotrade.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Tuner cards
Date: Sun, 20 Sep 1998 22:10:06 +0100
Organization: The PC Shop
Lines: 27
Message-ID: <36056F2E.68947A01@infotrade.co.uk>
References: <6tt39f$efu8@chuka.playstation.co.uk>
<6tt4nf$efu10@chuka.playstation.co.uk> <3602B693.3C6F9AFF@infotrade.co.uk>
<6u1m09$fsh3@chuka.playstation.co.uk>
Reply-To: A2595042@infotrade.co.uk
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Content-Type: text/plain; charset=us-ascii
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X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2411
scea.yaroze.freetalk:971

Hmmm,

I tried the new drivers & DX 6.

It is now running stable but the TV picture is out of sync. Grrr!

Ian

Mario Wynands wrote:

> Ian Thompson wrote in message <3602B693.3C6F9AFF@infotrade.co.uk>...
> >I used a Miro PCTV, it worked great up until directx 5 and then became
> totally unreliable, my system crashed every 5 minutes.
> >
> >Makes a nice ornament though.
>
> I had some problems too (crashes caused by the graphics system which brought
> the whole of Windows down), but the system became a lot more reliable after
> downloading the updated drivers off the Miro site (www.miro.com). I have
> been using the Miro for development ever since.
>
> Seems stable under DirectX 6.0 as well.
>
> Mario

--MESSAGE FILE 17762 END: ./2 SCEA/yaroze/freetalk/000000971html.html

--MESSAGE FILE 17763 START: ./2 SCEA/yaroze/freetalk/000000972html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english

Subject: Net Yaroze Tutorial Preview
Date: Sun, 20 Sep 1998 18:54:53 -0400
Organization: SCEA News Server
Lines: 258
Message-ID: <360587BD.5668FFB0@bigfoot.com>
NNTP-Posting-Host: 104.dialup.datasys.net
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="------------17B145C5B2A127067EAAFA7E"
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:972
scee.yaroze.freetalk.english:2412

This is a multi-part message in MIME format.
--------------17B145C5B2A127067EAAFA7E
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Ok, here's a preview of what the Net Yaroze tutorial will be like. (It's at the bottom of this message) Your suggestions are welcome. This is Lesson 2 from Chapter 1. It isn't finished, but you can still get an idea for how it will flow and all. The graphic at the top of the page for sure won't load, but in the finished version it will.

There are two sections in this lesson... One goes over printing "Hello, World!" to the computer, and the other goes over printing "Hello, World!" to the TV screen. This is done step-by-step, explaining every line -- what it does, why it works, and anything else in between.

The last part of this tutorial isn't finished... So don't bitch about it. :)

Just tell me what you think about the layout. Do you like it? Does the color-coding of the code examples help? (Color coding the code examples is done by hand and is a BITCH to do. But if it significantly helps with readability, I don't mind doing it) And most importantly, if you were a newbie, do you think you could learn from it?

'Darco
--------------17B145C5B2A127067EAAFA7E
Content-Type: text/html; charset=us-ascii; name="lesson02.html"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="lesson02.html"
Content-Base: "file:///C|/WINDOWS/Desktop/Net%20Yaroz
    e%20Tutorial/chapter1/lesson02.html"

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   <META NAME="GENERATOR" CONTENT="Mozilla/4.05 [en] (Win95; U) [Netscape]">
   <META NAME="Author" CONTENT="Darco">
   <TITLE>Net Yaroze Tutorials (Index Page)</TITLE>
</HEAD>
<BODY TEXT="#000000" BGCOLOR="#FFFFFF" LINK="#0000EE" VLINK="#551A8B"
ALINK="#FF0000">
 
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<TR>
<TD WIDTH="1%"><IMG SRC="../gfx/yaroze.gif" NOSAVE HEIGHT=240 WIDTH=320></TD>

<TD>
<DIV ALIGN=right><FONT FACE="Arial,Helvetica"><FONT SIZE=+4>Lesson 2<HR
WIDTH="100%"></FONT></FONT><I>Writing your First PlayStation Program</I></DIV>
</TD>
</TR>
```

</TABLE></CENTER>

Ok, Now in this lesson we will go over writing your first Net Yaroze
program. Now, if you are familure with C, you know that the first program
is the ever-supercomplicated "Hello, World!" program. (I'm being sarcastic
with the ever-supercomplicated thing...) It's simple, even stupid. But
I'll go over and explain how everything works, why it works, and food for
thought. So...

<DIV ALIGN=right><B><I><FONT FACE="Arial,Helvetica"><FONT SIZE=+1>Printing
"Hello, World!" on the Computer</FONT></FONT></I></B>
<HR WIDTH="100%"></DIV>
First off, the first line in every C file in your game should be this:
<BLOCKQUOTE><TT><FONT COLOR="#000099">#include</FONT>
<libps.h></TT></BLOCKQUOTE>
This includes the header that enables you to use all of the Net Yaroze
functions. Without it, you can't do anything. So make sure that it's there!
If you've programed in C, you are probably use to including the header
file <TT>stdio.h</TT>. Just think of <TT>libps.h</TT> the equivilant of
<TT>stdio.h.</TT>

<P>Next, we'll write the <TT><FONT COLOR="#3366FF">main</FONT>()</TT>
subroutine.
<TT><FONT COLOR="#3366FF">main</FONT>()</TT>, as you should already know,
is where your program will start. This is called the Entry Point. (Technical
Note: The entry point is actually not <TT><FONT
COLOR="#3366FF">main</FONT>()</TT>,
but for our intents and purposes we can assume it to be so.) So, here's
what we got:
<BLOCKQUOTE><TT><FONT COLOR="#000099">void</FONT> <FONT
COLOR="#3366FF">main</FONT>(<FONT COLOR="#000099">void</FONT>)</TT>

<TT>{</TT>

<TT>}</TT></BLOCKQUOTE>
Now, if you just ran this as it is, it would do absolutely nothing -- the
moment it executes it returns to the program that ran it. Not very useful.
But what we have now is a 'skeleton' for which we can add code.

<P>In traditional development environments, when you call the subroutine
<TT><FONT COLOR="#3366FF">printf</FONT>()</TT>, it types whatever you told
it to directly to the screen. However, this is not how this function operates
on the PlayStation. Instead of printing to the screen, it prints it to
the serial port on the back on the PlayStation. So, if we add <TT><FONT
COLOR="#3366FF">printf</FONT>()</TT>
to <TT><FONT COLOR="#3366FF">main</FONT>()</TT> . . .
<BLOCKQUOTE><TT><FONT COLOR="#000099">void</FONT> <FONT
COLOR="#3366FF">main</FONT>(<FONT COLOR="#000099">void</FONT>)</TT>

<TT>{</TT>

<TT>   <FONT COLOR="#3366FF">printf</FONT>(<FONT
COLOR="#CC33CC">"Hello,
World!\n"</FONT>);</TT>

<TT>}</TT></BLOCKQUOTE>
. . . This will print the text "<TT><FONT COLOR="#CC33CC">Hello, World!</FONT></
TT>"
to the serial port, to your computer, and then you will see this on the
computer screen. This makes <TT><FONT COLOR="#3366FF">printf</FONT>()</TT>
very useful for debuging -- You can dump all sorts of useful information
to the serial port. If you don't quite see the usefulness now, you will
see it later on.

<P>Before I go on, I might help out some of the C newbies here. If you
are reading the code above and wondering what the heck "<TT><FONT
COLOR="#CC33CC">\n</FONT></TT>"
means, let me explain. It is essentially pressing the enter key... So the
next time you run <TT><FONT COLOR="#3366FF">printf</FONT>()</TT> it will

print on the next line, rather than starting off where the previous <TT><FONT COLOR="#3366FF">printf</FONT>()</TT>
left off.
<P>
<DIV ALIGN=right><B><I><FONT FACE="Arial,Helvetica"><FONT SIZE=+1></FONT></FONT></I></B></DIV>

<DIV ALIGN=right><B><I><FONT FACE="Arial,Helvetica"><FONT SIZE=+1>Printing "<FONT COLOR="#000000">Hello, World!</FONT>" on the TV Screen</FONT></FONT></I></B>
<HR WIDTH="100%"></DIV>
Ok, so now you've written a program that when you run it, it prints a message to the serial port, and then exits. So now, let's go over printing something to the screen... And this is where things might get a little bit more complex, so bear with me.

<P>First, let's put some things into perspective. Printing a string ("<TT><FONT COLOR="#CC33CC">Hello,
World!</FONT></TT>" is a string) to the computer is relitively easy, think about it. All we were doing was sending several characters to the serial port.

<P>Printing a string to the screen would at first seem to be a similarly easy task as well. However, this is not the case. There are many things that we have to set up first before we can print a string to the screen. And after setting up these systems, we can then procede to print something to the screen, but this is still a little more complicated than just dumping the string to the serial port.

<P>If all we did was print "<TT><FONT COLOR="#CC33CC">Hello, World!</FONT></TT>" to the screen and then exited, then you would probably not see anything. (That is unless you were using CodeWarrior) So, lets set our goals for our program:
<UL>
<LI>
1) Write a program that prints the message "<TT><FONT COLOR="#CC33CC">Hello, World!</FONT></TT>" to the screen</LI>

<LI>
2) Waits for a button to be pressed on controler 1, and then exits.</LI>
</UL>
First, let's write out Startup Routine. A startup routine is the routine which initilizes all of the systems required for your program to execute properly. You COULD put all of your startup functions in your <TT><FONT COLOR="#3366FF">main</FONT>()</TT>
subroutine, but that's messy. So, we start by adding this code before the <TT><FONT COLOR="#3366FF">main</FONT>()</TT> subroutine.
<BLOCKQUOTE><TT><FONT COLOR="#000099">void</FONT> <FONT COLOR="#3366FF">startup</FONT>(<FONT COLOR="#000099">void</FONT>)</TT>

<TT>{</TT>

<TT>}</TT></BLOCKQUOTE>
Then make this the first line in your <TT><FONT COLOR="#3366FF">main</FONT>()</TT>
subroutine...
<BLOCKQUOTE><TT><FONT COLOR="#3366FF">startup</FONT>();</TT></BLOCKQUOTE>
And now, simply put all of your startup calls into the <TT><FONT COLOR="#3366FF">startup</FONT>()</TT>
subroutine. So now, to recap, your program code should look something like this :
<BLOCKQUOTE><TT><FONT COLOR="#000099">#include</FONT> <libps.h></TT>

<P><TT><FONT COLOR="#000099">void</FONT> <FONT COLOR="#3366FF">startup</FONT>(<FONT COLOR="#000099">void</FONT>)</TT>

<TT>{</TT>

<TT>}</TT>

<P><TT><FONT COLOR="#000099">void</FONT> <FONT COLOR="#3366FF">main</FONT>(<FONT
COLOR="#000099">void</FONT>)</TT>

<TT>{</TT>

<TT>   <FONT COLOR="#3366FF">startup</FONT>();</TT>

<TT> </TT>

<TT>   <FONT COLOR="#FF0000">// Game code goes here</FONT></
TT>

<TT>}</TT></BLOCKQUOTE>
Just a reminder... A subroutine should always be before a subroutine that
uses it. (For example, <TT><FONT COLOR="#3366FF">startup</FONT>()</TT>
is used in <TT><FONT COLOR="#3366FF">main</FONT>()</TT>, so <TT><FONT
COLOR="#3366FF">startup</FONT>()</TT>
needs to be before <TT><FONT COLOR="#3366FF">main</FONT>()</TT>)

<P>So now, we need to add our startup calls to<TT><FONT
COLOR="#3366FF">startup</FONT>()</TT>.
The first thing we need to do is tell the GPU what type of display we are
using. Are we using PAL(Europe, Australia), or are we using NTSC(United
States, Canada, Japan)? I'm in the United States, so my first line would
be
<BLOCKQUOTE><TT><FONT COLOR="#3366FF">SetVideoMode</FONT>(<FONT
COLOR="#FF6600">MODE_NTSC</FONT>);</TT></BLOCKQUOTE>
If you are in Europe or Australia, you would put
<BLOCKQUOTE><TT><FONT COLOR="#3366FF">SetVideoMode</FONT>(<FONT
COLOR="#FF6600">MODE_PAL</FONT>);</TT></BLOCKQUOTE>
The next thing we want to do is tell the GPU is what screen resolution
we want, by way of the <TT><FONT COLOR="#3366FF">GsInitGraph</FONT>()</TT>
subroutine. This subroutine does several things other than just setting
the video mode, but we can go over that in another lesson. The first two
values are the width and the height of the display, in pixels. The rest
you don't have to worry about right now. So let's set our screen resolution
to 320x240 by making this the next line in <TT><FONT
COLOR="#3366FF">startup</FONT>()</TT>:
<BLOCKQUOTE><TT><FONT COLOR="#3366FF">GsInitGraph</FONT>(320, 240, 4, 0,
0);</TT></BLOCKQUOTE>
Once this routine is called, the GPU automaticly "turns off" the screen
by default. Not sure why it does this, but we can turn it back on by adding
this:
<BLOCKQUOTE><TT><FONT COLOR="#3366FF">SetDispMask</FONT>(1);</TT></BLOCKQUOTE>
Keep in mind that the frame buffer <I>IS NOT CLEARED YET</I>. So, we need
to clear the screen or we will have that nasty green brick screen as our
background. So, we need to first insert this as the first line in <TT><FONT
COLOR="#3366FF">startup</FONT>()</TT>.
<BLOCKQUOTE><TT><FONT COLOR="#000099">RECT</FONT> <FONT
COLOR="#006600">screen_c</FONT>;</TT></BLOCKQUOTE>
What this does is create a rectangle structure called <TT><FONT
COLOR="#006600">screen_c</FONT></TT>.
Now we need to tell it what we are going to clear. So insert these lines
also:
<BLOCKQUOTE><TT><FONT COLOR="#006600">screen_c</FONT>.<FONT
COLOR="#006600">x</FONT>
= 0; <FONT COLOR="#FF0000">// We want to start clearing the screen at
the</FONT></TT>

<TT><FONT COLOR="#006600">screen_c</FONT>.<FONT COLOR="#006600">y</FONT>
= 0; <FONT COLOR="#FF0000">// top, left hand corrner of the
screen.</FONT></TT>

<P><TT><FONT COLOR="#006600">screen_c</FONT>.<FONT COLOR="#006600">w</FONT>
= 1023; <FONT COLOR="#FF0000">// The video memory is 1024 pixels
wide...</FONT></TT>

<TT><FONT COLOR="#006600">screen_c</FONT>.<FONT COLOR="#006600">h</FONT>
= 511; <FONT COLOR="#FF0000">// ...and 512 pixels tall.</FONT></TT></BLOCKQUOTE>

We now have a structure describing all of the video memory. Now how do
we clear it?

<P>With <TT><FONT COLOR="#3366FF">ClearImage</FONT>(),</TT> of course!
The first thing we need to tell it is what region we want to clear. Then
we simply tell it what color to clear it, using <FONT COLOR="#FF0000">Red</FONT>
<FONT COLOR="#009900">Green</FONT> and <FONT COLOR="#3333FF">Blue</FONT>
values respectively. So now we add this line to the end of <TT><FONT
COLOR="#3366FF">startup</FONT>()</TT>
<BLOCKQUOTE><TT><FONT COLOR="#3366FF">ClearImage</FONT>(&<FONT
COLOR="#006600">screen_c</FONT>,
0, 0, 0);</TT>

<TT><FONT COLOR="#FF0000">// The last three values are the color to
clear to.</FONT></TT></BLOCKQUOTE>
Now, to recap, this is what <TT><FONT COLOR="#3366FF">startup</FONT>()</TT>
should currently look like:
<BLOCKQUOTE><TT><FONT COLOR="#000099">void</FONT> <FONT
COLOR="#3366FF">startup</FONT>(<FONT COLOR="#000099">void</FONT>)</TT>

<TT>{</TT>

<TT>   <FONT COLOR="#000099">RECT</FONT> <FONT
COLOR="#006600">screen_c</FONT>;</TT>

<P><TT><FONT COLOR="#006600">   screen_c</FONT>.<FONT
COLOR="#006600">x</FONT>
= 0; <FONT COLOR="#FF0000">// We want to start clearing the screen at
the</FONT></TT>

<TT><FONT COLOR="#006600">   screen_c</FONT>.<FONT
COLOR="#006600">y</FONT>
= 0; <FONT COLOR="#FF0000">// top, left hand corrner of the
screen.</FONT></TT>

<TT><FONT COLOR="#006600">   screen_c</FONT>.<FONT
COLOR="#006600">w</FONT>
= 1023; <FONT COLOR="#FF0000">// The video memory is 1024 pixels
wide...</FONT></TT>

<TT><FONT COLOR="#006600">   screen_c</FONT>.<FONT
COLOR="#006600">h</FONT>
= 511; <FONT COLOR="#FF0000">// ...and 512 pixels tall.</FONT></TT>

<TT> </TT>

<TT>   <FONT COLOR="#3366FF">SetVideoMode</FONT>(<FONT
COLOR="#FF6600">MODE_NTSC</FONT>);</TT>

<TT>   <FONT COLOR="#FF0000">//
SetVideoMode(MODE_PAL);</FONT></TT>

<TT> </TT>

<TT><FONT COLOR="#3366FF">
GsInitGraph</FONT>(320,240,4,0,0);</TT>

<P><TT>   <FONT COLOR="#3366FF">SetDispMask</FONT>(1);</TT>

<P><TT>   <FONT COLOR="#3366FF">ClearImage</FONT>(&<FONT
COLOR="#006600">screen_c</FONT>,
0, 0, 0);</TT>

<TT><FONT COLOR="#FF0000">   // The last three values are
the clear color.</FONT></TT>

<P><TT>   <FONT COLOR="#3366FF">FntLoad</FONT>(320,0);</TT>

<TT>   <FONT
COLOR="#3366FF">FntOpen</FONT>(16,16,260,200,0,512);</TT>

<TT>}</TT></BLOCKQUOTE>

</BODY>
</HTML>

--------------17B145C5B2A127067EAAFA7E--

--MESSAGE FILE 17763 END: ./2 SCEA/yaroze/freetalk/000000972html.html

--MESSAGE FILE 17764 START: ./2 SCEA/yaroze/freetalk/000000973html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Tutorial Preview
Date: Sun, 20 Sep 1998 23:39:36 GMT
Organization: SCEA News Server
Lines: 58
Message-ID: <36058dab.254467240@news.scea.sony.com>
References: <360587BD.5668FFB0@bigfoot.com>
NNTP-Posting-Host: client-120-67.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:973
scee.yaroze.freetalk.english:2415

>There are two sections in this lesson... One goes over printing "Hello,
>World!" to the computer, and the other goes over printing "Hello,
>World!" to the TV screen. This is done step-by-step, explaining every
>line -- what it does, why it works, and anything else in between.

   Hey, why did the second part just end abruptly like that?

>The last part of this tutorial isn't finished... So don't bitch about
>it. :)

   Ooops. ;-))

>Just tell me what you think about the layout. Do you like it?

   Sure.

> Does the
>color-coding of the code examples help?

   Yes.

> (Color coding the code examples
>is done by hand and is a BITCH to do. But if it significantly helps with
>readability, I don't mind doing it)

Bottom line: I personally could live without it. It's nice, but not at
all necessary. I would hate to see you become disenchanted with the
project because of excess tedium.

>And most importantly, if you were a
>newbie, do you think you could learn from it?

Am I newbie? Hmm... Well, I am a beginner programmer.
Yes, I could learn from it.

I do notice that many writers prefer acrobat and .pdf format for doing
these types of projects, are you sure you prefer .htm to .pdf?

My opinion: There is a wide range of experience levels in the program.
Many beginners don't participate all that often. Sony's policy is that
the program is for advanced programmers, and we will probably never
see a beginner's tutorial from Sony. I finished my first book on game
programming before the summer (21 Days...), and yet I find my self
deeply in need of a tutorial to bridge the gap between PC and yaroze
programming. I, and I suspect others, will deeply appreciate any

effort you put forth in this area. Don't sweat the details, you're filling a void in which there is little competition. I know I will have no complaints.

It's cool you want to do a great job, but you have quite a challenge in front of you, I just don't want to see an entry from you one day saying, "Forget this, it is too much work..."

Good luck.

-Matt

--MESSAGE FILE 17764 END: ./2 SCEA/yaroze/freetalk/000000973html.html

--MESSAGE FILE 17765 START: ./2 SCEA/yaroze/freetalk/000000974html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Tutorial Preview
Date: 21 Sep 1998 05:11:28 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <slrn70bod4.12u.tjs@longford.cs.monash.edu.au>
References: <360587BD.5668FFB0@bigfoot.com>
<36058dab.254467240@news.scea.sony.com>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:974
scee.yaroze.freetalk.english:2416

On Sun, 20 Sep 1998 23:39:36 GMT, Matthew Hulett <matth@bellatlantic.net> wrote:
>> (Color coding the code examples
>>is done by hand and is a BITCH to do. But if it significantly helps with
>>readability, I don't mind doing it)
>
>Bottom line: I personally could live without it. It's nice, but not at
>all necessary. I would hate to see you become disenchanted with the
>project because of excess tedium.

As an aside, if you're prepared to learn a bit about vi, vim (for which there's a windows (and possibly a mac) port) will do syntax highlighting, and will also automatically convert that syntax highlighting into HTML for you. From the sound of things, that would save you a lot of hard work. There are binaries already compiled, and you can find all the information you'll need at http://www.vim.org/

Toby.
--MESSAGE FILE 17765 END: ./2 SCEA/yaroze/freetalk/000000974html.html

--MESSAGE FILE 17766 START: ./2 SCEA/yaroze/freetalk/000000975html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.3d_graphics
Subject: Dynamic TMDs
Date: Mon, 21 Sep 1998 10:35:56 +0100
Organization: Sony Computer Entertainment Europe
Lines: 19
Message-ID: <36061DFC.BDFE8D46@scee.sony.co.uk>
References: <36050ABC.2F8D7CC9@bigfoot.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:975
scea.yaroze.programming.3d_graphics:288

Darco wrote:
> It also would seem that the only time is gets really screwed up is on
> the second frame buffer... The first one displays OK.
?
> Has anyone else run into similar problems? It seems like the more
> polygons in the scene, the more screwed up it gets.

Sounds like packet buffer overrun to me. You can work out the required size of
the packet buffer
area more accurately by using the sizes of the different poly types in the FAQ.

Cheers,

James

--
== James_Russell@scee.sony.co.uk +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

Attend! The William! Shatner! School of! Acting!
--MESSAGE FILE 17766 END: ./2 SCEA/yaroze/freetalk/000000975html.html

--MESSAGE FILE 17767 START: ./2 SCEA/yaroze/freetalk/000000976html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.3d_graphics
Subject: Re: Dynamic TMDs
Date: Mon, 21 Sep 1998 06:44:18 -0400
Organization: SCEA News Server
Lines: 28
Message-ID: <36062E02.CF3ACECE@bigfoot.com>
References: <36050ABC.2F8D7CC9@bigfoot.com> <36061DFC.BDFE8D46@scee.sony.co.uk>
NNTP-Posting-Host: 261.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:976
scea.yaroze.programming.3d_graphics:289

James Russell wrote:
>
> Darco wrote:
> > It also would seem that the only time is gets really screwed up is
on
> > the second frame buffer... The first one displays OK.
> ?
> > Has anyone else run into similar problems? It seems like the more
> > polygons in the scene, the more screwed up it gets.
>
> Sounds like packet buffer overrun to me. You can work out the required size of
the packet buffer
> area more accurately by using the sizes of the different poly types in the
FAQ.
>

That's what I thought. There are no more than 500 Quad polys in a scene

at one time. I allocate space in my packet buffer for 2048 20 byte-sized
packets. I've tried increasing this to 4096, but it didn't seem to
change a thing. So I'm thinking that my packetspace is somehow getting
corrupted...somewhere...

Now that I think about it I'm calculating the packet space at
compiletime using preprocessor macros and stuff... Perhaps my bug is
somewhere in there. I'll check later on today after I get back from
school.

School bites. Who ever's sad when their highschool is over is weird.
I'll be happy.

'Darco
--MESSAGE FILE 17767 END: ./2 SCEA/yaroze/freetalk/000000976html.html

--MESSAGE FILE 17768 START: ./2 SCEA/yaroze/freetalk/000000977html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Tutorial Preview
Date: Mon, 21 Sep 1998 07:27:47 -0400
Organization: SCEA News Server
Lines: 70
Message-ID: <36063833.4B669F2F@bigfoot.com>
References: <360587BD.5668FFB0@bigfoot.com>
<36058dab.254467240@news.scea.sony.com>
NNTP-Posting-Host: 261.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:977
scee.yaroze.freetalk.english:2417

Matthew Hulett wrote:
>
>   Hey, why did the second part just end abruptly like that?
>
> >The last part of this tutorial isn't finished... So don't bitch about
> >it. :)
>
>   Ooops. ;-))

Grrrr... ;)

>
> > (Color coding the code examples
> >is done by hand and is a BITCH to do. But if it significantly helps with
> >readability, I don't mind doing it)
>
> Bottom line: I personally could live without it. It's nice, but not at
> all necessary. I would hate to see you become disenchanted with the
> project because of excess tedium.
>

I may just write future tutorials without color coding, and then go back
when I have free time and color code them. That's how I'll probably be
doing it in the future.

> >And most importantly, if you were a
> >newbie, do you think you could learn from it?
>

> Am I newbie? Hmm... Well, I am a beginner programmer.
> Yes, I could learn from it.
>
> I do notice that many writers prefer acrobat and .pdf format for doing
> these types of projects, are you sure you prefer .htm to .pdf?

I'm choosing HTML because it's surfable. This goes back to the glossary example... Were you see a word you don't understand, you click on it, and it takes you to the definition. You can't do that with PDF. Plus, I want this to be viewable on all platforms. PDF isn't quite omni-platform yet, so... HTML is the way to go. Anyway, I don't have a way to make PDF files at the moment.

> My opinion: There is a wide range of experience levels in the program.

I definately agree.

> Many beginners don't participate all that often. Sony's policy is that
> the program is for advanced programmers, and we will probably never
> see a beginner's tutorial from Sony. I finished my first book on game
> programming before the summer (21 Days...), and yet I find my self
> deeply in need of a tutorial to bridge the gap between PC and yaroze
> programming.

This was a big hurtle for me also... So I'm writing the tutorial I wish I could have had when I first got my net yaroze system.

> I, and I suspect others, will deeply appreciate any
> effort you put forth in this area. Don't sweat the details, you're
> filling a void in which there is little competition. I know I will
> have no complaints.
>
> It's cool you want to do a great job, but you have quite a challenge
> in front of you, I just don't want to see an entry from you one day
> saying, "Forget this, it is too much work..."

Well... I hope it doesn't end like that either. Once I'm done with 2 or 3 lessons, I'll post what I have so far on the net. Then hopefully I'll start punching out around a lesson a week. I just hope that someone learns something from it. :P

'Darco
--MESSAGE FILE 17768 END: ./2 SCEA/yaroze/freetalk/000000977html.html

--MESSAGE FILE 17769 START: ./2 SCEA/yaroze/freetalk/000000978html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Tutorial Preview
Date: Mon, 21 Sep 1998 13:02:47 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 53
Message-ID: <36064067.123D@manc.u-net.com>
References: <360587BD.5668FFB0@bigfoot.com>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 3.0 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:978
scee.yaroze.freetalk.english:2418

Darco wrote:
> Once this routine is called, the GPU automaticly "turns off" the
> screen by default. Not sure why it does this..

It will surely be because you don't want to actually see the gibberish that's probably on the frame buffer; so it turns off, and will then automatically activate when the next GsSwapDispBuff() is called -- so calling SetDispMask(1) is not necessary. I know for the sake of the Hello World tutorial OTs and double buffering are a bit too much for the beginner, but they are unavoidably only a whisker away.

>   RECT screen_c;

I think this would be the best time to tell them that the display area defaults to the upper left 320x240 of the 1Mb 1024x512 frame buffer, with a nice diagram too perhaps. Clearing the *whole* frame buffer may confuse them don't you think? Also a quick hint that a second 'buffer' will invariably be right below it, and the rest of the video memory is used for sprites and/or 3D object textures.

Also the macro setRECT should be taught from the start I think, as it really tidies thing up (no need to tell them that it's a macro and not a libps.h function yet though :), so you could do this:

```
RECT screen;
setRECT(&screen, 0, 0, 320, 240);

// The above setRECT line is eqivalent to doing these 4 lines:
// screen.x = 0;  // .x .y is the top left coordinate of
// screen.y = 0;  //   the frame buffer we want to clear
// screen.w = 320;   // .w is the width of the RECT
// screen.h = 240;   // .h is the height of the RECT
```

I am curious why you use the "_c" as it may perhaps scare a few people?

It is a brilliant thing you're doing as so many assumptions are made that people are familiar with C, it's great that a total beginner has a full explanation of everything rather than the all too common: "I'd better put that bit of code in as it doesn't work otherwise..." I know we all agreed when we bought the Yaroze that we had a working knowledge of C, but now that it cost £230 there will perhaps be a big surge of total beginners who'll be eternally grateful for your tutorial.

Hope you don't think I'm being too pedantic or picky by the way!

Cheers,
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 17769 END: ./2 SCEA/yaroze/freetalk/000000978html.html

--MESSAGE FILE 17770 START: ./2 SCEA/yaroze/freetalk/000000979html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Turner cards
Date: Mon, 21 Sep 1998 11:55:31 -0700
Organization: Bwahaha
Lines: 45

Message-ID: <3606A123.6F9F8DE6@shell.jps.net>
References: <6tt39f$efu8@chuka.playstation.co.uk>
<6u09ht$fsh2@chuka.playstation.co.uk> <36038139.3132647@news.scea.sony.com>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2425
scea.yaroze.freetalk:979

I have to second that. I have the same and have no probs with
NTSC. I wish it supported PAL though... I have to use a Sony
TV/monitor to get both.

- e!

Frank Tompkins wrote:
>
> On Sat, 19 Sep 1998 13:24:47 +0100, "Mike Beard"
> <michaelbeard@compuserve.com> wrote:
>
> >Probably tooooo late to answer so ill tell you anyway...
> >
> >I've a hauppauge win/tv inc text & radio going through the CirrusLogic
> >GD5446 graphics card and its not to bad for general development (saves a lot
> >of desk space), as for the picture quality there is a case of "digital lag?"
> >in faster drawn psx images- this could be the speed of the processor(166)?
> >This is less noticible in a small window(of course).
> >
> >There is an ATI All-in-wonder Pro tv/2d/rage3d s-video in/out which is also
> >around and could be quite good value abt.£100, although I don't know much
> >about it.
> >
> >
> >
> >Mike 'Spikeman' Beard
> >
> >michaelbeard@compuserve.com
> >
> >
>
> I have the ATI All-in-wonder and it works great with yaroze, very good
> and smooth picture quality. I use it all the time, and amazingly it's
> never frozen yet. Just thought I'd share that.
>
> Frank
>
> nseal22@aol.com

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 17770 END: ./2 SCEA/yaroze/freetalk/000000979html.html

--MESSAGE FILE 17771 START: ./2 SCEA/yaroze/freetalk/000000980html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english

Subject: Re: Net Yaroze Tutorial Preview
Date: Mon, 21 Sep 1998 12:00:43 -0700
Organization: Bwahaha
Lines: 28
Message-ID: <3606A25B.BD2D3C2E@shell.jps.net>
References: <360587BD.5668FFB0@bigfoot.com>
<36058dab.254467240@news.scea.sony.com> <36063833.4B669F2F@bigfoot.com>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:980
scee.yaroze.freetalk.english:2426

Darco wrote:
   [...]
> > I do notice that many writers prefer acrobat and .pdf format for doing
> > these types of projects, are you sure you prefer .htm to .pdf?
>
> I'm choosing HTML because it's surfable. This goes back to the glossary
> example... Were you see a word you don't understand, you click on it,
> and it takes you to the definition. You can't do that with PDF. Plus, I
> want this to be viewable on all platforms. PDF isn't quite omni-platform
> yet, so... HTML is the way to go. Anyway, I don't have a way to make PDF
> files at the moment.
   [...]
> 'Darco

I would prefer that it be in HTML not only for the "surfable" stuff that you
mention but also because it's easily indexible and small in size. PDF is
great when you actually care about your layout and want people to view it
exactly as you composed the page. But, since what we want is text and text
is very easily cut-and-paste-able, I think HTML would be the preferred
format. Besides, HTML doesn't require a specific browser to view it like
Acrobat.

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                  '''   '''
--MESSAGE FILE 17771 END: ./2 SCEA/yaroze/freetalk/000000980html.html

--MESSAGE FILE 17772 START: ./2 SCEA/yaroze/freetalk/000000981html.html
Path: chuka.playstation.co.uk!news
From: "Nick Slaven" <NickSlaven@compuserve.com>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.3d_graphics
Subject: Re: Dynamic TMDs
Date: Mon, 21 Sep 1998 20:54:45 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <6u6b6i$bdk1@chuka.playstation.co.uk>
References: <36050ABC.2F8D7CC9@bigfoot.com> <36061DFC.BDFE8D46@scee.sony.co.uk>
<36062E02.CF3ACECE@bigfoot.com>
NNTP-Posting-Host: lon-dnbsg-017.gbr.compuserve.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:981
scea.yaroze.programming.3d_graphics:290

Darco wrote in message <36062E02.CF3ACECE@bigfoot.com>...
>That's what I thought. There are no more than 500 Quad polys in a scene
>at one time. I allocate space in my packet buffer for 2048 20 byte-sized
>packets. I've tried increasing this to 4096, but it didn't seem to
>change a thing. So I'm thinking that my packetspace is somehow getting
>corrupted...somewhere...

How big are your coordinates?
I've had similar spikey garbage. It was when the object being
displayed was more than 65535 (or 32767 can't remember the actual
number tho it was one of the two) units away from the camera.

Nick S

--MESSAGE FILE 17772 END: ./2 SCEA/yaroze/freetalk/000000981html.html

--MESSAGE FILE 17773 START: ./2 SCEA/yaroze/freetalk/000000982html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Tutorial Preview
Date: Mon, 21 Sep 1998 16:42:44 -0400
Organization: SCEA News Server
Lines: 56
Message-ID: <3606BA44.347FD7C6@bigfoot.com>
References: <360587BD.5668FFB0@bigfoot.com> <36064067.123D@manc.u-net.com>
NNTP-Posting-Host: 102.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:982
scee.yaroze.freetalk.english:2427

James Shaughnessy wrote:
>
> Darco wrote:
> > Once this routine is called, the GPU automaticly "turns off" the
> > screen by default. Not sure why it does this..
>
> It will surely be because you don't want to actually see the gibberish
> that's probably on the frame buffer; so it turns off, and will then
> automatically activate when the next GsSwapDispBuff() is called -- so
> calling SetDispMask(1) is not necessary. I know for the sake of the
> Hello World tutorial OTs and double buffering are a bit too much for
> the beginner, but they are unavoidably only a whisker away.

I won't be getting into OT and double buffers for another lesson or two.
Generally, each concept will have 2 lessons... For example, you may have
noticed that this is Lesson 2, rather than lesson 1. Lesson 1 contains
an explanation of the hardware, and concepts behind how it works, terms,
etc... All of the basic stuff, but no code.

Next lesson, I think I'll be describing double buffering and OT's.

>
> >   RECT screen_c;
>
> I think this would be the best time to tell them that the display

> area defaults to the upper left 320x240 of the 1Mb 1024x512 frame
> buffer, with a nice diagram too perhaps. Clearing the *whole* frame
> buffer may confuse them don't you think? Also a quick hint that a
> second 'buffer' will invariably be right below it, and the rest of
> the video memory is used for sprites and/or 3D object textures.

The frame buffer is described in Lesson 1, along with alot of the other
hardware. Lesson 1 has no code -- just descriptions and explanations.

> Also the macro setRECT should be taught from the start I think, as
> it really tidies thing up (no need to tell them that it's a macro and
> not a libps.h function yet though :), so you could do this:
>
> RECT screen;
> setRECT(&screen, 0, 0, 320, 240);

Whoah. Cool. Learn something new every day. Yeah, I'll use that instead.
Thanks.

>
> I am curious why you use the "_c" as it may perhaps scare a few people?
>

Yeah, you are right. It stood for "clear" as in "screen_clear" but I
guess I'll just change it to "screen".

> Hope you don't think I'm being too pedantic or picky by the way!

It's ok... That setRECT is alot simpler than what I as doing. Thanks.

'Darco
--MESSAGE FILE 17773 END: ./2 SCEA/yaroze/freetalk/000000982html.html

--MESSAGE FILE 17774 START: ./2 SCEA/yaroze/freetalk/000000983html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.3d_graphics
Subject: Re: Dynamic TMDs
Date: Mon, 21 Sep 1998 17:58:13 -0400
Organization: SCEA News Server
Lines: 28
Message-ID: <3606CBF5.92F4F91E@bigfoot.com>
References: <36050ABC.2F8D7CC9@bigfoot.com> <36061DFC.BDFE8D46@scee.sony.co.uk>
<36062E02.CF3ACECE@bigfoot.com> <6u6b6i$bdk1@chuka.playstation.co.uk>
NNTP-Posting-Host: 102.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:983
scea.yaroze.programming.3d_graphics:291

Nick Slaven wrote:
>
> Darco wrote in message <36062E02.CF3ACECE@bigfoot.com>...
> >That's what I thought. There are no more than 500 Quad polys in a scene
> >at one time. I allocate space in my packet buffer for 2048 20 byte-sized
> >packets. I've tried increasing this to 4096, but it didn't seem to
> >change a thing. So I'm thinking that my packetspace is somehow getting
> >corrupted...somewhere...
>
> How big are your coordinates?
> I've had similar spikey garbage. It was when the object being

> displayed was more than 65535 (or 32767 can't remember the actual
> number tho it was one of the two) units away from the camera.

No, that's not the problem. The playing field is 1600 units wide and
1600 long, each cube being 100 units in all demensions.

I think the bug is in my TMD creation routines -- I stole them from that
"maketmd" file...

I know that the problem is in the TMD creation because when I render a
TMD that I made on my computer (A sphere, with more polygons than I have
in the normal generated scene that I make) and it worked perfectly. I
guess I'll have to write my own TMD creation routines. (Uggg...)

'Darco
--MESSAGE FILE 17774 END: ./2 SCEA/yaroze/freetalk/000000983html.html

--MESSAGE FILE 17775 START: ./2 SCEA/yaroze/freetalk/000000984html.html
Path: chuka.playstation.co.uk!argonet.co.uk!argbc08
From: R Fred Williams <rfredw@argonet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Tutorial Preview
Date: Mon, 21 Sep 1998 20:48:51 BST
Organization: ArgoNet, but does not reflect its views
Lines: 86
Distribution: world
Message-ID: <na.e1353d4889.a701a0rfredw@argonet.co.uk>
References: <360587BD.5668FFB0@bigfoot.com> <36064067.123D@manc.u-net.com>
Reply-To: R Fred Williams <rfredw@argonet.co.uk>
NNTP-Posting-Host: userk707.uk.uudial.com
X-Newsreader: NewsAgent 0.84 for RISC OS
X-NNTP-Poster: NewsHound v1.37[illegible]2
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:984
scee.yaroze.freetalk.english:2428

Hiya... Just read through. Good one. If you can stick at it (and it looks
like being a *long* job, so good luck!), this should be superb...

 And now for the criticism (don't treat this as being harsh, please, 'tis in
my nature to be "picky" ;))

In article <36064067.123D@manc.u-net.com>, James Shaughnessy
<james@manc.u-net.com> wrote:
> Darco wrote:
> >   RECT screen_c;
> I think this would be the best time to tell them that the display
> area defaults to the upper left 320x240 of the 1Mb 1024x512 frame
> buffer, with a nice diagram too perhaps.

 Organisation of the display area should be a *massively* important
piece of a Yaroze tutorial, and really needs a chapter all to itself.
But I agree, the "this is a good place to put the screen" would make
a good intro to it at this stage.

 If the "how come the PAL conversions are all letterboxed?" whingers
knew that most NTSC games stick the palettes under the screenspace
and fill the right hand side with 256*256 textures, making full-256-high
conversion such a dog, they'd (probably not, thinking about it, hohum...)
soon shut up ;)

> Also the macro setRECT should be taught from the start I think, as
> it really tidies thing up (no need to tell them that it's a macro and
> not a libps.h function yet though :), so you could do this:

> RECT screen;
> setRECT(&screen, 0, 0, 320, 240);

Hmmm. personally I do almost all my RECTs as something like:-

 static RECT screen = {SCN_VRAM_X,SCN_VRAM_Y,SCN_WIDTH,SCN_HEIGHT};

 -where the constants are defined in a header, to allow for easy vram shuffling. This has the additional benefits at being (literally) infinitely faster (unless GCC's got a hell of a lot better at optimising since last time I checked its output), and taking up about half the memory.

 But all this kinda thing is ultimately personal preference.

 -and, for a future tutorial, the fact that "x" and "w" are in "16-bit lumps", rather than "pixels" is something that *really* needs emphasising by the time you arrive at doing texture maps.

> // The above setRECT line is eqivalent to doing these 4 lines:
> // screen.x = 0; // .x .y is the top left coordinate of
> // screen.y = 0; //   the frame buffer we want to clear
> // screen.w = 320; // .w is the width of the RECT
> // screen.h = 240; // .h is the height of the RECT

 While we're critisising, if a newbie doesn't know about "\n", they're *certainly* not going to know that the gcc "c" compiler understands c++ "//" comments... Though they could prolly guess that from the context!

> It is a brilliant thing you're doing as so many assumptions are
> made that people are familiar with C, it's great that a total beginner
> has a full explanation of everything rather than the all too common:
> "I'd better put that bit of code in as it doesn't work otherwise..."

 Agreed. The "this is why this bit of code is here" stuff is *very* good in this first tutorial.

 I pretty much love it, really. The colour coding works (though I'd've used different colours ;)) Oh, and the "to recap" cut'n'paste bit at the end is *essential*, coz I find interspersed code & discussion pretty difficult to follow as code. Bravo for remembering it.

 (oh, I *will* put the source to P2 up eventually, honest, it just needs a little tidying!)

 ttfn
  Fred
--
R. Fred Williams
PushyII... for the Acorn http://www.argonet.co.uk/users/rfredw
           & PSX Yaroze http://www.netyaroze-europe.com/~RFREDW

--MESSAGE FILE 17775 END: ./2 SCEA/yaroze/freetalk/000000984html.html

--MESSAGE FILE 17776 START: ./2 SCEA/yaroze/freetalk/000000985html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.3d_graphics
Subject: Re: Dynamic TMDs
Date: Mon, 21 Sep 1998 18:41:39 GMT
Organization: SCEA News Server
Lines: 11
Message-ID: <36069d8c.50853450@news.scea.sony.com>
References: <36050ABC.2F8D7CC9@bigfoot.com> <36061DFC.BDFE8D46@scee.sony.co.uk>
<36062E02.CF3ACECE@bigfoot.com> <6u6b6i$bdk1@chuka.playstation.co.uk>
<3606CBF5.92F4F91E@bigfoot.com>
NNTP-Posting-Host: client-119-88.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:985
scea.yaroze.programming.3d_graphics:292

> I
>guess I'll have to write my own TMD creation routines. (Uggg...)

I remember reading how Robert Swan had written a routine for
dynamically creating TMDs at runtime. Check his site out, he is a SCEE
member.

Sorry if you knew this already.

-Matt

--MESSAGE FILE 17776 END: ./2 SCEA/yaroze/freetalk/000000985html.html

--MESSAGE FILE 17777 START: ./2 SCEA/yaroze/freetalk/000000986html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Tutorial Preview
Date: Mon, 21 Sep 1998 20:48:36 -0400
Organization: SCEA News Server
Lines: 85
Message-ID: <3606F3E4.6ECC48B8@bigfoot.com>
References: <360587BD.5668FFB0@bigfoot.com> <36064067.123D@manc.u-net.com>
<na.e1353d4889.a701a0rfredw@argonet.co.uk>
NNTP-Posting-Host: 192.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:986
scee.yaroze.freetalk.english:2433

R Fred Williams wrote:
>
> Hiya... Just read through. Good one. If you can stick at it (and it looks
> like being a *long* job, so good luck!), this should be superb...
>

Long. *sigh* Well. Perhaps it might help me get into DigiPen Institute
of Technology. If I show them this and they like it, then that might
help me out alot. (I feel tired already. But that's not gonna stop me)

>
> And now for the criticism (don't treat this as being harsh, please, 'tis in
> my nature to be "picky" ;))
>

Ho-boy... ;)

>
> Organisation of the display area should be a *massively* important
> piece of a Yaroze tutorial, and really needs a chapter all to itself.
> But I agree, the "this is a good place to put the screen" would make
> a good intro to it at this stage.
>

The basic introduction to the display hardware and VRAM is covered in Lesson 1. (The lesson I posted was a partially finished version of Lesson 2) A more indepth overview of the display hardware, including double buffering, ordering tables, and such will be in Lesson 3. Then in Lesson 4 we will go step-by-step through writing a sample program that does something simple using what we discussed in Lesson 3, such as displaying a rectangle on the screen using ordering tables.

When chapter 1 is over, I hope to have a version of the familiar "balls" demos. (Except it'll probably have small squares instead. At least at first... I don't want to go over sprites in chapter 1).

And I'm not sure what chapter this will go into, but I eventually want to have a version of the Net Yaroze balls demo with colision detection, gravity, scrolling backgrounds... The works. Eventually that is. And from this process, hopefully the reader will learn something.

>
> Hmmm. personally I do almost all my RECTs as something like:-
>
> static RECT screen = {SCN_VRAM_X,SCN_VRAM_Y,SCN_WIDTH,SCN_HEIGHT};
>
> -where the constants are defined in a header, to allow for easy vram
> shuffling. This has the additional benefits at being (literally)
> infinitely faster (unless GCC's got a hell of a lot better at
> optimising since last time I checked its output), and taking up about
> half the memory.
>
> But all this kinda thing is ultimately personal preference.

True, it may be faster and more code efficient. However this is a newbie tutorial... Code needs to be as readable as possible rather than optimized.

>
>
> While we're critisising, if a newbie doesn't know about "\n", they're
> *certainly* not going to know that the gcc "c" compiler understands
> c++ "//" comments... Though they could prolly guess that from the
> context!

Oh. ... Huh? I've always used both "//" and "/* */" for commenting... I wasn't aware that "//" was exclusive to C++... I've just always done it like that. My personal code makes heavy use of both comment denotors.

>
> Agreed. The "this is why this bit of code is here" stuff is *very* good in
> this first tutorial.
>
> I pretty much love it, really. The colour coding works (though I'd've
> used different colours ;)) Oh, and the "to recap" cut'n'paste bit at
> the end is *essential*, coz I find interspersed code & discussion pretty
> difficult to follow as code. Bravo for remembering it.

I'll also have a zip file for downloading, containing working source

that you can compile and run. No need to cut and paste.

Or maybe that's making it too easy... Perhaps it shouldn't be that easy.
Anyone have some input on this?

'Darco
--MESSAGE FILE 17777 END: ./2 SCEA/yaroze/freetalk/000000986html.html

--MESSAGE FILE 17778 START: ./2 SCEA/yaroze/freetalk/000000987html.html
Path: chuka.playstation.co.uk!scea!pro1-147.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Anyone running Virtual PC/Softwindows on a G3 (266 or 300)?
Date: Mon, 21 Sep 1998 23:46:48 -0500
Organization: Wooden Tulip Ltd.
Lines: 21
Message-ID: <skennedy-2109982346480001@pro1-147.barrie.connex.net>
References: <35F7A88A.F1A0A6B7@easynet.co.uk> <1df5swh.1s66irvd8v97qN@a1-88-118.a1.nl> <35F8E3AB.E53428BB@easynet.co.uk> <35F909C3.1753@mdx.ac.uk> <1dfbe9c.frig0ir9m78wN@th-pm05-00.ndirect.co.uk> <skennedy-1609982252510001@pro1-145.barrie.connex.net> <1dfhsp9.1o343sq136412oN@a1-88-121.a1.nl>
NNTP-Posting-Host: pro1-147.barrie.connex.net
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2434 scea.yaroze.freetalk:987

In article <1dfhsp9.1o343sq136412oN@a1-88-121.a1.nl>, macsuppor@a1.nl (DEnnis Brinkhuis) wrote:
> Sean Kennedy <skennedy@bconnex.net> wrote:
> > Anyone know Where I can get an NTSC grabber for 6100 cheap? My Commodore
> > 1702 is too much VDT content for my office. {I use it with my VCR...}
> > -sean
> In Holland you pay about 50 pounds ($75) for a grabber-card for 6100.
> But I'm afraid that will be Pal, or... I use a 8500av, and grabbing is
> no prob for me. I can grab NTSC and Pal!!
> DEnnis..
PAL would not be too much a problem when I'm doing Yaroze. {Extra Lines are nice...} but I play regular NTSC games too, so I'd need the NTSC grabber.
The 8100AV had a PAL/NTSC grabber, but the 6100/66AV didn't, it was region specific.

Anyone in North America got a 6100 kit "Lying Around"?

-garn!

-sean
--MESSAGE FILE 17778 END: ./2 SCEA/yaroze/freetalk/000000987html.html

--MESSAGE FILE 17779 START: ./2 SCEA/yaroze/freetalk/000000988html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.3d_graphics
Subject: Re: Dynamic TMDs
Date: Tue, 22 Sep 1998 14:33:27 +0100
Organization: I wish!
Lines: 16
Message-ID: <3607A727.216D@mdx.ac.uk>
References: <36050ABC.2F8D7CC9@bigfoot.com> <36061DFC.BDFE8D46@scee.sony.co.uk> <36062E02.CF3ACECE@bigfoot.com> <6u6b6i$bdk1@chuka.playstation.co.uk> <3606CBF5.92F4F91E@bigfoot.com> <36069d8c.50853450@news.scea.sony.com>
NNTP-Posting-Host: nova.mdx.ac.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:988
scea.yaroze.programming.3d_graphics:293

Matthew Hulett wrote:
>
> I remember reading how Robert Swan had written a routine for
> dynamically creating TMDs at runtime. Check his site out, he is a SCEE
> member.

Um, the dodgy thing about my tmd creation routine is that as yet there are no primitives that support light sourcing (but you could add them easily yourself by looking at the tech files and my code) and to get the latest tmd files you have to download the adventure game, and use make_tmd.c/h. If you have a look in the creation.c/h you'll see how I use them. They do exactly the same thing as the other demo but a) i tihnk they are easier to use, and b) they can create models which are smaller in memory.

Rob
--MESSAGE FILE 17779 END: ./2 SCEA/yaroze/freetalk/000000988html.html

--MESSAGE FILE 17780 START: ./2 SCEA/yaroze/freetalk/000000989html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.freetalk
Subject: NTSC/PAL start-up convention?
Date: Tue, 22 Sep 1998 12:08:26 -0700
Organization: Bwahaha
Lines: 23
Message-ID: <3607F5AA.60709B48@shell.jps.net>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

Heya,

Anyone interested in starting a convention for doing NTSC and PAL initialization in their games? How are you handling this?

The way I'm doing it right now is that one of the first routines that is called (when a program starts) is an initialization routine which checks to see if the user has held down the START button on pad 1. Then based on that it either initializes in 320x240 NTSC or 320x256 NTSC. The game is built around 320x240 NTSC, so PAL users shouldn't see any clipping. (The screen can be recentered in an Options Menu if there are problems.) It also initializes some other variables to account for the 60 fps/50 fps problem.

I'd rather not make two builds of the program and this way seems to be working fine---I've been cross-testing on both NTSC and PAL.

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::

''' '''
--MESSAGE FILE 17780 END: ./2 SCEA/yaroze/freetalk/000000989html.html

--MESSAGE FILE 17781 START: ./2 SCEA/yaroze/freetalk/000000990html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Tue, 22 Sep 1998 17:37:04 -0400
Organization: SCEA News Server
Lines: 51
Message-ID: <36081880.C9DA4042@bigfoot.com>
References: <3607F5AA.60709B48@shell.jps.net>
NNTP-Posting-Host: 101.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Elliott Lee wrote:
>
> Heya,
>
> Anyone interested in starting a convention for doing NTSC and PAL
> initialization in their games? How are you handling this?
>
> The way I'm doing it right now is that one of the first routines that
> is called (when a program starts) is an initialization routine which
> checks to see if the user has held down the START button on pad 1.
> Then based on that it either initializes in 320x240 NTSC or 320x256
> NTSC. The game is built around 320x240 NTSC, so PAL users shouldn't
> see any clipping. (The screen can be recentered in an Options Menu
> if there are problems.) It also initializes some other variables to
> account for the 60 fps/50 fps problem.
>
> I'd rather not make two builds of the program and this way seems to
> be working fine---I've been cross-testing on both NTSC and PAL.
>

I've decided for an upcoming project that having 2 different builds
would be the most efficient method. It's a Mech battle game, in which
you fight in a randomly generated terrain against the computer, or a
friend. For the movements of the legs and stuff, I'm going to have a
coordinate hirarchy(sp), consisting of the body, upper right leg, lower
right leg, right foot, etc... To get realistic movements I'm going to
have the program read the rotation value from a look-up table that will
be generated at buildtime.

What is really cool is that at buildtime, it looks at if the game is
PAL(50hz) or NTSC(60hz) and then will automaticly create the lookup
tables synced at either 50Hz or 60Hz. So there will be no difference in
speed between the two games. It will have a full-screen pal conversion
as well. So hopefuly, I will have a perfect PAL conversion.

<Ohhh... Ahhh...>

The most streamlined way to make a PAL conversion is to have 2 different
builds. It's easy enough just to do this in codewarrior -- just have a
NTSC target and a PAL target.

You can do the same using makefiles with GCC. In fact, it is alot more
flexible using MAKE... But not as easy to implement.

BTW: I've never tried this, I'm not even sure if this function is
supported by the net yaroze libs, but couldn't you ask for input from
the computer what video mode to be in using scanf()? Now this function
probably isn't supported and I'm gona get alot of flack for saying this
without checking, but it's just a random thought.

'Darco
--MESSAGE FILE 17781 END: ./2 SCEA/yaroze/freetalk/000000990html.html

--MESSAGE FILE 17782 START: ./2 SCEA/yaroze/freetalk/000000991html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Tue, 22 Sep 1998 15:35:43 -0700
Organization: SCEA News Server
Lines: 38
Message-ID: <3608263F.7A3DD087@shell.jps.net>
References: <3607F5AA.60709B48@shell.jps.net> <36081880.C9DA4042@bigfoot.com>
NNTP-Posting-Host: 171.70.208.195
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Darco wrote:
    [...]
> BTW: I've never tried this, I'm not even sure if this function is
> supported by the net yaroze libs, but couldn't you ask for input from
> the computer what video mode to be in using scanf()? Now this function
> probably isn't supported and I'm gona get alot of flack for saying this
> without checking, but it's just a random thought.
>
> 'Darco

You can send text to the user and get back keyboard input via the
printf/scanf or putc/getc stuff, but that'll only work for those
with Yarozes---just imagine if you program is put on a CD for normal
distribution to grey PSXs. They don't have keyboards.

Another option is something someone else mentioned (forgot the thread)
where you check the CD for the presence of a certain config file. This
file only exists on the PAL systems, so if you don't find it you can
assume the system is NTSC.

I've just been trying to figure out a decent way to do things:

    - without having more than 1 build---less information to
      download
    - without requiring the user to type something in---a keyboard
      may not be accessible
    - without checking the CD---what if the directory stuff changes

Ah... too bad we don't all use NTSC or all use PAL. Platform
differences like these have always turned me away from making PC
games. Too many variables... :(

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''

--MESSAGE FILE 17782 END: ./2 SCEA/yaroze/freetalk/000000991html.html

--MESSAGE FILE 17783 START: ./2 SCEA/yaroze/freetalk/000000992html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Tue, 22 Sep 1998 19:34:59 -0400
Organization: SCEA News Server
Lines: 64
Message-ID: <36083423.FEFAE3D9@bigfoot.com>
References: <3607F5AA.60709B48@shell.jps.net> <36081880.C9DA4042@bigfoot.com>
<3608263F.7A3DD087@shell.jps.net>
NNTP-Posting-Host: 101.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Elliott Lee wrote:
>
> You can send text to the user and get back keyboard input via the
> printf/scanf or putc/getc stuff, but that'll only work for those
> with Yarozes---just imagine if you program is put on a CD for normal
> distribution to grey PSXs. They don't have keyboards.
>

That's very true, but if you are gonna put it on a CD Sony doesn't want
you to have a Video Format switch routine anyway; though I doubt they
enforce this. (Did they enforce it for Total Soccer? Not to my
knowledge...) Why would you want a video format switch in your game if
it is going to be burned onto a black CD? 99% of the people who play it
won't know it's there. (That is, unless you tell them)

>
> Another option is something someone else mentioned (forgot the thread)
> where you check the CD for the presence of a certain config file. This
> file only exists on the PAL systems, so if you don't find it you can
> assume the system is NTSC.
>

Yeah, I've seen this too. But again you run into a problem... If your
proggie is put on a CD in Europe, then unless sony puts a dummy file on
the CD, your program will default to NTSC when it should run PAL. :(
This works great for Net Yaroze only games though.

> I've just been trying to figure out a decent way to do things:
>
>   - without having more than 1 build---less information to
>   download
>   - without requiring the user to type something in---a keyboard
>   may not be accessible
>   - without checking the CD---what if the directory stuff changes
>

I personally think that having 2 builds is the way to go, but others
(including it seems yourself) think that this is toom much trouble. It
does give the most freedom.

But if you want to do a switch thing, either the X or the O buttons
would be a good choice to switch modes. Select and Start might do as
well, but the finger has to go ALL out of it's way to press that Start
or Select button... We wouldn't want to do that now would we? ;)

!!! *light bulb goes over Darco's head* !!!

I got an idea. It'll require a tad of research... Hmmm... But if it
works it'll satisfy all three of those requirements. If we can find the
exact differences between a [NTSC | U/C] rom and a [PAL] PlayStation
ROM, then we could write a simple function that could easily determine
the native video format of the unit.

I just have a few questions before I start doing research...

Question for SCEA - Will this violate my lisense agreement? If it might,
I am asking Sony for permission to do so. Or would such an investigation
be futile -- Are the ROM's the same in both systems?

Question for SCEE Members - Does your playstation boot PAL or NTSC? I
was thinking this might be possible because PAL TV's can view an NTSC
signal, just in greyscale.

'Darco
--MESSAGE FILE 17783 END: ./2 SCEA/yaroze/freetalk/000000992html.html

--MESSAGE FILE 17784 START: ./2 SCEA/yaroze/freetalk/000000993html.html
Path: chuka.playstation.co.uk!scea!pro1-142.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze Tutorial Preview
Date: Tue, 22 Sep 1998 21:27:14 -0500
Organization: Wooden Tulip Ltd.
Lines: 104
Message-ID: <skennedy-2209982127140001@pro1-142.barrie.connex.net>
References: <360587BD.5668FFB0@bigfoot.com> <36064067.123D@manc.u-net.com>
<na.e1353d4889.a701a0rfredw@argonet.co.uk> <3606F3E4.6ECC48B8@bigfoot.com>
NNTP-Posting-Host: pro1-142.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:993
scee.yaroze.freetalk.english:2453

In article <3606F3E4.6ECC48B8@bigfoot.com>, Darco <darco@bigfoot.com> wrote:
> Long. *sigh* Well. Perhaps it might help me get into DigiPen Institute
> of Technology. If I show them this and they like it, then that might
> help me out alot. (I feel tired already. But that's not gonna stop me)
> Ho-boy... ;)
>
Don't Give Up.
The road to Interactive Computer Entertainment careers is a long but
fruitful one. The Digipen Institute may be the first in the many steps up
the hill.

> > Organisation of the display area should be a *massively* important
> > piece of a Yaroze tutorial, and really needs a chapter all to itself.
> > But I agree, the "this is a good place to put the screen" would make
> > a good intro to it at this stage.

An example diagram as an "aside" Hyperlink would allow a quick browse at the
users choice. Just keep "crucial" information out of it. Win32 Help files
are a good examples of Asides.

> The basic introduction to the display hardware and VRAM is covered in
> Lesson 1. (The lesson I posted was a partially finished version of
> Lesson 2) A more indepth overview of the display hardware, including
> double buffering, ordering tables, and such will be in Lesson 3. Then in

> Lesson 4 we will go step-by-step through writing a sample program that
> does something simple using what we discussed in Lesson 3, such as
> displaying a rectangle on the screen using ordering tables.

Great, Keep it as simple as possible. Use "Asides" sparingly to illustrate
a concept.

> When chapter 1 is over, I hope to have a version of the familiar "balls"
> demos. (Except it'll probably have small squares instead. At least at
> first... I don't want to go over sprites in chapter 1).

Simply indicate that the squares are "run-time" sprites on the screen.

> And I'm not sure what chapter this will go into, but I eventually want
> to have a version of the Net Yaroze balls demo with colision detection,
> gravity, scrolling backgrounds... The works. Eventually that is. And
> from this process, hopefully the reader will learn something.

> > Hmmm. personally I do almost all my RECTs as something like:-
> > static RECT screen = {SCN_VRAM_X,SCN_VRAM_Y,SCN_WIDTH,SCN_HEIGHT};
{Blah Blah}
> > optimising since last time I checked its output), and taking up about
> > half the memory.
> > But all this kinda thing is ultimately personal preference.

Uh Oh, Avoid Personal Prefs in Newbie Docs.!

> True, it may be faster and more code efficient. However this is a newbie
> tutorial... Code needs to be as readable as possible rather than
> optimized.

Yep.

> > While we're critisising, if a newbie doesn't know about "\n", they're
> > *certainly* not going to know that the gcc "c" compiler understands
> > c++ "//" comments... Though they could prolly guess that from the
> > context!
> Oh. ... Huh? I've always used both "//" and "/* */" for commenting... I
> wasn't aware that "//" was exclusive to C++... I've just always done it
> like that. My personal code makes heavy use of both comment denotors.

I see both interspersed in a LOT of code examples I see on the net.
I suggest using things like:
NOTE: The // Comment content   and /* Comment Content */ designators
are for Comments in C/C++

> > I pretty much love it, really. The colour coding works (though I'd've
> > used different colours ;)) Oh, and the "to recap" cut'n'paste bit at
> > the end is *essential*, coz I find interspersed code & discussion pretty
> > difficult to follow as code. Bravo for remembering it.

Optional discussion and code snippets are good so long as the font is
adjusted accordingly. Using COURIER for code segments, and TIMES for
discussion is a neat way of doing this. {In HTML 1.0 and 2.0 this was
limited to "fixed-width"
fonts and "proportional" font in HTML 3.0 I think that you can specify a
common font.}
> I'll also have a zip file for downloading, containing working source
> that you can compile and run. No need to cut and paste.

My own experience has found that re-writing the critical segments of code
is FAR more valuable than cutting and pasting. keeping the code in
"Snippet" form makes the user fill in the blanks. Just be careful when
introducing new things, test the code build to see if it works. Don't do

source code extractions, Newbies {including myself} get lost trying to put
it together. Instead intersperse discussion like you have, and leave
comments beside critical portions of the code intact.

> Or maybe that's making it too easy... Perhaps it shouldn't be that easy.
> Anyone have some input on this?
> 'Darco

Remarkably when you ask this, it means that you have a good balance.

Great work. If there are graphics you want to try with this, let me know,
and I'll do a few in Pshop and send you the JPEGS.

-sean
--MESSAGE FILE 17784 END: ./2 SCEA/yaroze/freetalk/000000993html.html

--MESSAGE FILE 17785 START: ./2 SCEA/yaroze/freetalk/000000994html.html
Path: chuka.playstation.co.uk!scea!pro1-142.barrie.connex.net!user
From: skennedy@bconnex.net (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Tue, 22 Sep 1998 21:54:09 -0500
Organization: Wooden Tulip Ltd.
Lines: 56
Message-ID: <skennedy-2209982154090001@pro1-142.barrie.connex.net>
References: <3607F5AA.60709B48@shell.jps.net> <36081880.C9DA4042@bigfoot.com>
<3608263F.7A3DD087@shell.jps.net> <36083423.FEFAE3D9@bigfoot.com>
NNTP-Posting-Host: pro1-142.barrie.connex.net

In article <36083423.FEFAE3D9@bigfoot.com>, Darco <darco@bigfoot.com> wrote:
> Elliott Lee wrote:
> > distribution to grey PSXs. They don't have keyboards.

A Gamepad is very powerful.
Take WipeoutXL, a PAL based game that was developed in the UK.
The NTSC version used a partially modified build of the software.
in one os the setup screens you can adjust the screen map.
On the SCEE version this was not available. {MeThinks..?}

> Why would you want a video format switch in your game if
> it is going to be burned onto a black CD? 99% of the people who play it
> won't know it's there. (That is, unless you tell them)
> > Another option is something someone else mentioned (forgot the thread)
> > where you check the CD for the presence of a certain config file. This
> > file only exists on the PAL systems, so if you don't find it you can
> > assume the system is NTSC.

A Gestalt function. Good programming ethic for PC based games, but for PSX
uneeded.

> Yeah, I've seen this too. But again you run into a problem... If your
> proggie is put on a CD in Europe, then unless sony puts a dummy file on
> the CD, your program will default to NTSC when it should run PAL. :(

Ick.

> I personally think that having 2 builds is the way to go, but others
> (including it seems yourself) think that this is toom much trouble. It
> does give the most freedom.
>
> I got an idea. It'll require a tad of research... Hmmm... But if it
> works it'll satisfy all three of those requirements. If we can find the
> exact differences between a [NTSC | U/C] rom and a [PAL] PlayStation

> ROM, then we could write a simple function that could easily determine
> the native video format of the unit.
>
> I just have a few questions before I start doing research...
> Question for SCEA - Will this violate my lisense agreement? If it might,
> I am asking Sony for permission to do so. Or would such an investigation
> be futile -- Are the ROM's the same in both systems?

This is a valid hardware question. But I'd bet that the ROMS are the same.
What would be different is the regionality block chip. It looks at a
timing parameter before the OS is loaded from the PSX-CDROM. I would
assume your first guess is what I would look at. Since GetVideoMode()
would return MODE_NTSC if the SetVideoMode() function wasn't called ahead
of time.

> Question for SCEE Members - Does your playstation boot PAL or NTSC? I
> was thinking this might be possible because PAL TV's can view an NTSC
> signal, just in greyscale.
> 'Darco
If the file BOOT = cdrom:\DTL_S30.35;1 entry on the SYSTEM.CNF file is
different for SCEE members, then this may be doable for Yarozers only.
-sean
--MESSAGE FILE 17785 END: ./2 SCEA/yaroze/freetalk/000000994html.html

--MESSAGE FILE 17786 START: ./2 SCEA/yaroze/freetalk/000000995html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Wed, 23 Sep 1998 07:53:16 +0100
Organization: I wish!
Lines: 13
Message-ID: <36089ADC.840@mdx.ac.uk>
References: <3607F5AA.60709B48@shell.jps.net> <36081880.C9DA4042@bigfoot.com>
<3608263F.7A3DD087@shell.jps.net> <36083423.FEFAE3D9@bigfoot.com> <skennedy-
2209982154090001@pro1-142.barrie.connex.net>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

Is there really a problem with doing a cd check? If you are worried
about creating something for the cover disk at a later stage you should
have some sort of contact with Sony, and they could either suggest a)
they put on such and such a file for you to check for so your routine
will still work, or b) suggest making it pal by default. Seeing as you
would want it to be on a coverdisk, it doesnt seem like it would be a
drag to hardcode a resolution in this event. I would stick with the cd
check. I do have a feeling that causes a problem with an Action replay
thingy, as from an email from someone else suggests it redirects all cd
functions to the ar, so putting in a cd file check could be a bit dodgy
to check.

Rob
--MESSAGE FILE 17786 END: ./2 SCEA/yaroze/freetalk/000000995html.html

--MESSAGE FILE 17787 START: ./2 SCEA/yaroze/freetalk/000000996html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?

Date: Wed, 23 Sep 1998 10:44:56 +0100
Organization: Sony Computer Entertainment Europe
Lines: 37
Message-ID: <3608C318.1C20B369@scee.sony.co.uk>
References: <3607F5AA.60709B48@shell.jps.net> <36081880.C9DA4042@bigfoot.com>
<3608263F.7A3DD087@shell.jps.net> <36083423.FEFAE3D9@bigfoot.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Darco wrote:
>
> That's very true, but if you are gonna put it on a CD Sony doesn't want
> you to have a Video Format switch routine anyway; though I doubt they
> enforce this.

All games that go to black disk MUST be PAL, and PAL only (for SCEE release).
Sony QA enforces this.
I think this is because some people might switch to the wrong mode and freak out
at their screen
rolling up and down, and they can't read the screen to see how to switch back.

> Yeah, I've seen this too. But again you run into a problem... If your
> proggie is put on a CD in Europe, then unless sony puts a dummy file on
> the CD, your program will default to NTSC when it should run PAL. :(

We can put that file on.

> If we can find the
> exact differences between a [NTSC | U/C] rom and a [PAL] PlayStation
> ROM, then we could write a simple function that could easily determine
> the native video format of the unit.

Theoretically this is possible, but:

- The program would not be compatible with all revisions of the Playstation.
- You'd have to do some reverse engineering. Read your license agreement.

The most compatible way is to check for the file's existence.

Cheers,

James

--
== James_Russell@scee.sony.co.uk +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

On the other hand, the early worm gets eaten.
--MESSAGE FILE 17787 END: ./2 SCEA/yaroze/freetalk/000000996html.html

--MESSAGE FILE 17788 START: ./2 SCEA/yaroze/freetalk/000000997html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Wed, 23 Sep 1998 07:42:36 -0400
Organization: SCEA News Server
Lines: 35
Message-ID: <3608DEAC.DCE3007C@bigfoot.com>

References: <3607F5AA.60709B48@shell.jps.net> <36081880.C9DA4042@bigfoot.com>
<3608263F.7A3DD087@shell.jps.net> <36083423.FEFAE3D9@bigfoot.com>
<3608C318.1C20B369@scee.sony.co.uk>
NNTP-Posting-Host: 136.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

James Russell wrote:
> >
> All games that go to black disk MUST be PAL, and PAL only (for SCEE release).
Sony QA enforces this.
> I think this is because some people might switch to the wrong mode and freak
out at their screen
> rolling up and down, and they can't read the screen to see how to switch back.
>

I wasn't sure if they enforced this policy for Total Soccer on the ETCS
disc, as the switch in total soccer was only documented on on a
newsthread. Anyway, there's no need for a video format switch for a
program on a black disc unless it is going to be exported to a different
territory.

Just a note to SCEA members: It might be a bad idea to put a PAL switch
in your game if you are planning on puting your game on a black disc in
the states. There are several "buggered" grey playstations which crash
and burn when they try to switch to PAL.

>
>   o The program would not be compatible with all revisions of the
Playstation.
>

I'm sure I could find a way around this... But I doubt if it's worth it.

>
>   o You'd have to do some reverse engineering. Read your license
agreement.
>

Yeah, that's what I thought. Doing this though would require me to
obtain several playstation roms and compare the differences between
them. However, this would be a copyright violation before it ever became
a reverse engineering issue. It probably wouldn't be worth it anyway...
It was a good idea though.

'Darco
--MESSAGE FILE 17788 END: ./2 SCEA/yaroze/freetalk/000000997html.html

--MESSAGE FILE 17789 START: ./2 SCEA/yaroze/freetalk/000000998html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Wed, 23 Sep 1998 13:16:13 +0100
Organization: Sony Computer Entertainment Europe
Lines: 19
Message-ID: <3608E68D.78C39056@scee.sony.co.uk>
References: <3607F5AA.60709B48@shell.jps.net> <36081880.C9DA4042@bigfoot.com>
<3608263F.7A3DD087@shell.jps.net> <36083423.FEFAE3D9@bigfoot.com>
<3608C318.1C20B369@scee.sony.co.uk> <3608DEAC.DCE3007C@bigfoot.com>
NNTP-Posting-Host: mailgate.scee.sony.co.uk

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5b1 [en] (Win95; I)
X-Accept-Language: en

Darco wrote:
>
> I wasn't sure if they enforced this policy for Total Soccer on the ETCS
> disc, as the switch in total soccer was only documented on on a
> newsthread.

As I recall, the ECTS disk wasn't a black disc - it was a silver running on blue debug stations. If
it was on a coverdisk, it would have had to have been through QA and they would have jumped on a
NTSC/PAL mode switch.

Cheers,

James

--
== James_Russell@scee.sony.co.uk   +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

On the other hand, the early worm gets eaten.
--MESSAGE FILE 17789 END: ./2 SCEA/yaroze/freetalk/000000998html.html

--MESSAGE FILE 17790 START: ./2 SCEA/yaroze/freetalk/000000999html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <darco@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Wed, 23 Sep 1998 16:27:19 -0400
Organization: SCEA News Server
Lines: 10
Message-ID: <360959A7.C3CB4DC1@bigfoot.com>
References: <3607F5AA.60709B48@shell.jps.net> <36081880.C9DA4042@bigfoot.com>
<3608263F.7A3DD087@shell.jps.net> <36083423.FEFAE3D9@bigfoot.com>
<3608C318.1C20B369@scee.sony.co.uk> <3608DEAC.DCE3007C@bigfoot.com>
<3608E68D.78C39056@scee.sony.co.uk>
NNTP-Posting-Host: 136.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

James Russell wrote:
>
> As I recall, the ECTS disk wasn't a black disc - it was a silver running on
blue debug stations. If
> it was on a coverdisk, it would have had to have been through QA and they
would have jumped on a
> NTSC/PAL mode switch.
>

Do'h! Ok, cool.

'Darco
--MESSAGE FILE 17790 END: ./2 SCEA/yaroze/freetalk/000000999html.html

--MESSAGE FILE 17791 START: ./2 SCEA/yaroze/freetalk/000001000html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Thu, 24 Sep 1998 16:26:12 +0100
Organization: The Hex Heroes
Lines: 16
Message-ID: <360A6494.138F@writeme.com>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<36015A6C.31AE@writeme.com> <6tt4m2$efu9@chuka.playstation.co.uk>
<3602988A.6117@writeme.com> <1dfllv4.qzidffe5k5vkN@a1-88-102.a1.nl>
NNTP-Posting-Host: atl4-m03.publab.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 2.02 (Macintosh; I; 68K)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2502
scea.yaroze.freetalk:1000

DEnnis Brinkhuis wrote:

> I got a question about the hype of the gun all of a sutten, well this
> is my explenation:
>
> ...
>

Hmm, call me a cynic but I don't think the general public are going for
it. Lightguns have /never/ been anything more than a minority peripheral
- and I think we now have a situation where there are more types of
lightgun for the platform than there are gun games...

Shame, because I reckon lightgun games have a /lot/ of potential.

James (~mrfrosty)
--MESSAGE FILE 17791 END: ./2 SCEA/yaroze/freetalk/000001000html.html

--MESSAGE FILE 17792 START: ./2 SCEA/yaroze/freetalk/000001001html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Lightguns
Date: Thu, 24 Sep 1998 21:15:26 +0200
Organization: Debri Productions
Lines: 29
Message-ID: <1dfvp7r.g2oiy1ry3cgqN@a1-88-123.a1.nl>
References: <6tos65$efu5@chuka.playstation.co.uk>
<01bde139$6b3a24c0$f2e832a2@gbain.wav.scee.sony.co.uk>
<36015A6C.31AE@writeme.com> <6tt4m2$efu9@chuka.playstation.co.uk>
<3602988A.6117@writeme.com> <1dfllv4.qzidffe5k5vkN@a1-88-102.a1.nl>
<360A6494.138F@writeme.com>
NNTP-Posting-Host: a1-88-127.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered for 49 days)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2513
scea.yaroze.freetalk:1001

James Rutherford <hexheroes@writeme.com> wrote:

> DEnnis Brinkhuis wrote:
>
> > I got a question about the hype of the gun all of a sutten, well this

> > is my explenation:
> >
> > ...
> >
>
> Hmm, call me a cynic but I don't think the general public are going for
> it. Lightguns have /never/ been anything more than a minority peripheral
> - and I think we now have a situation where there are more types of
> lightgun for the platform than there are gun games...
>
> Shame, because I reckon lightgun games have a /lot/ of potential.

I agree!

I think the Hype in Holland is maybe a bit more local. It's hard to get
the gun in Holland, most shops sold them all (with TC or PB). You can
only get loose games of PB and TC. I was very pleased to find a gun with
TC. Although I prefered PB. I will buy PB now seperate.
I would like to see some more Gun compatible games, thats why we are
working on one.

Cheers,

DEnnis..
--MESSAGE FILE 17792 END: ./2 SCEA/yaroze/freetalk/000001001html.html

--MESSAGE FILE 17793 START: ./2 SCEA/yaroze/freetalk/000001002html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Thu, 24 Sep 1998 22:10:34 -0500
Organization: Ed Federmeyer
Lines: 71
Message-ID: <6uf0vb$1mg12@scea>
References: <3607F5AA.60709B48@shell.jps.net>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Elliott Lee wrote in message <3607F5AA.60709B48@shell.jps.net>...
>Heya,
>
>Anyone interested in starting a convention for doing NTSC and PAL
>initialization in their games? How are you handling this?

Interested, yes!

But, (and I hate to be a wet blanket) considering we can't standardize
on a method for exit our programs, I doubt we could organise this.
(SELECT+START) seems to be the method favored by the original
Sony Net Yaroze demos, but not everyone followed this. Heck, not
everyone makes it POSSIBLE to exit thier programs! (Don't get me
wrong, if people start following a standard, I'll be all for it.)

This is pretty much why I gave up and wrote that "PAL Eater" program
on my web page because so much SCEE software was binary
only and for PAL only (especially the first round of releases). Do any
of you SCEA members have a TV that can show PAL? I kinda
always meant to get around to getting one, but I never could really
justify spending the money on another TV. Instead the "PAL Eater"
program patches the Net Yaroze binary to change calls from

"SetVideoMode(MODE_PAL)" into calls to
"SetVideoMode(MODE_NTSC)". I still have not found a program
it didn't convert. (But I'm still only 1/2 way through all the SCEE
demos/games I could find.)

I also never heard a definite answer to a question I posed maybe
a year ago: Do SCEE members NEED to put a SetVideoMode()
call in thier code at all? For us SCEA members, I don't even put
the call in my code, and it starts up in NTSC mode and stays there.

I always assumed that since the "brick" console must be in PAL
mode to begin with for our SCEE friends, it would stay in PAL
mode as thier Yaroze program began. Don't tell me the Yaroze
libs always switch to NTSC before running a Yaroze executable??!!!?!
Why on earth would they do that? That would almost guarantee at
least one "blippy" frame every time you start a program.

>The way I'm doing it right now is that one of the first routines that
>is called (when a program starts) is an initialization routine which
>checks to see if the user has held down the START button on pad 1.
>Then based on that it either initializes in 320x240 NTSC or 320x256
>NTSC. The game is built around 320x240 NTSC, so PAL users shouldn't
>see any clipping. (The screen can be recentered in an Options Menu
>if there are problems.) It also initializes some other variables to
>account for the 60 fps/50 fps problem.

If anyone builds a "standard" library, it's be good to keep other
resolutions
in mind: I like to make my games 640x480 when I can... Or whatever the
highest resolution is for PAL.

>I'd rather not make two builds of the program and this way seems to
>be working fine---I've been cross-testing on both NTSC and PAL.

Agreed... Two builds is for the birds. It's easy to do, but not easy on
the
end-user, who has to download the right build, and if you include a pre
built source tree, do you prebuild both?

I'd prefer the "CD file" method myself. For the "ARS", maybe it's just
as simple as putting that file on your PC too? Maybe just modify "ARS"
to "know" about that special file request and fake it out appropriately?

EdF

--MESSAGE FILE 17793 END: ./2 SCEA/yaroze/freetalk/000001002html.html

--MESSAGE FILE 17794 START: ./2 SCEA/yaroze/freetalk/000001003html.html
Path: chuka.playstation.co.uk!news
From: Robert Swan <rs108@mdx.ac.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Fri, 25 Sep 1998 08:43:01 +0100
Organization: I wish!
Lines: 29
Message-ID: <360B4985.F2D@mdx.ac.uk>
References: <3607F5AA.60709B48@shell.jps.net> <6uf0vb$1mg12@scea>
NNTP-Posting-Host: nova.mdx.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; SunOS 5.5 sun4u)

I try to stick to [select+start] to quit from any point in the game (no matter how messily) as a matter of habit. Having just one key seems strange, and it is annoying to load up people's demos and press triangle or whatever and then have to load it again. Maybe I should read the readme.txt files but if there is one thing I agree a lot with from Sony is the way they stick to conventions to make games easier to pick up (for example, making cross the most important button).

Regarding our code, if SCEE members do not put in SetVideoMode(MODE_PAL) then it defaults to NTSC. Probably for the simple reason that out of SCEE SCEA and SCEI two of the territories were NTSC so they printed all the cds like that rather than print up two different sorts.

So my suggestion is, that even NTSC programs should have a call to SetVideoMode(MODE_NTSC) simply so that when someone nice writes the opposite of your conversion program there is actually some code for it to find! Surely it wouldnt be hard to write the conversion program to do the reverse transformation? I get annoyed at black/white games, it really detracts.

On a different note, most of the problems could be solved by people including their source allowing us to recompile should we want to. As people may know I wish everyone would include their source code, regardless of whether it is for CW or gnu, seeing as in a way its a bit of arrogance that anyone would _want_ to steal any of your ideas. I mean lets be honest, NOONE has done any groundbreaking new stuff that you cant get out of a book or acheive with a bit of thought.

Robert Swan
--MESSAGE FILE 17794 END: ./2 SCEA/yaroze/freetalk/000001003html.html

--MESSAGE FILE 17795 START: ./2 SCEA/yaroze/freetalk/000001004html.html
Path: chuka.playstation.co.uk!news
From: Phil Gooch <philg@easynet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Resident Knievel
Date: Fri, 25 Sep 1998 17:34:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <360BC62A.3611B986@easynet.co.uk>
References: <3600D305.DC52DBED@easynet.co.uk> <35FAE450.34D4@earthlink.net>
NNTP-Posting-Host: 193.131.140.246
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2566
scea.yaroze.freetalk:1004

Chris Ramirez wrote:

> hey phil how were you able to see the fatal fantasy game? I downloaded
> it from it and it was a zip file but then it gives me an error message
> and I can not even see what is inside of the zip it says something about
> not being able to open it ut you can change by clicking on something do
> you know any way to fix this problem?
> chris Ramirez

Hi Chris

I didn't download the game. It was on the Net Yaroze member's demo disk that SCEE were dishing out a few months ago to people who responded to a questionnaire.

Sorry I can't help you there

Phil

--MESSAGE FILE 17795 END: ./2 SCEA/yaroze/freetalk/000001004html.html

--MESSAGE FILE 17796 START: ./2 SCEA/yaroze/freetalk/000001005html.html
Path: chuka.playstation.co.uk!news
From: Brian West <bweut98@hv.se>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Turner cards
Date: Fri, 25 Sep 1998 19:26:17 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <360BD239.1313FC9@hv.se>
References: <6tt39f$efu8@chuka.playstation.co.uk>
<6u09ht$fsh2@chuka.playstation.co.uk> <36038139.3132647@news.scea.sony.com>
<3606A123.6F9F8DE6@shell.jps.net>
Reply-To: bweut98@hv.se
NNTP-Posting-Host: brage.hv.se
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (X11; I; SunOS 5.6 sun4m)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2570
scea.yaroze.freetalk:1005

Elliott Lee wrote:

> I have to second that. I have the same and have no probs with
> NTSC. I wish it supported PAL though... I have to use a Sony
> TV/monitor to get both.
>
> - e!
>
>

  ? are you American. The european winTV is supoosed to only support
PAL(although
it works with NTSC)

--MESSAGE FILE 17796 END: ./2 SCEA/yaroze/freetalk/000001005html.html

--MESSAGE FILE 17797 START: ./2 SCEA/yaroze/freetalk/000001006html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: TV Turner cards
Date: Fri, 25 Sep 1998 12:13:54 -0700
Organization: Bwahaha
Lines: 27
Message-ID: <360BEB72.22EF074@shell.jps.net>
References: <6tt39f$efu8@chuka.playstation.co.uk>
<6u09ht$fsh2@chuka.playstation.co.uk> <36038139.3132647@news.scea.sony.com>
<3606A123.6F9F8DE6@shell.jps.net> <360BD239.1313FC9@hv.se>

Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2575
scea.yaroze.freetalk:1006

Brian West wrote:
> Elliott Lee wrote:
> > I have to second that. I have the same and have no probs with
> > NTSC. I wish it supported PAL though... I have to use a Sony
> > TV/monitor to get both.
> >
> > - e!
>
>   ? are you American. The european winTV is supoosed to only support
PAL(although
> it works with NTSC)

Yeah, I'm an American. I don't have the winTV but rather the ATI
All-In-Wonder. I usually hook up the video and audio from my Yaroze
to my ATI as I can watch it in a window on my desktop. Great for
screen shots or FMV capture. But, alas, it doesn't do PAL. That would
be great if it did. So, one of my friends happened to run into a
Sony TV/monitor that apparently can synchronize to a PAL signal, though
it only displays the normal 320x240/640x480 instead of 320x256/640x512---I
get a little clipping on the bottom of the screen.

Thankfully, there are a few games in which you can recenter the screen.

Mata ne,
- e!
  (Protocol)
  (Tenchikun)

tenchi@shell.jps.net
ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis
http://www.jps.net/tenchi

--MESSAGE FILE 17797 END: ./2 SCEA/yaroze/freetalk/000001006html.html

--MESSAGE FILE 17798 START: ./2 SCEA/yaroze/freetalk/000001007html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Atari joystick...?
Date: Mon, 28 Sep 1998 11:51:46 -0700
Organization: Bwahaha
Lines: 21
Message-ID: <360FDAC2.2ABE499A@shell.jps.net>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2608
scea.yaroze.freetalk:1007

Completely unrelated to the Yaroze, but do any of you out there have
an old (but functional) Atari 2600-type joystick around?

Reason why is that I met up with an hold jr. highschool friend and
found out that he still had his Atari 520ST, so I bought it from him.
(Nostalgic reasons, I guess.) Only thing is that he didn't have the

joystick any more. The only program I can run on that thing now is
Missle Command :P, all the other games require a joystick... :(

So ... if anyone would like to donate or sell of your old 520ST-
compatible joystick, can you please send me an e-mail? Thanks!

primary address: tenchi@shell.jps.net
secondary address: tenchi@cisco.com

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze -/- Nemesis ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                   '''   '''
--MESSAGE FILE 17798 END: ./2 SCEA/yaroze/freetalk/000001007html.html

--MESSAGE FILE 17799 START: ./2 SCEA/yaroze/freetalk/000001008html.html
Path: chuka.playstation.co.uk!news
From: Alex Herbert <aherbert@ndirect.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Thu, 01 Oct 1998 02:49:15 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 27
Message-ID: <3612DF9B.C9467AAD@ndirect.co.uk>
References: <3607F5AA.60709B48@shell.jps.net> <36081880.C9DA4042@bigfoot.com>
<3608263F.7A3DD087@shell.jps.net> <36083423.FEFAE3D9@bigfoot.com>
<3608C318.1C20B369@scee.sony.co.uk> <3608DEAC.DCE3007C@bigfoot.com>
Reply-To: aherbert@ndirect.co.uk
NNTP-Posting-Host: th-usr00-29.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)

Darco wrote:

> >
> >   o You'd have to do some reverse engineering. Read your license
agreement.
> >
>
> Yeah, that's what I thought. Doing this though would require me to
> obtain several playstation roms and compare the differences between
> them. However, this would be a copyright violation before it ever became
> a reverse engineering issue. It probably wouldn't be worth it anyway...
> It was a good idea though.
>
> 'Darco

And what about future ROM revisions?

Here's my thinking. The PSX must knows whether it's a PAL or NTSC machine, as
it has to boot in the
correct mode. So, either the ROMs are different, or the boot code detects
something in the hardware.
Oops, back to reverse engineering again.

Herbs

--MESSAGE FILE 17799 END: ./2 SCEA/yaroze/freetalk/000001008html.html

--MESSAGE FILE 17800 START: ./2 SCEA/yaroze/freetalk/000001009html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: NTSC/PAL start-up convention?
Date: Wed, 30 Sep 1998 23:21:01 -0700
Organization: SCEA News Server
Lines: 41
Message-ID: <36131F4D.BAF87D53@shell.jps.net>
References: <3607F5AA.60709B48@shell.jps.net> <36081880.C9DA4042@bigfoot.com>
<3608263F.7A3DD087@shell.jps.net> <36083423.FEFAE3D9@bigfoot.com>
<3608C318.1C20B369@scee.sony.co.uk> <3608DEAC.DCE3007C@bigfoot.com>
<3612DF9B.C9467AAD@ndirect.co.uk>
NNTP-Posting-Host: svalliap-isdn2.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

You know, I was thinking about this a while ago: it would be so great
if we could set up interrupt callbacks and have a hi-res timer. I
would love to set things up to run at a virtual like 300 frames/sec
and have it aliased to 60/50 frames a second. Functions would be
required to unsort the sorted GPU commands, though. But, the overall
effect would make it pretty easy to bridge the cross-platform
differences.

Random thoughts,
- e!

Alex Herbert wrote:
>
> Darco wrote:
>
> > >
> > >   o You'd have to do some reverse engineering. Read your license
agreement.
> > >
> >
> > Yeah, that's what I thought. Doing this though would require me to
> > obtain several playstation roms and compare the differences between
> > them. However, this would be a copyright violation before it ever became
> > a reverse engineering issue. It probably wouldn't be worth it anyway...
> > It was a good idea though.
> >
> > 'Darco
>
> And what about future ROM revisions?
>
> Here's my thinking. The PSX must knows whether it's a PAL or NTSC machine, as
it has to boot in the
> correct mode. So, either the ROMs are different, or the boot code detects
something in the hardware.
> Oops, back to reverse engineering again.
>
> Herbs

--

Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 17800 END: ./2 SCEA/yaroze/freetalk/000001009html.html

--MESSAGE FILE 17801 START: ./2 SCEA/yaroze/freetalk/000001010html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Does anybody here archive the Electronics Boutique newsletter????
Date: Thu, 1 Oct 1998 17:31:24 -0400
Organization: SCEA News Server
Lines: 15
Message-ID: <6v0ros$4i42@scea>
NNTP-Posting-Host: sud-tcs1-port52.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

There was an offer a week or so ago to straight trade two old N64 cart for
NFL Blitz.....

If someone subscibes to the EB World newsletter and still has a copy of that
one around (with the NFL Blitz promo) could it be forwarded to
titan@vianet.on.ca

Hopefully with someones help I'll be able to get a copy of Blitz for
absolutely nothin'

Steve Tolin

--MESSAGE FILE 17801 END: ./2 SCEA/yaroze/freetalk/000001010html.html

--MESSAGE FILE 17802 START: ./2 SCEA/yaroze/freetalk/000001011html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <steve@microdot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Does anybody here archive the Electronics Boutique newsletter????
Date: Fri, 2 Oct 1998 14:25:08 -0700
Organization: SCEA News Server
Lines: 25
Message-ID: <6v3fnp$4i47@scea>
References: <6v0ros$4i42@scea>
NNTP-Posting-Host: gateway.connext.com
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

They have them sitting around in the stores, or you can ask the clerk for
one. I had to get another for the $25 rebate off my new Viper 550 Riva TNT
card. :)

-Steve

Steve Tolin wrote in message <6v0ros$4i42@scea>...
>There was an offer a week or so ago to straight trade two old N64 cart for
>NFL Blitz.....
>
>If someone subscibes to the EB World newsletter and still has a copy of

that
>one around (with the NFL Blitz promo) could it be forwarded to
>titan@vianet.on.ca
>
>Hopefully with someones help I'll be able to get a copy of Blitz for
>absolutely nothin'
>
>Steve Tolin
>
>
>
>

--MESSAGE FILE 17802 END: ./2 SCEA/yaroze/freetalk/000001011html.html

--MESSAGE FILE 17803 START: ./2 SCEA/yaroze/freetalk/000001012html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Does anybody here archive the Electronics Boutique newsletter????
Date: Sat, 3 Oct 1998 11:09:37 -0400
Organization: SCEA News Server
Lines: 36
Message-ID: <6v5e4v$4i48@scea>
References: <6v0ros$4i42@scea> <6v3fnp$4i47@scea>
NNTP-Posting-Host: sud-tcs1-port15.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

What I'm looking for is the listserv mailing list that ebworld.com sends
out....

My local EB says that that promotion never existed and unless I have some
sort of proof I'm dead in the water...

Thanks anyways..

Steve Spiller wrote in message <6v3fnp$4i47@scea>...
>They have them sitting around in the stores, or you can ask the clerk for
>one. I had to get another for the $25 rebate off my new Viper 550 Riva TNT
>card. :)
>
>-Steve
>
>Steve Tolin wrote in message <6v0ros$4i42@scea>...
>>There was an offer a week or so ago to straight trade two old N64 cart for
>>NFL Blitz.....
>>
>>If someone subscibes to the EB World newsletter and still has a copy of
>that
>>one around (with the NFL Blitz promo) could it be forwarded to
>>titan@vianet.on.ca
>>
>>Hopefully with someones help I'll be able to get a copy of Blitz for
>>absolutely nothin'
>>
>>Steve Tolin
>>
>>
>>
>>
>

>

--MESSAGE FILE 17803 END: ./2 SCEA/yaroze/freetalk/000001012html.html

--MESSAGE FILE 17804 START: ./2 SCEA/yaroze/freetalk/000001013html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: William Atkin <"u9722039"@bournemouth.ac,uk>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.hardware
Subject: Dead Yaroze :P
Date: Sat, 10 Oct 1998 13:25:05 +0100
Organization: SCEA News Server
Lines: 17
Message-ID: <6vq73v$81e1@scea>
NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (Win95; I)

Hey Yaroze People....

I'm in a bit of a bind with my Yaroze here. I am registered as an American member to the Yaroze program, but right now I'm studying games in the UK. Of course I brought my Yaroze to the UK to use it for projects. Unfortunately, I bought a Sh*tty converter and it blew one of the capacitors on the power circuit board. I asked the UK support people about it and they said tough luck... talk to the American support people.

Anyone know who I should get in touch with about getting a replacment part. Since that horrible occurrence I have invested in an industrial strength converter so a new 110v board will be fine, but since I will be here for quite a while I don't mind switching over to 220v.

Help, I am without my Yaroze and it Sucks!!!!

--MESSAGE FILE 17804 END: ./2 SCEA/yaroze/freetalk/000001013html.html

--MESSAGE FILE 17805 START: ./2 SCEA/yaroze/freetalk/000001014html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scea.yaroze.hardware
Subject: Re: Dead Yaroze :P
Date: Sun, 11 Oct 1998 18:06:19 +0200
Organization: Debri Productions
Lines: 27
Message-ID: <1dgqsuj.158k7591rq8vsiN@a1-88-119.a1.nl>
References: <6vq73v$81e1@scea>
NNTP-Posting-Host: a1-88-119.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

William Atkin <"u9722039"@bournemouth.ac> wrote:

> Hey Yaroze People....
>
> I'm in a bit of a bind with my Yaroze here. I am registered as an
> American member to the Yaroze program, but right now I'm studying games
> in the UK. Of course I brought my Yaroze to the UK to use it for
> projects. Unfortunately, I bought a Sh*tty converter and it blew one of
> the capacitors on the power circuit board. I asked the UK support
> people about it and they said tough luck... talk to the American support

> people.
>
> Anyone know who I should get in touch with about getting a replacment
> part. Since that horrible occurrence I have invested in an industrial
> strength converter so a new 110v board will be fine, but since I will be
> here for quite a while I don't mind switching over to 220v.
>
> Help, I am without my Yaroze and it Sucks!!!!

Ask for Cris Deering ;-)
Good luck, the NY-team is not always that supportive..

DEnnis..

PS. Otherwise a new european NY is half the price of an US one, the
european NY is 229 pounds at the moment.
--MESSAGE FILE 17805 END: ./2 SCEA/yaroze/freetalk/000001014html.html

--MESSAGE FILE 17806 START: ./2 SCEA/yaroze/freetalk/000001015html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: William Atkin <"u9722039"@bournemouth.ac,uk>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.hardware
Subject: Re: Dead Yaroze :P
Date: Sat, 10 Oct 1998 18:05:53 +0100
Organization: SCEA News Server
Lines: 34
Message-ID: <6vqnif$81e2@scea>
References: <6vq73v$81e1@scea> <1dgqsuj.158k7591rq8vsiN@a1-88-119.a1.nl>
NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (Win95; I)

Got a phone Number or E-mail Dennis?

Will

DEnnis Brinkhuis wrote:

> William Atkin <"u9722039"@bournemouth.ac> wrote:
>
> > Hey Yaroze People....
> >
> > I'm in a bit of a bind with my Yaroze here. I am registered as an
> > American member to the Yaroze program, but right now I'm studying games
> > in the UK. Of course I brought my Yaroze to the UK to use it for
> > projects. Unfortunately, I bought a Sh*tty converter and it blew one of
> > the capacitors on the power circuit board. I asked the UK support
> > people about it and they said tough luck... talk to the American support
> > people.
> >
> > Anyone know who I should get in touch with about getting a replacment
> > part. Since that horrible occurrence I have invested in an industrial
> > strength converter so a new 110v board will be fine, but since I will be
> > here for quite a while I don't mind switching over to 220v.
> >
> > Help, I am without my Yaroze and it Sucks!!!!
>
> Ask for Cris Deering ;-)
> Good luck, the NY-team is not always that supportive..

>
> DEnnis..
>
> PS. Otherwise a new european NY is half the price of an US one, the
> european NY is 229 pounds at the moment.

--MESSAGE FILE 17806 END: ./2 SCEA/yaroze/freetalk/000001015html.html

--MESSAGE FILE 17807 START: ./2 SCEA/yaroze/freetalk/000001016html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.hardware
Subject: Re: Dead Yaroze :P
Date: Sun, 11 Oct 1998 14:39:18 -0400
Organization: SCEA News Server
Lines: 30
Message-ID: <3620FB56.C8249F28@datasys.net>
References: <6vq73v$81e1@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 101.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

William Atkin wrote:
>
> Hey Yaroze People....
>
> I'm in a bit of a bind with my Yaroze here. I am registered as an
> American member to the Yaroze program, but right now I'm studying games
> in the UK. Of course I brought my Yaroze to the UK to use it for
> projects. Unfortunately, I bought a Sh*tty converter and it blew one of
> the capacitors on the power circuit board. I asked the UK support
> people about it and they said tough luck... talk to the American support
> people.
>
> Anyone know who I should get in touch with about getting a replacment
> part. Since that horrible occurrence I have invested in an industrial
> strength converter so a new 110v board will be fine, but since I will be
> here for quite a while I don't mind switching over to 220v.
>
> Help, I am without my Yaroze and it Sucks!!!!

If you are really in a bind, you can buy a european playstation and
replace the power suply yourself. It should be a relitively simple
operation, the power supply should be modular. However, this wastes
$129... And Sony probably wouldn't like you doing this anyway. But it
should work. Then again... Different models might have different
motherboard voltage requirements... I don't think this is the case
though, but don't sue me if you try this and you fry your motherboard.

Are you sure it was a capacitors and not the fuse?

'Darco
--MESSAGE FILE 17807 END: ./2 SCEA/yaroze/freetalk/000001016html.html

--MESSAGE FILE 17808 START: ./2 SCEA/yaroze/freetalk/000001017html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scea.yaroze.hardware
Subject: Re: Dead Yaroze :P

Date: Mon, 12 Oct 1998 00:19:08 +0200
Organization: Debri Productions
Lines: 10
Message-ID: <1dgr8dv.1oon15he7p1eqN@a1-88-135.a1.nl>
References: <6vq73v$81e1@scea> <1dgqsuj.158k7591rq8vsiN@a1-88-119.a1.nl>
<6vqnif$81e2@scea>
NNTP-Posting-Host: a1-88-135.a1.nl
X-Newsreader: MacSOUP 2.3 (unregistered)

William Atkin <"u9722039"@bournemouth.ac> wrote:

> Got a phone Number or E-mail Dennis?
>
> Will

He's the main man at SCEE, sorry, I don't have that info...yet..

DEnnis..
--MESSAGE FILE 17808 END: ./2 SCEA/yaroze/freetalk/000001017html.html

--MESSAGE FILE 17809 START: ./2 SCEA/yaroze/freetalk/000001018html.html
Path: chuka.playstation.co.uk!news
From: William Atkin <"u9722039"@bournemouth.ac,uk>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.hardware
Subject: Re: Dead Yaroze :P
Date: Sun, 11 Oct 1998 14:09:45 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <6vsumd$mlt12@chuka.playstation.co.uk>
References: <6vq73v$81e1@scea> <3620FB56.C8249F28@datasys.net>
NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (Win95; I)

Oh yes... I'm sure,
    I opened up the thing and the large capacitor looked like a soiled Jiffy
pop container, not to mention there was a large clump of sticky residue
spattered all over the top of the system.

I was thinking of just getting another playstation, but 129 is alot of $$$$.
I would much rather have this thing repaired by the book.

Do you know the e-mail of the SCEA repair boys or should I just send a general
message to "yarozeinfo_scea@interactive.sony.com" which is posted on the SCEA
Yaroze homepage?

Will

Darco wrote:

> If you are really in a bind, you can buy a european playstation and
> replace the power suply yourself. It should be a relitively simple
> operation, the power supply should be modular. However, this wastes
> $129... And Sony probably wouldn't like you doing this anyway. But it
> should work. Then again... Different models might have different
> motherboard voltage requirements... I don't think this is the case
> though, but don't sue me if you try this and you fry your motherboard.
>
> Are you sure it was a capacitors and not the fuse?
>

> 'Darco

--MESSAGE FILE 17809 END: ./2 SCEA/yaroze/freetalk/000001018html.html

--MESSAGE FILE 17810 START: ./2 SCEA/yaroze/freetalk/000001019html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk,scea.yaroze.hardware
Subject: Re: Dead Yaroze :P
Date: Mon, 12 Oct 1998 12:17:36 GMT
Organization: L4 Software
Lines: 29
Message-ID: <3621f308.524379@205.149.189.29>
References: <6vq73v$81e1@scea>
NNTP-Posting-Host: 208.194.16.4
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

William,

As I said in email to you, this information has been forwarded to the
proper people at SCEA. Give them a few working days to figure out what
needs to be done.

Mario

On Sat, 10 Oct 1998 13:25:05 +0100, William Atkin
<"u9722039"@bournemouth.ac,uk> wrote:

>Hey Yaroze People....
>
>I'm in a bit of a bind with my Yaroze here. I am registered as an
>American member to the Yaroze program, but right now I'm studying games
>in the UK. Of course I brought my Yaroze to the UK to use it for
>projects. Unfortunately, I bought a Sh*tty converter and it blew one of
>the capacitors on the power circuit board. I asked the UK support
>people about it and they said tough luck... talk to the American support
>people.
>
>Anyone know who I should get in touch with about getting a replacment
>part. Since that horrible occurrence I have invested in an industrial
>strength converter so a new 110v board will be fine, but since I will be
>here for quite a while I don't mind switching over to 220v.
>
>Help, I am without my Yaroze and it Sucks!!!!

--MESSAGE FILE 17810 END: ./2 SCEA/yaroze/freetalk/000001019html.html

--MESSAGE FILE 17811 START: ./2 SCEA/yaroze/freetalk/000001021html.html
Path: chuka.playstation.co.uk!news
From: William Atkin <"u9722039"@bournemouth.ac,uk>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.hardware
Subject: Re: Dead Yaroze :P
Date: Sun, 11 Oct 1998 23:09:26 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 97
Message-ID: <6vtuaa$nec2@chuka.playstation.co.uk>
References: <6vq73v$81e1@scea> <36225d79.16835686@news.scea.sony.com>
NNTP-Posting-Host: cran64.bournemouth.ac.uk

Mime-Version: 1.0
Content-Type: multipart/alternative; boundary="------------
A3FB814E77FF9165165E0ECA"
X-Mailer: Mozilla 4.07 [en] (Win95; I)

--------------A3FB814E77FF9165165E0ECA
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

THANKS ALOT!!!!

I really appreciate it,

Will Atkin

Jerry Jessop wrote:

> William,
>
> We can find a reasonable to take care of the problem in an expediant
> manner. I also have an excellent long term fix for your 110/220 vac
> problem.
>
> You can contact me directly or I will email you with a few options
> after I discuss the situation with Don Thomas and or Mario.
>
> Regards,
>
> Jerry Jessop
> Hardware Engineer
> SCEA
>
> On Sat, 10 Oct 1998 13:25:05 +0100, William Atkin
> <"u9722039"@bournemouth.ac,uk> wrote:
>
> >Hey Yaroze People....
> >
> >I'm in a bit of a bind with my Yaroze here. I am registered as an
> >American member to the Yaroze program, but right now I'm studying games
> >in the UK. Of course I brought my Yaroze to the UK to use it for
> >projects. Unfortunately, I bought a Sh*tty converter and it blew one of
> >the capacitors on the power circuit board. I asked the UK support
> >people about it and they said tough luck... talk to the American support
> >people.
> >
> >Anyone know who I should get in touch with about getting a replacment
> >part. Since that horrible occurrence I have invested in an industrial
> >strength converter so a new 110v board will be fine, but since I will be
> >here for quite a while I don't mind switching over to 220v.
> >
> >Help, I am without my Yaroze and it Sucks!!!!
> >

--------------A3FB814E77FF9165165E0ECA
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML>
<FONT SIZE=+4>THANKS ALOT!!!!</FONT><FONT SIZE=-1></FONT>
<P><FONT SIZE=-1>I really appreciate it,</FONT><FONT SIZE=-1></FONT>
<P><FONT SIZE=-1>Will Atkin</FONT>
<P>Jerry Jessop wrote:

<BLOCKQUOTE TYPE=CITE>William,
<P>We can find a reasonable to take care of the problem in an expediant

manner. I also have an excellent long term fix for your 110/220 vac

problem.
<P>You can contact me directly or I will email you with a few options

after I discuss the situation with Don Thomas and or Mario.
<P>Regards,
<P>Jerry Jessop

Hardware Engineer

SCEA
<P>On Sat, 10 Oct 1998 13:25:05 +0100, William Atkin

<"u9722039"@bournemouth.ac,uk> wrote:
<P>>Hey Yaroze People....

>

>I'm in a bit of a bind with my Yaroze here. I am registered
as an

>American member to the Yaroze program, but right now I'm studying
games

>in the UK. Of course I brought my Yaroze to the UK to use it
for

>projects. Unfortunately, I bought a Sh*tty converter and it
blew one of

>the capacitors on the power circuit board. I asked the UK support

>people about it and they said tough luck... talk to the American support

>people.

>

>Anyone know who I should get in touch with about getting a replacment

>part. Since that horrible occurrence I have invested in an industrial

>strength converter so a new 110v board will be fine, but since I will
be

>here for quite a while I don't mind switching over to 220v.

>

>Help, I am without my Yaroze and it Sucks!!!!

></BLOCKQUOTE>
</HTML>

--------------A3FB814E77FF9165165E0ECA--

--MESSAGE FILE 17811 END: ./2 SCEA/yaroze/freetalk/000001021html.html

--MESSAGE FILE 17812 START: ./2 SCEA/yaroze/freetalk/000001022html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Silence
Date: Thu, 15 Oct 1998 17:54:13 -0400
Organization: SCEA News Server
Lines: 25
Message-ID: <36266F05.44E34C32@datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 297.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Darco drops a pin

It seems like most of the newsgroup traffic is being channeled to the
european newsgroups -- and these are collecting dust.

Peh. Just an observation... Anyway, I'll just dump some of the things
I'm currently working on:

A new version of combine that supports compression... I'm using the Byte Pair Encoding system because it's simple to implement, extremely flexible(You could decompress it backwards if you really wanted to), gets moderate compression ratios(we'll see...), and has a FAST decompression speed. The system is also rugged - if a byte gets fried only a small amount of data is affected. The implementation will be nearly transparent - implementation only requires 2 extra lines of code.

Byte Pair Encoding is neat... It's a random access compression scheme. You could start decompressing in the middle of a file--you can even decompress backwards! You can do all sorts of funkie stuff... But I won't be doing any of that. :(Just linear decompresson for the PSX side, and variable levels of compression for the PC side.

I'll post it once I've got it working and tidied up the source a bit.

'Darco
--MESSAGE FILE 17812 END: ./2 SCEA/yaroze/freetalk/000001022html.html

--MESSAGE FILE 17813 START: ./2 SCEA/yaroze/freetalk/000001023html.html
Path: chuka.playstation.co.uk!scea!pro2-240.barrie.connex.net!user
From: kennedy@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk
Subject: *ping*
Date: Fri, 16 Oct 1998 01:07:00 -0500
Organization: Wooden Tulip Ltd.
Lines: 119
Message-ID: <kennedy-1610980107000001@pro2-240.barrie.connex.net>
NNTP-Posting-Host: pro2-240.barrie.connex.net

This is a RANT!

I lost my Hard drive, my server died, my SGI boxes are nothing more than HUGE X-windowing paperweights. And boy am I in a funk..

Well it has happened.

The North American arena of the Net Yaroze members has trickled to a stand-still.

Since Bill Rehbock left for the VM Labs project; taking most of the vital organs of the Net Yaroze program along with him, the North American sector of Net Yaroze has been hit with the largest case of Membership Lethargy That I have seen.

There are a few reasons for this:

First of which is the Net Yaroze developers web-site. My Gosh! Even the much bally-hooed king crimson of software sites MICROSOFT.COM has a more exciting web-site than what I have to see.

I am being Very Critical here. I do not apologise for this. Mr. Purdue may be offended by this, but this is a MUCH bigger issue than he. I'm telling it like it is.

Since I have been on the Internet since the Stone Age, I have seen the comings and goings of the way things are done and not done in regard to the World Wide Web.

Stagnation is NOT a viable Option!

The Net Yaroze member site can only be described as boring as cold sticky morning porridge.

This is an important factor here. The yaroze program is for hobbyists who will praise the virtues of the platform to their friends, and indirectly stimulate the development of budding persons who wish to grow up to be Game Developers of Intereactive Computer Entertainment.

Why is it that the program that was so successful here, is left to rot, while the Yaroze Team in England at Waverly House are putting us to shame with their innovative look and feel, and savvy when it comes to a really pretty web-site.
It looks like aready we have some North American detail defecting to Europe...
Oh, yes, get the really good 2:1 AKA 220/110 Volt step down transformer if you plan NOT to blow up your Yaroze...

Web-site maintenance is one thing, but come on!

It IS really nice to know about the last On-line conference of SURVIVAL that took place last August, in 1997! It is So Nice that I'd rather go to the local cemetery and stare at monuments or something!
And Java bits and ActiveX containers that are broken? Why do we want to see the broken bits. Its like being forced to drive in a Rusted/ dented rental car.

So that is the first part that is poor for morale.

The real question that I am asking here is: Where are the Sony people? Specifically, where is J. Patton??

I met J. At the E3 meet in Atlanta last May, and my impression of J. Was that he was a really decent fellow. But decent or not he should be putting press releases on the Yaroze site at least once every Quarter!
If J. Is going to be the Leader of the Net Yaroze program here in North America, I'd like to keep up with what is happening. Even if it is a "The Weather Here in San Fransisco is Just Fine Thank You" kind of Press release.

We Need Something!

Programmers are human too, When what is happening in the Net Yaroze is less invigorating than flipping on the tube and watching an episode of "Frasier" then the Project is going to go down-hill.

The Net Yaroze program is MUCH, MUCH, MUCH more than just an add-in featured PlayStation that some technophile bought Just Because it cost more than $500!

The Philosphy of the Net Yaroze Program is to "Lets Go Do It Together". This driving force that is something akin to me as a child going to build a tree fort with my friends.

ME: "Hey, Why don't we make a Tree Fort!"

FRIEND1: "Yeah! That would be Neat!"

ME: "We could be Pirates!"

FRIEND2: "Oh, and we could make a secret door!"

ME: "Cool!, Let Do It!"

FRIEND1: "Yeah, LETS GO!"

It is very easy now to visualise the actions that occur after this dialog.

Currently in the Net Yaroze Program, this has not been the case. It alarms me to see that this kind of mentality that was put out by the initial team of Bill Rehbock and Greg LaBrec is now woefully missing in our gathering.

Al I am doing is rattling the cage a bit. I think that there would be some benefits to stirring up the web-site a bit. Making some "R-ah R-ah R-ah" noises and getting some activity together. Otherwise, dust is going to gather on the black Playstations, and then where will we be?

The time for Grieving about August 1997 is past. We have to have some info on Whats happening in Novemeber. The December. Then in 1999 We celebrate One Less Year until I have to suffer from the Milleneum BUG!

When I see the good people putting out posts of the sound of a PIN dropping, the radar goes into high-res mode and I goto Yellow Alert.

Always pays to be cautious.

-sean
--MESSAGE FILE 17813 END: ./2 SCEA/yaroze/freetalk/000001023html.html

--MESSAGE FILE 17814 START: ./2 SCEA/yaroze/freetalk/000001024html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Silence
Date: Fri, 16 Oct 1998 22:56:03 GMT
Organization: L4 Software
Lines: 12
Message-ID: <3627ce81.13150413@205.149.189.29>
References: <36266F05.44E34C32@datasys.net>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

As I've said before, the majority of the NA discussions take place during the weekly chats.

I look forward to seeing your code when it's done.

Mario

On Thu, 15 Oct 1998 17:54:13 -0400, Darco <rquat@datasys.net> wrote:

>*Darco drops a pin*
>
>[snip]
--MESSAGE FILE 17814 END: ./2 SCEA/yaroze/freetalk/000001024html.html

--MESSAGE FILE 17815 START: ./2 SCEA/yaroze/freetalk/000001025html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk
Subject: Re: *ping*
Date: Fri, 16 Oct 1998 19:05:49 -0400
Organization: SCEA News Server

Lines: 10
Message-ID: <3627D14D.FBDF3B7A@datasys.net>
References: <kennedy-1610980107000001@pro2-240.barrie.connex.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 203.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

I didn't realize that my post would prevoke such a reaction, but this is
a good thing. I've felt like that for a while now... Just didn't quite
know how to put it into words.

And now... What to do. It would seem... It would seem as though there
should be more user feedback. For instance, I do good webpage graphics.
When (or perhaps IF would be a better word) the page needed a face lift,
I could help design the new layout.

'Darco
--MESSAGE FILE 17815 END: ./2 SCEA/yaroze/freetalk/000001025html.html

--MESSAGE FILE 17816 START: ./2 SCEA/yaroze/freetalk/000001026html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk
Subject: Re: *ping*
Date: Sat, 17 Oct 1998 12:18:26 -0500
Organization: Ed Federmeyer
Lines: 168
Message-ID: <70ait8$alr9@scea>
References: <kennedy-1610980107000001@pro2-240.barrie.connex.net>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Sean Kennedy wrote in message ...
>This is a RANT!
>The North American arena of the Net Yaroze members has trickled to a
>stand-still.

>Since Bill Rehbock left for the VM Labs project; taking most of the vital
>organs of the Net Yaroze program along with him, the North American sector
>of Net Yaroze has been hit with the largest case of Membership Lethargy
>That I have seen.

This is *my* rant.

What do you expect Sony to do about it? This is supposed to be
a *member supported* goup. In other words, Sony gave us the
tools, and it's up to us to do stuff with them. Yeah, maybe they'll
have updates once in a while, but the original stuff was much much
better than what you'd get on those "console hacker dude" web
sites. Look at the stuff I've done, with the same Sony tools as
everyone else got.

I get so tired of people complaining about the state of SCEA Net
Yaroze, but very little being *produced* by our membership.

I also get so tire of people touting thier super-graphics web pages
or lamenting there terrible HTML skills. Get over it, Net Yaroze
isn't about a great personal web page. I'd rather check out plain

text (fast loading) web pages with CONTENT that pages that take forever to load because they have tons of logos and stuff, and then just say "check back often for updates!!!". You spent $750 for the priveledge of programming a Playstation, not creating a web page!!! You can get web page space for FREE!!! You'll make alot more money as a good programmer than as a good web page designer. Put your time where it is best spent!

Start small, and work your way up. Check out my member web page to see a great progression. I would not have been able to make "Haunted Maze" without making "ballpad" first!

Sean, I just checked out your web page, and it's all very nice to see all kinds of links to outside "rocketry" sites, and all that other stuff you're interested in. Now, how about putting some YAROZE related content up? Other than "Big news, Sean is back in the Yaroze world!!! Check back often!!!" There are some other cases of this also. Why do some people insist on mixing all your hobbies. How about Yaroze related stuff on your YAROZE site, and maybe a nice pointer to your other stuff for people who are really interested? I humbly suggest my member page for an example.

Heck, even the SCEE membership activity largely consists of DEnnis posting in thier freetalk group, and flamewars. Jeeze, I have like 500 unread scee freetalk messages related to the DEnnis/Tanvir debacle. Sheesh, I really don't need that here on the SCEA sites too!!! The big difference between SCEE and us is that they find the time to sit down and program something inbetween thier freetalk noise.

Rather than just complain though, here are some suggestions:

1) Net Yaroze price.
I know at least 5 people at work who are awsome software engineers, who also like videogames. They would *love* to get into the Yaroze program, but it's hard to justify $750 to the wife. (in general). Our SCEE friends have had two price drops already, and I think they are currently the quivelent of about $250??? Jeeze, I'd really like to get my friends in, and $250 would easily bring an influx of new members. I've already written to the SCEA honchos, and the response was "no". So much for that.

2) Net Yaroze get-together
Admittedly, I dropped the ball on this one. I was going to have one at my place in August, but due to many many things, I let it slide. However, I'm here to atone! Anyone who can get to the Chicago area is welcome to attend a Net Yaroze get-together at my house. we'll have it in early January, when the snow is deep, and the weather is otherwise terrible, perfect for staying inside and concentrating on making games! Send me email if you are interested:
fedeedw@charlie.cns.iit.edu
We'll pick the exact weekend in the next few weeks. People are welcome to come over on Friday evening, and all day Satuday and Sunday, some of the times, or all of the times! Sorry, if you coming from out of town, you'll need to find a place to stay at night, but there are several hotels in the nearby area. Contact me if you need and I'll make up a list for you to check with. Sorry, I can't extend it into the
weekdays, I do have to work.

3) Group project.
Anyone interested in making a side-scrolling action adventure? I still want to make one. I need a graphics artist and a musician and sound effect person. I think I can program it alone, what I need is

art and music. Play the shareware "Hocus Pocus" PC game to get an idea of what I'm thinking. Then Email me if you're into that sort of game.

4) Minor web page change
I'd like to have an option to list the member pages in the order that they have been updated. How about getting to a small (fast) page that says "Member pages alphabetically or by date", then taking you to the pages (sorted as requested). NOT like the SCEE wait for one sorted listing before you can choose to wait for the OTHER sorted listing. People really need to be more sensitive of how long people need to wait, and what they are waiting for, when they design web pages.

>This is an important factor here. The yaroze program is for hobbyists who
>will praise the virtues of the platform to their friends, and indirectly
>stimulate the development of budding persons who wish to grow up to be
>Game Developers of Intereactive Computer Entertainment.

Like I mentioned, I tried, but $750 is a big chunk of money. Even for well paid engineers. I'm very fortunate that my wife is so understanding about my hobbies.

>Why is it that the program that was so successful here, is left to rot,
>while the Yaroze Team in England at Waverly House are putting us to shame
>with their innovative look and feel, and savvy when it comes to a really
>pretty web-site.

Again, WHO CARES what the web site LOOKS like, thats B.S. I don't have a problem with the look or organazation of our SCEA web site framework. The action is *supposed* to be on the member web pages. As long as the "official" website framework directs you to the web pages, thats all we really need.

>Web-site maintenance is one thing, but come on!
>It IS really nice to know about the last On-line conference of SURVIVAL
>that took place last August, in 1997! It is So Nice that I'd rather go to
>the local cemetery and stare at monuments or something!
>And Java bits and ActiveX containers that are broken? Why do we want to
>see the broken bits. Its like being forced to drive in a Rusted/ dented
>rental car.

What is broken? The only problem I've encounted is Greg LaBrec's web page description. No big deal. Did anyone mention it to Sony? Now I have. Can someone fix that?

>The real question that I am asking here is: Where are the Sony people?
>Specifically, where is J. Patton??
>
>I met J. At the E3 meet in Atlanta last May, and my impression of J. Was
>that he was a really decent fellow. But decent or not he should be putting
>press releases on the Yaroze site at least once every Quarter!
>If J. Is going to be the Leader of the Net Yaroze program here in North
>America, I'd like to keep up with what is happening. Even if it is a "The
>Weather Here in San Fransisco is Just Fine Thank You" kind of Press
>release.
>
>We Need Something!

I hardly think a "weather" press release is the answer. What we need

are programs/games/demos from ourselves, the members.

>Al I am doing is rattling the cage a bit. I think that there would be some
>benefits to stirring up the web-site a bit. Making some "R-ah R-ah R-ah"
>noises and getting some activity together. Otherwise, dust is going to
>gather on the black Playstations, and then where will we be?

Okay, your rattling got me to post the Chicago Net Yaroze get-together. :-)

EdF

--MESSAGE FILE 17816 END: ./2 SCEA/yaroze/freetalk/000001026html.html

--MESSAGE FILE 17817 START: ./2 SCEA/yaroze/freetalk/000001027html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scea.yaroze.freetalk
Subject: Net Yaroze link
Date: Sat, 17 Oct 1998 17:16:25 -0400
Organization: Identical Software
Lines: 9
Message-ID: <36290929.5D4B753@identicalsoftware.com>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)

Is there an official net yaroze image to use when linking to the net
yaroze site? Not the banners at the bottom of
  http://www.scea.sony.com/net/
I'd like to put a small image of the net yaroze logo for the link. I
want something that I can put in the bottom right corner of a web page
and isn't an animated gif.

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 17817 END: ./2 SCEA/yaroze/freetalk/000001027html.html

--MESSAGE FILE 17818 START: ./2 SCEA/yaroze/freetalk/000001028html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Combine v1.4
Date: Mon, 19 Oct 1998 07:40:56 -0400
Organization: SCEA News Server
Lines: 13
Message-ID: <362B2548.CFF984B2@datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 83.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1028
scee.yaroze.freetalk.english:2813

Check out the new version of combine. This one supports wildcards, and
all sorts of cool stuff. You can't make it any easier to add datafiles
to your project!

The next version should hopefully support BPE compression.

Help me out and download this, I need some input. I also need to know if
there are any bugs in the program... the source is included.

It lives here: http://www.datasys.net/users/stu/rquat/CMBNV1_4.ZIP
(Yes, caps matter)

'Darco
--MESSAGE FILE 17818 END: ./2 SCEA/yaroze/freetalk/000001028html.html

--MESSAGE FILE 17819 START: ./2 SCEA/yaroze/freetalk/000001029html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Combine v1.4
Date: Mon, 19 Oct 1998 20:44:29 GMT
Organization: SCEA News Server
Lines: 4
Message-ID: <362ba46f.129867535@news.scea.sony.com>
References: <362B2548.CFF984B2@datasys.net>
NNTP-Posting-Host: client-151-198-141-20.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1029
scee.yaroze.freetalk.english:2816

Just curious Darco, how goes the tutorials?

-Matt

--MESSAGE FILE 17819 END: ./2 SCEA/yaroze/freetalk/000001029html.html

--MESSAGE FILE 17820 START: ./2 SCEA/yaroze/freetalk/000001030html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Combine v1.4
Date: Tue, 20 Oct 1998 07:39:54 -0400
Organization: SCEA News Server
Lines: 19
Message-ID: <362C768A.F36D69E2@datasys.net>
References: <362B2548.CFF984B2@datasys.net>
<362ba46f.129867535@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 296.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1030
scee.yaroze.freetalk.english:2817

Matthew Hulett wrote:
>
> Just curious Darco, how goes the tutorials?
>

Time is a MAJOR factor, and is unfortunately something that I don't have
much of.

Doing school, working on a big yaroze project (possibly 2 in the near future), working after school for TSA... The tutorials just have to find some nook in between.

It's one of those things that you go "Ahh-hah! This is what I should do! This is a good idea" when you think about it, and "AhhHAGRHGRHAGH!!!" when you go to implement it.

The progression has been godaweful slow, but I haven't given up... yet.

'Darco
--MESSAGE FILE 17820 END: ./2 SCEA/yaroze/freetalk/000001030html.html

--MESSAGE FILE 17821 START: ./2 SCEA/yaroze/freetalk/000001031html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk
Subject: SCEA Group Project.
Date: Tue, 20 Oct 1998 20:26:56 -0400
Organization: SCEA News Server
Lines: 31
Message-ID: <70j94d$cv31@scea>
References: <kennedy-1610980107000001@pro2-240.barrie.connex.net>
<70ait8$alr9@scea>
NNTP-Posting-Host: sud-tcs1-port113.vianet.on.ca
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I also think the time is right to start a group project..

The idea is in the very, VERY early stages.. Basically just the desire to develop a 2D side scroller of professional quality...
We are currently discussing plans during our chat times on Saturday nights at 9:00PM Est.

Are you gonna get in on this EdF???

Any feedback can be directed towards myself....but preferably in the chats on Saturday nights..

Also, I just leave the Yaroze Chat Window open when I'm on the internet.... I encourage others to jump in and check out what else is happening...

Steve Tolin
titan@vianet.on.ca

>3) Group project.
>Anyone interested in making a side-scrolling action adventure?
>I still want to make one. I need a graphics artist and a musician and
>sound effect person. I think I can program it alone, what I need is
>art and music. Play the shareware "Hocus Pocus" PC game to get
>an idea of what I'm thinking. Then Email me if you're into that sort of
>game.
>

--MESSAGE FILE 17821 END: ./2 SCEA/yaroze/freetalk/000001031html.html

--MESSAGE FILE 17822 START: ./2 SCEA/yaroze/freetalk/000001032html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Combine v1.4
Date: Wed, 21 Oct 1998 16:23:12 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 34
Message-ID: <362DFC60.75BB@manc.u-net.com>
References: <362B2548.CFF984B2@datasys.net>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1032
scee.yaroze.freetalk.english:2829

Darco wrote:
> Check out the new version of combine. This one supports wildcards, and
> all sorts of cool stuff. You can't make it any easier to add datafiles
> to your project!

Cool Darco, nice one! This is proving EXTREMELY useful to me, saving
on all those really annoying problems caused by changing something
even just slightly. My NineBall game may actually eventually get
finished now ;-)
I tried recompiling it using Turbo C++ 3.0 for DOS (to lose the
DATA_ part in the #defines - just a preferences thing), but it now
won't work properly -- ie. the "data*.*" wildcard arg in the batch
file method now doesn't work, so I reverted back to the trusty default
which works perfectly. What did you compile it with?
It's okay though, I'll either get used to using DATA_ or manually
delete them from the header.h
The only thing I can suggest to improve it (apart from perhaps more
flexibility with the #define naming) is to tabulate the addresses
so they are all aligned, I think a "\t\t" in the fprintf should do it,
but that's really trivial.

I've been looking for this utility ever since I got the Yaroze,
so thanks greatly for releasing it. (was just too damn lazy I guess
to write my own) Be sure to tell James Russell about it so he can put
it in the utils link section of his FAQ, if you haven't already done
so.

Cheers!
Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--MESSAGE FILE 17822 END: ./2 SCEA/yaroze/freetalk/000001032html.html

--MESSAGE FILE 17823 START: ./2 SCEA/yaroze/freetalk/000001033html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Combine v1.4
Date: Thu, 22 Oct 1998 19:14:37 -0400
Organization: SCEA News Server
Lines: 45

Message-ID: <362FBC5D.60B479BC@datasys.net>
References: <362B2548.CFF984B2@datasys.net> <362DFC60.75BB@manc.u-net.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 281.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1033
scee.yaroze.freetalk.english:2840

James Shaughnessy wrote:
>
> Cool Darco, nice one! This is proving EXTREMELY useful to me, saving
> on all those really annoying problems caused by changing something
> even just slightly. My NineBall game may actually eventually get
> finished now ;-)
>

cool! Someone has benefited from my work! ;)

> I tried recompiling it using Turbo C++ 3.0 for DOS (to lose the
> DATA_ part in the #defines - just a preferences thing), but it now
> won't work properly -- ie. the "data*.*" wildcard arg in the batch
> file method now doesn't work, so I reverted back to the trusty default
> which works perfectly. What did you compile it with?

I wrote and compiled it with Djgpp. It should compile fine under
everything...It's pure 100% ANSI C. BTW: If you want to get the
arguments working, I think you have to link an object... Wildargs.obj I
think. However, I think TC++ will choke on the position offset... I'll
fix that in the next release.

> It's okay though, I'll either get used to using DATA_ or manually
> delete them from the header.h
> The only thing I can suggest to improve it (apart from perhaps more
> flexibility with the #define naming) is to tabulate the addresses
> so they are all aligned, I think a "\t\t" in the fprintf should do it,
> but that's really trivial.
>

Actually... I've already added the "\t\t"... ;) I added it a day after I
released v1.4. I'm working on v1.5 right now, and I'll upload it after I
get finished adding a few more features.

> I've been looking for this utility ever since I got the Yaroze,
> so thanks greatly for releasing it. (was just too damn lazy I guess
> to write my own) Be sure to tell James Russell about it so he can put
> it in the utils link section of his FAQ, if you haven't already done
> so.
>

I'm glad you like it! Everyone who's tried it has loved it. I'm glad
it's going over well with people.

'Darco
--MESSAGE FILE 17823 END: ./2 SCEA/yaroze/freetalk/000001033html.html

--MESSAGE FILE 17824 START: ./2 SCEA/yaroze/freetalk/000001034html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Combine v1.5 - A worthy update

Date: Thu, 22 Oct 1998 21:26:21 -0400
Organization: SCEA News Server
Lines: 36
Message-ID: <362FDB3D.7717A2B9@datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 281.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1034
scee.yaroze.freetalk.english:2842

Ok, there's alot of new stuff in this version so pay attention.

James - I've implemented all of your sudjestions into this version, so
you are set and ready to go.

Here's a complete list of changes:

*** Version 1.5.0

o Added formatting to the C header file. (Kinda works, kinda doesn't...)
o Removed the '-a' argument, use '@' instead.
o Added error detection to make sure you don't add too many files.
o Added the '-s' argument for compression, but it isn't supported.
  Just letting you know what to expect in the future...
o Increased the maximum number of files. 96 is your limit now.
o The pointer offsets should now be correct for TC++ 3.0 (should be...)
o Added the 'DATA_START_POS' macro to the C header file.
o Renamed the 'DATA_END' macro to 'DATA_END_POS'
o Added more tests to the 'strip_ext' subroutine. This is trivial.
o File size of combine.exe has been cut in half.
o Added the ability to change the macro prefix.
  ('-p' & '-P';See COMBINE.TXT)
o Added the ability to change the position offset value from the
  command line. ('-f' argument; see COMBINE.TXT for details)
o Various other minor cosmetic adjustments.

Common now, download it and give me your input. Everyone who's tried it
has liked it. Tell me what you think!

http://www.datasys.net/users/stu/rquat/CMBNV1_5.ZIP

'Darco

(Sorry about posting in this newsgroup -- future messages of this nature
will be posted in the announcements newsgroup. Just trying to get some
attention)
--MESSAGE FILE 17824 END: ./2 SCEA/yaroze/freetalk/000001034html.html

--MESSAGE FILE 17825 START: ./2 SCEA/yaroze/freetalk/000001035html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <titan@vianet.on.ca>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Combine v1.4
Date: Thu, 22 Oct 1998 22:09:52 -0400
Organization: SCEA News Server
Lines: 59
Message-ID: <70oocm$cv310@scea>
References: <362B2548.CFF984B2@datasys.net> <362DFC60.75BB@manc.u-net.com>
<362FBC5D.60B479BC@datasys.net>
NNTP-Posting-Host: sud-tcs1-port64.vianet.on.ca

X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1035
scee.yaroze.freetalk.english:2843

Hey man....

I've been using it since the start.. Hehehhe

It's a great program... glad I could be the one to be testing it..

Steve Tolin
titan@vianet.on.ca

Darco wrote in message <362FBC5D.60B479BC@datasys.net>...
>James Shaughnessy wrote:
>>
>> Cool Darco, nice one! This is proving EXTREMELY useful to me, saving
>> on all those really annoying problems caused by changing something
>> even just slightly. My NineBall game may actually eventually get
>> finished now ;-)
>>
>
>cool! Someone has benefited from my work! ;)
>
>> I tried recompiling it using Turbo C++ 3.0 for DOS (to lose the
>> DATA_ part in the #defines - just a preferences thing), but it now
>> won't work properly -- ie. the "data*.*" wildcard arg in the batch
>> file method now doesn't work, so I reverted back to the trusty default
>> which works perfectly. What did you compile it with?
>
>I wrote and compiled it with Djgpp. It should compile fine under
>everything...It's pure 100% ANSI C. BTW: If you want to get the
>arguments working, I think you have to link an object... Wildargs.obj I
>think. However, I think TC++ will choke on the position offset... I'll
>fix that in the next release.
>
>> It's okay though, I'll either get used to using DATA_ or manually
>> delete them from the header.h
>> The only thing I can suggest to improve it (apart from perhaps more
>> flexibility with the #define naming) is to tabulate the addresses
>> so they are all aligned, I think a "\t\t" in the fprintf should do it,
>> but that's really trivial.
>>
>
>Actually... I've already added the "\t\t"... ;) I added it a day after I
>released v1.4. I'm working on v1.5 right now, and I'll upload it after I
>get finished adding a few more features.
>
>> I've been looking for this utility ever since I got the Yaroze,
>> so thanks greatly for releasing it. (was just too damn lazy I guess
>> to write my own) Be sure to tell James Russell about it so he can put
>> it in the utils link section of his FAQ, if you haven't already done
>> so.
>>
>
>I'm glad you like it! Everyone who's tried it has loved it. I'm glad
>it's going over well with people.
>
>'Darco

--MESSAGE FILE 17825 END: ./2 SCEA/yaroze/freetalk/000001035html.html

--MESSAGE FILE 17826 START: ./2 SCEA/yaroze/freetalk/000001036html.html
Path: chuka.playstation.co.uk!scea!pro1-169.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk
Subject: Re: *ping*
Date: Fri, 23 Oct 1998 02:33:00 -0500
Organization: Wooden Tulip Ltd.
Lines: 79
Message-ID: <developer-2310980233000001@pro1-169.barrie.connex.net>
References: <kennedy-1610980107000001@pro2-240.barrie.connex.net>
<70ait8$alr9@scea>
NNTP-Posting-Host: pro1-169.barrie.connex.net

In article <70ait8$alr9@scea>, "Ed Federmeyer"
<fedeedw@charlie.cns.iit.edu> wrote:
> This is *my* rant.
>
> Start small, and work your way up. Check out my member web
> page to see a great progression. I would not have been able to
> make "Haunted Maze" without making "ballpad" first!
>
> Sean, I just checked out your web page, and it's all very nice to
> see all kinds of links to outside "rocketry" sites, and all that other
> stuff you're interested in. Now, how about putting some YAROZE
> related content up? Other than "Big news, Sean is back in the
> Yaroze world!!! Check back often!!!" There are some other cases
> of this also. Why do some people insist on mixing all your hobbies.
> How about Yaroze related stuff on your YAROZE site, and maybe
> a nice pointer to your other stuff for people who are really interested?
> I humbly suggest my member page for an example.

Hi Ed.
Excellent points. I was fully anticipating that someone would look at the DECREPIT state of my member page. Heh, it goes to show that there ARE members who like to be involved. Yes, I am guilty of web-stasis too, I accept that I am guilty of that crime. And I make an attempt to at least once every two months to change my content.
The rant even got me to link up the E3 picts that I had sitting at work. And yes, the "Other Hobby" pointers were Just the sentence used to describe the most other significant hobby I am involved with.

As for the yaroze, for a time there last spring it looked like I had bought a CAN$1300 black playstation that I could play both Japanese versions of Final Fantasy and the North American version.

So my code examples Speak For Themselves, I don't have any. I'm too embarrased to post the meager snippets I crafted to do starup splash bits and stuff.
This is due mostly to fear on my part.

And the fear is the lack of a good mentoring method on what the Net Yaroze project stands for. Kindof like being a little kid at the Swimming pool being helped by an adult with the 3 meter dive platform.
Trouble is I'm seeing other kids that do not have the adult there to help, when they need it the most. {Like me?...}

Yes Net Yarose IS member driven, but it IS a project that is Spearheaded by an innovative company. Why is there not a lot of SONY dialog in the web-content, and the news content. Having a SONY mentor could allow us to build a stronger bond with the technology we are programming on.

That was the real point of my rant.

> Again, WHO CARES what the web site LOOKS like, thats B.S. I don't
> have a problem with the look or organazation of our SCEA web site
> framework. The action is *supposed* to be on the member web pages.
> As long as the "official" website framework directs you to the web
> pages, thats all we really need.

First, I Care. And it does not resemble any male bovine fecal matter either...

I agree that a web-site should come up in an efficient manner. The SCEE web-site is { To My Web-Browser [Netscape & IE] } 2:1 times faster to load than SCEAs.
But the real factor I illustrated, was that the Web-site on SCEA is inefficient for the first 2-3 pages. Added to this was that the content was not updated with information that shows SONY still cares about the Yarozers in North America.

I got the sense from the SCEE web-site of involvement from both sides of the corporate fence. The SONY folks were keeping an eye out for the Yarozers, and the Yarozers showed thier appreciation by stimulating more activity in the web-site.

I'd like to have a bit of that sense here.

> Okay, your rattling got me to post the Chicago Net Yaroze get-together. :-)
> EdF

Cool! I hope I didn't wear out my tin cup...   ;)

-sean
--MESSAGE FILE 17826 END: ./2 SCEA/yaroze/freetalk/000001036html.html

--MESSAGE FILE 17827 START: ./2 SCEA/yaroze/freetalk/000001037html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Combine v1.5 - A worthy update
Date: Fri, 23 Oct 1998 14:32:20 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <36308564.302F@manc.u-net.com>
References: <362FDB3D.7717A2B9@datasys.net>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1037
scee.yaroze.freetalk.english:2856

Darco wrote:
> Common now, download it and give me your input. Everyone who's tried
> it has liked it. Tell me what you think!

Hey, good call on the speedy update Darco!
You're really going to groan at me for this, but:

1: The extra control is excellent for the prefix "DATA_", but (and
   this is what will make you groan) I have always used a postfix.
   Sorry..! ie. for "title.tim" I would use TITLE_TIM_ADDR. It's
   asking a bit much to get you to implement that just for me so I

```
   can add that myself if you don't think it's worth it ;-)
2: The "\t\t" hasn't seemed to work in aligning everything properly,
   it's just pushed everything way over to the right.
3: There's a typo in the -? help list, ie. "previx"

Jim, who probably just likes to be difficult ;-)
--
----------------------------------------
James Shaughnessy    james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj
----------------------------------------
--MESSAGE FILE 17827 END: ./2 SCEA/yaroze/freetalk/000001037html.html


--MESSAGE FILE 17828 START: ./2 SCEA/yaroze/freetalk/000001038html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Combine v1.5 - A worthy update
Date: Fri, 23 Oct 1998 16:23:13 -0400
Organization: SCEA News Server
Lines: 34
Message-ID: <3630E5B1.47812965@datasys.net>
References: <362FDB3D.7717A2B9@datasys.net> <36308564.302F@manc.u-net.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 250.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1038
scee.yaroze.freetalk.english:2857

James Shaughnessy wrote:
>
> Darco wrote:
> > Common now, download it and give me your input. Everyone who's tried
> > it has liked it. Tell me what you think!
>
> Hey, good call on the speedy update Darco!
> You're really going to groan at me for this, but:
>
> 1: The extra control is excellent for the prefix "DATA_", but (and
>    this is what will make you groan) I have always used a postfix.
>    Sorry..! ie. for "title.tim" I would use TITLE_TIM_ADDR.  It's
>    asking a bit much to get you to implement that just for me so I
>    can add that myself if you don't think it's worth it ;-)

First off, it's called a suffix, not a postfix. ;)
I'll add this feature in the next release probably... It shouldn't be
that hard to implement...

> 2: The "\t\t" hasn't seemed to work in aligning everything properly,
>    it's just pushed everything way over to the right.

It's more so aligned than it was without the three tabs. (I have 3 tabs
instead of 2) I could have the program automatically check the length of
the macro token, and make it so that it only adds enough tabs to make it
align correctly, but that's too much effort for such a trivial feature
-- Plus it will make the code harder to understand. I'm trying to make
it as simple as possible.

> 3: There's a typo in the -? help list, ie. "previx"
```

Got it. Thanks.

'Darco
--MESSAGE FILE 17828 END: ./2 SCEA/yaroze/freetalk/000001038html.html

--MESSAGE FILE 17829 START: ./2 SCEA/yaroze/freetalk/000001039html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Combine v1.5 - A worthy update
Date: Fri, 23 Oct 1998 17:38:38 -0400
Organization: SCEA News Server
Lines: 8
Message-ID: <3630F75E.ED1C13E2@datasys.net>
References: <362FDB3D.7717A2B9@datasys.net> <36308564.302F@manc.u-net.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 250.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1039
scee.yaroze.freetalk.english:2858

Ok, I did it. You now have suffixes. Same file name... Same location,
but this one supports suffixes.

http://www.datasys.net/users/stu/rquat/CMBNV1_5.ZIP

Be happy. ;)

'Darco
--MESSAGE FILE 17829 END: ./2 SCEA/yaroze/freetalk/000001039html.html

--MESSAGE FILE 17830 START: ./2 SCEA/yaroze/freetalk/000001040html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Combine v1.5 - A worthy update
Date: Sat, 24 Oct 1998 02:44:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <36313112.7509@manc.u-net.com>
References: <362FDB3D.7717A2B9@datasys.net> <36308564.302F@manc.u-net.com>
<3630E5B1.47812965@datasys.net>
Reply-To: james@manc.u-net.com
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1040
scee.yaroze.freetalk.english:2860

Darco wrote:
> First off, it's called a suffix, not a postfix. ;)

Haha I knew that didn't sound right. ;-) My brain is currently
at the shop for a full 24,000 mile service, and has been since last
Monday. I would have got it back yesterday but apparently they
couldn't get some parts.   Cheers for adding the "postfix"
option by the way, just for little old me. Makes me feel kind of

special.

Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

<AOL mode ON>
HEY EVERYONE ENTER THE GRAVITATION CHAMPIONSHIP!!!!! This includes
all the world so all you people across the pond in USA can play too.
(Grav v1.3 is PAL/NTSC switchable) You should be able to get my
page using a SCEA mirror if you can't get it directly. Only six days
left, unless you want more time? Does anyone care about this compo...?
--MESSAGE FILE 17830 END: ./2 SCEA/yaroze/freetalk/000001040html.html

--MESSAGE FILE 17831 START: ./2 SCEA/yaroze/freetalk/000001041html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: A new type of security threat?
Date: Thu, 29 Oct 1998 09:57:03 GMT
Organization: SCEA News Server
Lines: 40
Message-ID: <36383b30.79566@news.scea.sony.com>
NNTP-Posting-Host: client-119-65.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   I just came across this in cyberspace. I thought I would ask the
computer sauvy members in this group for any elaboration of this new
threat to our computers, and would provide a heads-up. Is this true?

>Be warned. A new rash of BACK ORIFICE-type programs are
>circulating.

>For those who do not know, Back Orifice and it's kin are NOT viruses, they
>are remote administration tools... somewhat like PC ANYWHERE. It allows a
>remote user to actually control your machine. They will have access to
>your entire hard disk(s), They can send or take files, grab your
>passwords, erase or add whatever they wish to your drives and, generally,
>copy or destroy any sort of files on your disk.

>I just got hit with it. I do a lot of ftping & ircing and it seems someone
>uploaded it to me. Luckily, AVP virus software alerted me to it.

>In my case it was disgused as OCE.EXE in my Windows/SYSTEM dir. If you
>have this file, get rid of it. Also, for security reasons, you should
>consider that your system has been raped and all your info is in the hands
>of others.

>The OCE.EXE varient is a less dangerous version that seems to mostly clog
>your inet connection. Without your knowledge, it will attempt to use your
>dial-up connection in Win95/98 to access a remote site. I use a cable
>modem and not dial-up so it did nothing to me.

>For some more info, check out:

>http://www.ozemail.com.au/~dwarren/backorifice/questandansw.html

>Good luck! Be safe. Be smart. Be well.

   Any feedback appreciated.

-Matt
--MESSAGE FILE 17831 END: ./2 SCEA/yaroze/freetalk/000001041html.html

--MESSAGE FILE 17832 START: ./2 SCEA/yaroze/freetalk/000001042html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: A new type of security threat?
Date: Thu, 29 Oct 1998 17:33:17 -0500
Organization: SCEA News Server
Lines: 26
Message-ID: <3638ED2D.848A957A@datasys.net>
References: <36383b30.79566@news.scea.sony.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 157.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Matthew Hulett wrote:
>
>   I just came across this in cyberspace. I thought I would ask the
> computer sauvy members in this group for any elaboration of this new
> threat to our computers, and would provide a heads-up. Is this true?
>

Yes, unfortunately, it is true. Back Orifice is a very nasty program
that can be attached to any windows executable file. It was released by
a hacking group called the "Clut of the Dead Cow" or something. The
threat is VERY real.

If you have Back Orifice on your computer, someone can even seize
control of all input devices (mouse, keyboard, whatever) and do whatever
they want as long as their connection is fast enough! They can take
screen shots, download files, erase files, etc.....

The scary thing is that there have probably been several programs like
this around for a while now. Back Orifice was made public only to
identify the security holes in Win95 and Win98. (This tends to make
Microsoft work faster) The concept behind the program is incredibly
simplistic, yet extremely effective.

Be careful.

'Darco
--MESSAGE FILE 17832 END: ./2 SCEA/yaroze/freetalk/000001042html.html

--MESSAGE FILE 17833 START: ./2 SCEA/yaroze/freetalk/000001043html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: A new type of security threat?
Date: Thu, 29 Oct 1998 16:04:37 -0800
Organization: .
Lines: 45

Message-ID: <36390295.F5954779@shell.jps.net>
References: <36383b30.79566@news.scea.sony.com> <3638ED2D.848A957A@datasys.net>
Reply-To: tenchi@shell.jps.net
NNTP-Posting-Host: dhcp-m-62-237.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [en] (Win95; U)

sigh

It depends on what you want to use BO for. If you've got just a
small network of computers not connected to the Net, then BO is
actually pretty cool as a remote sysadmin tool. However, once you
open up your system, anything can go wrong. I'd suggest that if
you do install it, make sure you make an image of your system
prior to putting it on there, and make sure you keep all of your
personal stuff in non-standard directories or back them off onto
disk. Make sure you don't store passwords to sensitive info in
plain text---always encode them. Also, don't let it listen on the
all-to-common 37337 port.

:P

And, yes, it does do screen pretty captures. ^_^

Darco wrote:
>
> Matthew Hulett wrote:
> >
> >   I just came across this in cyberspace. I thought I would ask the
> > computer sauvy members in this group for any elaboration of this new
> > threat to our computers, and would provide a heads-up. Is this true?
> >
>
> Yes, unfortunately, it is true. Back Orifice is a very nasty program
> that can be attached to any windows executable file. It was released by
> a hacking group called the "Clut of the Dead Cow" or something. The
> threat is VERY real.
>
> If you have Back Orifice on your computer, someone can even seize
> control of all input devices (mouse, keyboard, whatever) and do whatever
> they want as long as their connection is fast enough! They can take
> screen shots, download files, erase files, etc.....
>
> The scary thing is that there have probably been several programs like
> this around for a while now. Back Orifice was made public only to
> identify the security holes in Win95 and Win98. (This tends to make
> Microsoft work faster) The concept behind the program is incredibly
> simplistic, yet extremely effective.
>
> Be careful.
>
> 'Darco
--MESSAGE FILE 17833 END: ./2 SCEA/yaroze/freetalk/000001043html.html

--MESSAGE FILE 17834 START: ./2 SCEA/yaroze/freetalk/000001044html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: A new type of security threat?
Date: Thu, 29 Oct 1998 21:41:13 GMT
Organization: SCEA News Server

Lines: 14
Message-ID: <3638e00f.25176151@news.scea.sony.com>
References: <36383b30.79566@news.scea.sony.com> <3638ED2D.848A957A@datasys.net>
NNTP-Posting-Host: 151.198.184.36
X-Newsreader: Forte Free Agent 1.11/32.235

   I did a bit of reading today about this. What is the nature of the threat? Can you be hit by someone by only surfing to a website? Or, do you need to download and install a program to acquire the potential nuisance? The author of that note said thinks he got it ftping and ircing, yet from what I read, it would seem you need to download and install a malacious program.
   In addition, is there some sort-of cookie security threat? I just came across this today too... I can barely keep up with all my reading, I guess I better find the time to start reading PC World again. [sigh]
   Thank God most hackers are not ill-willed.

-Matt

--MESSAGE FILE 17834 END: ./2 SCEA/yaroze/freetalk/000001044html.html

--MESSAGE FILE 17835 START: ./2 SCEA/yaroze/freetalk/000001045html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scea.yaroze.freetalk
Subject: Linux (or Unix) Tools
Date: Sat, 31 Oct 1998 11:30:27 -0500
Organization: Identical Software
Lines: 19
Message-ID: <363B3B23.5A3FB3F6@identicalsoftware.com>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)

I was wondering if there are any Linux (or Unix) tools for converting sounds and images to Net Yaroze formats. I recently created some programs for converting 256-color pcx to 8-bit or 4-bit tim. I plan on releasing them as soon as I hear from Sony about whether I can make them available outside the members site.

The tools are based on a simple graphics library I wrote a while ago. The graphics library works under DOS, Linux-SVGALib and Linux-X11. In theory the X version should work on any Unix with MIT-SHM support although the files may sometimes use "#if defined(__linux__) && defined(XLIB)" so that would need to be fixed. It is also currently little-eidian only. (The DOS port of the library may or may not be in a working state since I haven't tried it in a long time.)

Yaroid v0.2 is a result of these tools.
  http://www.scea.sony.com/net/yaroze/pages/dpayne.html

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 17835 END: ./2 SCEA/yaroze/freetalk/000001045html.html

--MESSAGE FILE 17836 START: ./2 SCEA/yaroze/freetalk/000001046html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk

Subject: More unix questions
Date: Fri, 06 Nov 1998 21:32:11 -0500
Organization: Identical Software
Lines: 11
Message-ID: <3643B12B.23FFA407@identicalsoftware.com>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2958
scea.yaroze.freetalk:1046

I downloaded some Unix Net Yaroze tools from Charles Henrich's homepage and was wondering if these can made available outside of the members site. When I initially got my yaroze I had to use the dos tools for three weeks until my membership arrived. I'd like to make sure no one else is put in that situation. In particular I'm wondering about siocons and hssutils since the gnu tools are GPLed. (The documentation might say but I can only read English and French.)

Dennis Payne
dulsi@identicalsoftware.com
(who is still waiting to gain access to the non-scea sites)
--MESSAGE FILE 17836 END: ./2 SCEA/yaroze/freetalk/000001046html.html

--MESSAGE FILE 17837 START: ./2 SCEA/yaroze/freetalk/000001047html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "John Emmer" <jjustice@netdirect.net>
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.3d_graphics
Subject: Re: Last Night's Net Yaroze Chat
Date: Sat, 7 Nov 1998 00:54:50 -0500
Organization: Justice Center
Lines: 25
Message-ID: <72111k$je64@scea>
References: <36050ABC.2F8D7CC9@bigfoot.com>
NNTP-Posting-Host: ppp49.wonderlan.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1047
scea.yaroze.programming.3d_graphics:320

>I'll just ask it here. Has anyone had problems with dynamicly creating
>TMD data? It seems like my scene is getting built, but when it is
>displayed, the scene gets totaly buggered -- Polygons all over the place
>and such. Just take a look at the included gif file. That is a picture
>of a mild case, BTW.
>
I had that same problem too for a while. My guess was that the routines were not properly (finding/creating?) the end of the TMD. That is, that the garbage is just what the next values in memory look like when displayed as a TMD. I found that if I cleared a region of memory with zeroes and then built my TMD within the limits of this 'clean' area, the problem went away. I'd be interested in any one else's experiences like this.

--
John Emmer VidEo GAme eNthusiast, Philosopher, Programmer/Analyst,
Sun Certified Java Programmer 1.1
jjustice@netdirect.net jjustice@wonderlan.com jemmer@hcm-inc.com
http://www.cs.bsu.edu/~jjustice/
Vectrex; 7800, Supercharger, Lynx, Jaguar; NES, SNES, Virtual Boy;
Turbo Duo & Express; SG, SGCD, 32X, Saturn; 3DO; PlayStation, Yaroze;

C64, A600, A1200, P166; Arcade Centipede, Spy Hunter, Neo-Geo; BA, MA, ABD

--MESSAGE FILE 17837 END: ./2 SCEA/yaroze/freetalk/000001047html.html

--MESSAGE FILE 17838 START: ./2 SCEA/yaroze/freetalk/000001048html.html
Path: chuka.playstation.co.uk!news
From: burrowinggerbil@hotmail.com (Barry Stuart Swan)
Newsgroups: scea.yaroze.freetalk,scea.yaroze.programming.3d_graphics
Subject: Re: Last Night's Net Yaroze Chat
Date: Sat, 07 Nov 1998 14:01:24 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <36445248.471494@www.netyaroze-europe.com>
References: <36050ABC.2F8D7CC9@bigfoot.com> <72111k$je64@scea>
NNTP-Posting-Host: userm540.uk.uudial.com
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1048
scea.yaroze.programming.3d_graphics:321

On Sat, 7 Nov 1998 00:54:50 -0500, "John Emmer"
<jjustice@netdirect.net> wrote:

>   I had that same problem too for a while. My guess was that the
>routines were not properly (finding/creating?) the end of the TMD. That
>is, that the garbage is just what the next values in memory look like when
>displayed as a TMD. I found that if I cleared a region of memory with
>zeroes and then built my TMD within the limits of this 'clean' area, the
>problem went away. I'd be interested in any one else's experiences like
>this.

sounds completely right. Of course, clearing the memory is a
workaround, but this should really be solved one way or another
otherwise you'll reach a point where the workaround doesnt work. Im
presuming this all started in response to darco (as he mentioned
something similar to me a while ago). People could send their source
code to me at my pipex account (from my web page) and I can have a
look to see whats happening if they want :)

Rob Swan
SCEE ~middex2 account
--MESSAGE FILE 17838 END: ./2 SCEA/yaroze/freetalk/000001048html.html

--MESSAGE FILE 17839 START: ./2 SCEA/yaroze/freetalk/000001049html.html
Path: chuka.playstation.co.uk!news
From: "Brian" <Brian_E_Baker@yahoo.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: More unix questions
Date: 12 Nov 1998 19:21:35 GMT
Organization: Very Little
Lines: 24
Message-ID: <01be0c29$f46980e0$0a6496c0@thumper>
References: <3643B12B.23FFA407@identicalsoftware.com>
NNTP-Posting-Host: snuffle.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2976
scea.yaroze.freetalk:1049

Dennis Payne <dulsi@identicalsoftware.com> wrote in article

<3643B12B.23FFA407@identicalsoftware.com>...
> I downloaded some Unix Net Yaroze tools from Charles Henrich's homepage
> and was wondering if these can made available outside of the members
> site.
<snip>
> Dennis Payne
> dulsi@identicalsoftware.com
> (who is still waiting to gain access to the non-scea sites)

Is there a URL for these Unix tools? I was hoping to use Linux instead of DOS/Widoze as I find the tools under Unix (which I'm used to) much more powerful for programming / software development. e.g. XEmacs, CVS. Also the operating system as a whole is a lot more stable. Okay so the GUI is a bit naff and configuration not the simplest but you get a lot for your money :-) .

Brian (hoping to get access to non-SCEE sites)

P.S. This is not a Troll, I want no part in a pointless holy war.

--MESSAGE FILE 17839 END: ./2 SCEA/yaroze/freetalk/000001049html.html

--MESSAGE FILE 17840 START: ./2 SCEA/yaroze/freetalk/000001050html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: More unix questions
Date: 12 Nov 1998 22:47:57 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 30
Message-ID: <slrn74mpcs.b70.tjs@longford.cs.monash.edu.au>
References: <3643B12B.23FFA407@identicalsoftware.com>
<01be0c29$f46980e0$0a6496c0@thumper>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2978
scea.yaroze.freetalk:1050

On 12 Nov 1998 19:21:35 GMT, Brian <Brian_E_Baker@yahoo.com> wrote:
>
>
>Dennis Payne <dulsi@identicalsoftware.com> wrote in article
>Is there a URL for these Unix tools? I was hoping to use Linux instead of
>DOS/Widoze as I find the tools under Unix (which I'm used to) much more
>powerful for programming / software development. e.g. XEmacs, CVS. Also the
>operating system as a whole is a lot more stable. Okay so the GUI is a bit
>naff and configuration not the simplest but you get a lot for your money
>:-) .
>
>Brian (hoping to get access to non-SCEE sites)
>
>P.S. This is not a Troll, I want no part in a pointless holy war.
>
>

With all this talk about unix based development, you'd think that sony'd think about actually supporting it.

At the moment, there's no centralised information, unfortunately. I've got some miscelaneous python scripts for doing various things. There's a gimp plugin and a PPM to TIM converter available. Someone I know has started work on a TMD util of some kind. I've had problems with all the siocons equivalents that I've

seen, including the one that I (partially) wrote. psxfer works fine though. As far as I'm aware, nobody's tested the dos tools running under wine or dosemu, which might be another alternative. There are also tools for talking to an Action Replay available, if that's something you're interested in.

Toby.
--MESSAGE FILE 17840 END: ./2 SCEA/yaroze/freetalk/000001050html.html

--MESSAGE FILE 17841 START: ./2 SCEA/yaroze/freetalk/000001051html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: More unix questions
Date: Thu, 12 Nov 1998 21:49:46 -0500
Organization: Identical Software
Lines: 28
Message-ID: <364B9E4A.73BA2868@identicalsoftware.com>
References: <3643B12B.23FFA407@identicalsoftware.com>
<01be0c29$f46980e0$0a6496c0@thumper>
<slrn74mpcs.b70.tjs@longford.cs.monash.edu.au>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:2981
scea.yaroze.freetalk:1051

Toby Sargeant wrote:
> With all this talk about unix based development, you'd think that
> sony'd think about actually supporting it.
>
> At the moment, there's no centralised information, unfortunately.

I'm planning on fixing this. Unfortunately I'm going away for the weekend so I won't be able to get a nice page up and running. But since there seems to be some interest I'll put up what I have.

http://www.identicalsoftware.com/yaroze/

This is connected via a 28.8 modem so you probably don't want to download the 18MB gnu tools from there. (I figure something out when I get back.) Charles Henrich's page has the source along with an unmodified siocons and hssutils.

http://www.scea.sony.com/net/yaroze/pages/chenrich.html

For the gimp plugin go to:

http://www.cerc.utexas.edu/~andrewk/psx/

I'll try to put up some better instructions when I get back and I'll put up the pcx <-> tim utilities I wrote.

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 17841 END: ./2 SCEA/yaroze/freetalk/000001051html.html

--MESSAGE FILE 17842 START: ./2 SCEA/yaroze/freetalk/000001052html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english

Subject: Re: Game / Demo Competition....
Date: Mon, 16 Nov 1998 00:37:53 -0800
Organization: SCEA News Server
Lines: 16
Message-ID: <364FE461.65F3BB94@znet.com>
References: <6nlf6k$6102@scea>
NNTP-Posting-Host: scts1-42.znet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1052
scee.yaroze.freetalk.english:2996

Jeff Lawton wrote:
>
> I have decided to start a Game / Demo competition... It is for anyone /
> group that owns a Yaroze, SCEA, SCEE, SCEI.. Details can be found on my web
> site:
>
> http://yaroze-world.org

How many people are going to enter this?
The site says the deadline is nov. 30, 1998.

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 17842 END: ./2 SCEA/yaroze/freetalk/000001052html.html

--MESSAGE FILE 17843 START: ./2 SCEA/yaroze/freetalk/000001053html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: IE4 and downloads
Date: Tue, 17 Nov 1998 23:50:06 -0600
Organization: Ed Federmeyer
Lines: 21
Message-ID: <72tmck$o3u7@scea>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

On Windows98, and Internet Explorer 4, I used to get a file-selection dialog box whenever I would download files from the Internet, and one time I un-checked the "show this dialog" box. (Thinking I'd see if I like that better, and I could always change it back.)

Now, as soon as a file is downloaded (say a .ZIP file), the winzip program runs and tries to unzip it, or if it's already an .EXE, it'll run it. I don't really like this, as I'd much rather have the .ZIP file on my system (without trying to find it in the internet-file-cache!), and unzip it later! I'd much rather not auto-run .EXE files either!

I can't seem to find where that option was saved!

Does anyone know how to make Internet Explorer 4 go back to prompting me for where a downloaded file gets saved to, instead of auto-unzipping or running it!???!

EdF

--MESSAGE FILE 17843 END: ./2 SCEA/yaroze/freetalk/000001053html.html

--MESSAGE FILE 17844 START: ./2 SCEA/yaroze/freetalk/000001054html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: IE4 and downloads
Date: Wed, 18 Nov 1998 10:25:52 +0100
Organization: Debri Productions
Lines: 22
Message-ID: <1diophg.beak0mneungoN@a1-88-102.a1.nl>
References: <72tmck$o3u7@scea>
NNTP-Posting-Host: a1-88-102.a1.nl
X-Newsreader: MacSOUP 2.3

Ed Federmeyer <fedeedw@charlie.cns.iit.edu> wrote:

> On Windows98, and Internet Explorer 4, I used to get a file-selection dialog
> box whenever I would download files from the Internet, and one time I
> un-checked the "show this dialog" box. (Thinking I'd see if I like that
> better, and I could always change it back.)
>
> Now, as soon as a file is downloaded (say a .ZIP file), the winzip program
> runs and tries to unzip it, or if it's already an .EXE, it'll run it. I
> don't really like this, as I'd much rather have the .ZIP file on my system
> (without trying to find it in the internet-file-cache!), and unzip it later!
> I'd much rather not auto-run .EXE files either!
>
> I can't seem to find where that option was saved!
>
> Does anyone know how to make Internet Explorer 4 go back to prompting me for
> where a downloaded file gets saved to, instead of auto-unzipping or running
> it!???!
>
> EdF

I can tell you where that option is in Netscape's Communicator.
--MESSAGE FILE 17844 END: ./2 SCEA/yaroze/freetalk/000001054html.html

--MESSAGE FILE 17845 START: ./2 SCEA/yaroze/freetalk/000001055html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Silence
Date: Wed, 18 Nov 1998 13:30:56 +0000
Organization: The Hex Heroes
Lines: 10
Message-ID: <3652CC0F.7EAEA0E8@writeme.com>
References: <36266F05.44E34C32@datasys.net>
NNTP-Posting-Host: yogi.dai.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (X11; I; SunOS 5.5.1 sun4m)

Darco wrote:

> It seems like most of the newsgroup traffic is being channeled to the
> european newsgroups -- and these are collecting dust.

Does anybody other than me see the merit of merging the English-speaking
newsgroups?

James.

--MESSAGE FILE 17845 END: ./2 SCEA/yaroze/freetalk/000001055html.html

--MESSAGE FILE 17846 START: ./2 SCEA/yaroze/freetalk/000001056html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: IE4 and downloads
Date: Wed, 18 Nov 1998 17:34:03 -0500
Organization: SCEA News Server
Lines: 33
Message-ID: <36534B5B.A0166252@datasys.net>
References: <72tmck$o3u7@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 460.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Ed Federmeyer wrote:
>
> On Windows98, and Internet Explorer 4, I used to get a file-selection dialog
> box whenever I would download files from the Internet, and one time I
> un-checked the "show this dialog" box. (Thinking I'd see if I like that
> better, and I could always change it back.)
>
> Now, as soon as a file is downloaded (say a .ZIP file), the winzip program
> runs and tries to unzip it, or if it's already an .EXE, it'll run it. I
> don't really like this, as I'd much rather have the .ZIP file on my system
> (without trying to find it in the internet-file-cache!), and unzip it later!
> I'd much rather not auto-run .EXE files either!
>
> I can't seem to find where that option was saved!
>
> Does anyone know how to make Internet Explorer 4 go back to prompting me for
> where a downloaded file gets saved to, instead of auto-unzipping or running
> it!???!

My only advice is to go dig through the system registry. (Just in case
you don't know how to do this, goto Start, Run, and type in 'regedit')

IE put's all sorts of stuff in the registry like what you just
described. It may take some searching though. I'll look right now real
quick to see if there's anything similar to what you are talking about
in my registry.

...

Hmm... I didn't find anything. But I didn't look that long either.... Oh
well, just a thought...

'Darco
--MESSAGE FILE 17846 END: ./2 SCEA/yaroze/freetalk/000001056html.html

--MESSAGE FILE 17847 START: ./2 SCEA/yaroze/freetalk/000001057html.html
Path: chuka.playstation.co.uk!news

From: "Mike Hatfield" <mjhatfield@msn.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: IE4 and downloads
Date: Thu, 19 Nov 1998 10:41:14 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 37
Message-ID: <730smc$olq6@chuka.playstation.co.uk>
References: <72tmck$o3u7@scea>
Reply-To: "Mike Hatfield" <mjhatfield@email.msn.com>
NNTP-Posting-Host: mail.ridgeway-sys.com
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Ed Federmeyer wrote in message <72tmck$o3u7@scea>...
>On Windows98, and Internet Explorer 4, I used to get a file-selection
dialog
>box whenever I would download files from the Internet, and one time I
>un-checked the "show this dialog" box. (Thinking I'd see if I like that
>better, and I could always change it back.)
>
>Now, as soon as a file is downloaded (say a .ZIP file), the winzip program
>runs and tries to unzip it, or if it's already an .EXE, it'll run it. I
>don't really like this, as I'd much rather have the .ZIP file on my system
>(without trying to find it in the internet-file-cache!), and unzip it
later!
>I'd much rather not auto-run .EXE files either!
>
>I can't seem to find where that option was saved!
>
>Does anyone know how to make Internet Explorer 4 go back to prompting me
for
>where a downloaded file gets saved to, instead of auto-unzipping or running
>it!???!
>
>EdF

Hi Ed,

Try this: run up a Explorer (not IE) window and choose Options from the View menu. Go to the File Types tab and scroll down the list until you see WinZip file. Select it and click Edit. You should see a dialog with an option "Confirm open after download" at the bottom - re-enable this flag.

Hope that helps!
Mike

Mike Hatfield
mhatfield at ridgeway-sys dot com

--MESSAGE FILE 17847 END: ./2 SCEA/yaroze/freetalk/000001057html.html

--MESSAGE FILE 17848 START: ./2 SCEA/yaroze/freetalk/000001058html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: SEDE Demo 00.04.07n
Date: Sat, 21 Nov 1998 21:38:28 -0500
Organization: SCEA News Server
Lines: 20
Message-ID: <36577924.896D2180@datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 67.dialup.datasys.net

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1058
scee.yaroze.freetalk.english:3016

Ok, here it is! This is a demo of the SEDE project 2D sidescroller. It's
COOL! DOWNLOAD IT!!!!!!

(SEDE = Steve Ed Darco Elliot)

The game currently has no name, but it is playable! Grab it here:

http://www.scea.sony.com/net/yaroze/pages/rquattlebaum.html

The controls are simple; Press SQUARE to run, press CROSS to jump, press
START to pause, and press SELECT to go on to the next level. (There are
only 2 at the moment) Both Digital and Analog controlers are supported.

Tell me what you think of the game so far. It is by no means finished...
There are no enemies at the moment, and it is impossible to die. That
weird looking thing in the top left hand corrner is the life meter.

A pal version is avalible upon request.

'Darco
--MESSAGE FILE 17848 END: ./2 SCEA/yaroze/freetalk/000001058html.html

--MESSAGE FILE 17849 START: ./2 SCEA/yaroze/freetalk/000001059html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: IE4 and downloads
Date: Tue, 24 Nov 1998 22:37:11 -0600
Organization: Ed Federmeyer
Lines: 22
Message-ID: <73g0om$r846@scea>
References: <72tmck$o3u7@scea> <730smc$olq6@chuka.playstation.co.uk>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Mike Hatfield wrote in message <730smc$olq6@chuka.playstation.co.uk>...
>Ed Federmeyer wrote in message <72tmck$o3u7@scea>...
>>
>>Does anyone know how to make Internet Explorer 4 go back to prompting me
>for
>>where a downloaded file gets saved to, instead of auto-unzipping or
running
>>it!???!
>>
>Try this: run up a Explorer (not IE) window and choose Options from the
View
>menu. Go to the File Types tab and scroll down the list until you see
WinZip
>file. Select it and click Edit. You should see a dialog with an option
>"Confirm open after download" at the bottom - re-enable this flag.

That was it! Thanks allot!!

EdF

--MESSAGE FILE 17849 END: ./2 SCEA/yaroze/freetalk/000001059html.html

--MESSAGE FILE 17850 START: ./2 SCEA/yaroze/freetalk/000001060html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Aidan Dysart <adysart@umich.edu>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: A question for Gurus
Date: Thu, 03 Dec 1998 01:01:46 -0500
Organization: SCEA News Server
Lines: 39
Message-ID: <3666293F.D7985D0F@umich.edu>
NNTP-Posting-Host: adsl02-145.annarbor.mi.ameritech.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 (Macintosh; U; PPC)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3114 scea.yaroze.freetalk:1060

Okay, I've followed some of the discussion lately involving Tanvir and others. I am a little new to the net yaroze system, so I asking for some help. I have read the documentation thoroughly, and I have poured over the sample source code I could find.Here's my poblem:

I want to create a driving game, something similar to, say, Wipeout or Wipeout XL. What I don't understand it how to generate/draw/store the track. Has anyone done this before? Can you offer some advice? I've come up witha few ideas, but I'm not sure which is best:

1. create the entire landscape and track as a giant TMD model. and have the car just move around in it, physically constrained. This, is nice, because not runtime calculation is necessayr, but I'm not sure the net yaroze could handle that much model/texture data in memory.

2 Store the track as a sequence of points in the world coordinate system, and generate the track for each point dynamically. This is can be done in a multiple of ways. I could store an object that represent abou 1 foot of the track and jsut repeat it, or I could actually generate the TMD data. I'm not sure which is better. In addition to the points, I would store a normal vector for each point, so I could have banking turns, hills, etc. What I'd like to find out is if anyone has done this kind of dynamic TMD creation, and if so, could I look at some source code, or documentation? This would be MUCH appreciated.

3. create a set of track segments, like a straight segment, a 30 degree turn, a 15 degree turn, etc. and store the track as a sequence of these segments. This would limit the complexity of the tracks and could get boring.

number 2 seems like the way to go to me. I'm just not sure how to tackle the TMD creation. ANY help at all would be greatly appreciated. Please, share your ideas.

Thanks.

Aidan Dysart
adysart@umich.edu

--MESSAGE FILE 17850 END: ./2 SCEA/yaroze/freetalk/000001060html.html

--MESSAGE FILE 17851 START: ./2 SCEA/yaroze/freetalk/000001061html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: A question for Gurus
Date: Fri, 04 Dec 1998 01:04:49 GMT
Organization: SCEA News Server
Lines: 23
Message-ID: <36673304.67119730@news.scea.sony.com>
References: <3666293F.D7985D0F@umich.edu>
NNTP-Posting-Host: client-151-198-130-162.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3118
scea.yaroze.freetalk:1061

Check out Robert Swan's program and website, he accomplished a very
similar program for his first game endeavor. You can also e-mail him
any questions, he is always happy to help a fellow yarozer.

http://www.netyaroze-europe.com/~middex2/

rs108@mdx.ac.uk

(Only Rob would give his name as Robadob Swannigan , making finding
his page an unusual pain in ythe ass...[grin])

Peter Passmore's 3D tutorial also discusses a similar project, and
should be helpful:

http://www.netyaroze-europe.com/~middx_uni/ftp/

Take the two bottom entries titled   tutorial.zip and
tutprogs.zip   .

-Matt

--MESSAGE FILE 17851 END: ./2 SCEA/yaroze/freetalk/000001061html.html

--MESSAGE FILE 17852 START: ./2 SCEA/yaroze/freetalk/000001062html.html
Path: chuka.playstation.co.uk!news
From: Olaf Grau <OlafGrau@aol.com>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.codewarrior,scea.yaroze.programming
.gnu_compiler,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.pro
gramming.codewarrior,scee.yaroze.programming.gnu_compiler
Subject: Re: Datel PC Comms card on NT
Date: Mon, 07 Dec 1998 23:33:20 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <366C57AF.4E60D961@aol.com>
References: <6cmkup$ao5@chuka.playstation.co.uk>
NNTP-Posting-Host: 167-63-233.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.03 [de] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1062
scea.yaroze.programming.codewarrior:370 scea.yaroze.programming.gnu_compiler:104
scee.yaroze.beginners:651 scee.yaroze.freetalk.english:3131

scee.yaroze.programming.codewarrior:416 scee.yaroze.programming.gnu_compiler:287

Steve Dunn schrieb:

> Has anyone got this to work under NT(4).
>
> If you have, please let me know
>
> Thanks in advance.
>
> Steve Dunn

  Where can I Buy the Hardware (PC - Card, etc) to Work with ARS ?

--MESSAGE FILE 17852 END: ./2 SCEA/yaroze/freetalk/000001062html.html

--MESSAGE FILE 17853 START: ./2 SCEA/yaroze/freetalk/000001063html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve_dunn@europe.mccann.com>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming.codewarrior,scea.yaroze.programming
.gnu_compiler,scee.yaroze.beginners,scee.yaroze.freetalk.english,scee.yaroze.pro
gramming.codewarrior,scee.yaroze.programming.gnu_compiler
Subject: Re: Datel PC Comms card on NT
Date: Tue, 8 Dec 1998 11:50:58 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <74j3r5$8bc7@chuka.playstation.co.uk>
References: <6cmkup$ao5@chuka.playstation.co.uk> <366C57AF.4E60D961@aol.com>
NNTP-Posting-Host: 199.4.27.1
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1063
scea.yaroze.programming.codewarrior:371 scea.yaroze.programming.gnu_compiler:105
scee.yaroze.beginners:652 scee.yaroze.freetalk.english:3134
scee.yaroze.programming.codewarrior:417 scee.yaroze.programming.gnu_compiler:288

www.datel.co.uk

Olaf Grau <OlafGrau@aol.com> wrote in message
news:366C57AF.4E60D961@aol.com...
>
>
>Steve Dunn schrieb:
>
>> Has anyone got this to work under NT(4).
>>
>> If you have, please let me know
>>
>> Thanks in advance.
>>
>> Steve Dunn
>
> Where can I Buy the Hardware (PC - Card, etc) to Work with ARS ?
>
>

--MESSAGE FILE 17853 END: ./2 SCEA/yaroze/freetalk/000001063html.html

--MESSAGE FILE 17854 START: ./2 SCEA/yaroze/freetalk/000001064html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: No more net yaroze members
Date: Tue, 08 Dec 1998 16:30:54 -0500
Organization: SCEA News Server
Lines: 29
Message-ID: <366D9A8E.3D7D48B7@datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 85.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3138
scea.yaroze.freetalk:1064

I suppose I jumped the gun on an earlier post that I made to the
newsgroups. If you read it, ignore it. I was blabbering on about the end
of the American Net Yaroze scene, the sky is falling, etc.

This is what got me slightly upset:

http://www.scea.sony.com/net

If you are really lazy, this is a quote from the page:

>
> The Net Yaroze Program is no longer accepting new members.
>

At first I thought this meant the beginning of the end for the American
Net Yaroze scene... but after I clicked on the "join" button, it would
seem that the reason for this is that they have run out of Net Yaroze
units to sell. Then I felt a little better.

Will they be restocked? Or does that depend on the productivity of the
current members?

I hope that this doesn't spell doom for SCEA Net Yaroze. With the SEDE
project, we were hoping to spark some creativity from the American
scene, and hopefully make it more productive for a time.

What does this mean for the future of the SCEA Net Yaroze program?

'Darco
--MESSAGE FILE 17854 END: ./2 SCEA/yaroze/freetalk/000001064html.html

--MESSAGE FILE 17855 START: ./2 SCEA/yaroze/freetalk/000001065html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: No more net yaroze members
Date: Thu, 10 Dec 1998 00:27:51 -0800
Organization: SCEA News Server
Lines: 46
Message-ID: <366F8607.1CD61CE8@shell.jps.net>
References: <366D9A8E.3D7D48B7@datasys.net>
NNTP-Posting-Host: svalliap-isdn3.cisco.com

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3141
scea.yaroze.freetalk:1065

Well, I would hope that this will not be the end otherwise I'm going
to have a very expensive doorstop. :P Ideally, it would be great to
have an upgrade path to the PSX2, if a Yaroze-like development kit
will exist for it. Wishful thinking, I know, but one can always hope,
eh?

- e!

Darco wrote:
>
> I suppose I jumped the gun on an earlier post that I made to the
> newsgroups. If you read it, ignore it. I was blabbering on about the end
> of the American Net Yaroze scene, the sky is falling, etc.
>
> This is what got me slightly upset:
>
> http://www.scea.sony.com/net
>
> If you are really lazy, this is a quote from the page:
>
> >
> > The Net Yaroze Program is no longer accepting new members.
> >
>
> At first I thought this meant the beginning of the end for the American
> Net Yaroze scene... but after I clicked on the "join" button, it would
> seem that the reason for this is that they have run out of Net Yaroze
> units to sell. Then I felt a little better.
>
> Will they be restocked? Or does that depend on the productivity of the
> current members?
>
> I hope that this doesn't spell doom for SCEA Net Yaroze. With the SEDE
> project, we were hoping to spark some creativity from the American
> scene, and hopefully make it more productive for a time.
>
> What does this mean for the future of the SCEA Net Yaroze program?
>
> 'Darco

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 17855 END: ./2 SCEA/yaroze/freetalk/000001065html.html

--MESSAGE FILE 17856 START: ./2 SCEA/yaroze/freetalk/000001066html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: No more net yaroze members
Date: Thu, 10 Dec 1998 17:19:03 -0500
Organization: SCEA News Server

Lines: 13
Message-ID: <367048D7.663FF340@datasys.net>
References: <366D9A8E.3D7D48B7@datasys.net> <366F8607.1CD61CE8@shell.jps.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 371.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3143
scea.yaroze.freetalk:1066

Elliott Lee wrote:
>
> Well, I would hope that this will not be the end otherwise I'm going
> to have a very expensive doorstop. :P Ideally, it would be great to
> have an upgrade path to the PSX2, if a Yaroze-like development kit
> will exist for it. Wishful thinking, I know, but one can always hope,
> eh?
>

Yeah. But sony I'm sure wouldn't dare release a hobbyists kit until at
least a year after it's debut.

'Darco
--MESSAGE FILE 17856 END: ./2 SCEA/yaroze/freetalk/000001066html.html

--MESSAGE FILE 17857 START: ./2 SCEA/yaroze/freetalk/000001067html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: No more net yaroze members
Date: Thu, 10 Dec 1998 17:21:33 -0800
Organization: SCEA News Server
Lines: 40
Message-ID: <3670739D.47A72A79@vmlabs.com>
References: <366D9A8E.3D7D48B7@datasys.net>
NNTP-Posting-Host: vmlabs34.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3144
scea.yaroze.freetalk:1067

Just yesterday I had someone email me. They wanted to know if I knew
anyone that wanted to sell their Yaroze since they couldn't get one
from Sony.

Unfortunately I don't think these things are transferable. Well I
suppose you could just give the new person your user name and password,
but I'm sure there's some legalese somewhere against it.

Scott

> I suppose I jumped the gun on an earlier post that I made to the
> newsgroups. If you read it, ignore it. I was blabbering on about the end
> of the American Net Yaroze scene, the sky is falling, etc.
>
> This is what got me slightly upset:
>
> http://www.scea.sony.com/net

>
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>
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> > The Net Yaroze Program is no longer accepting new members.
> >
>
> At first I thought this meant the beginning of the end for the American
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> seem that the reason for this is that they have run out of Net Yaroze
> units to sell. Then I felt a little better.
>
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>
> I hope that this doesn't spell doom for SCEA Net Yaroze. With the SEDE
> project, we were hoping to spark some creativity from the American
> scene, and hopefully make it more productive for a time.
>
> What does this mean for the future of the SCEA Net Yaroze program?
>
> 'Darco
--MESSAGE FILE 17857 END: ./2 SCEA/yaroze/freetalk/000001067html.html

--MESSAGE FILE 17858 START: ./2 SCEA/yaroze/freetalk/000001068html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.freetalk
Subject: what's happening in Japan?
Date: Fri, 11 Dec 1998 00:45:36 -0800
Organization: SCEA News Server
Lines: 13
Message-ID: <3670DBB0.6AC13D20@znet.com>
NNTP-Posting-Host: scts1-19.znet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; U)

The Japan yaroze newsgroups haven't had
new messages since last July.
http://www1.scei.co.jp/netnews/index.html

Were they moved,
or is the Japan Yaroze scene alive or not?
admittedly, I don't speak much Japanese, but I
don't see new activity there.

--

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 17858 END: ./2 SCEA/yaroze/freetalk/000001068html.html

--MESSAGE FILE 17859 START: ./2 SCEA/yaroze/freetalk/000001069html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: No more net yaroze members
Date: Thu, 10 Dec 1998 15:09:43 GMT
Organization: L4 Software
Lines: 21

Message-ID: <366fe335.3184256@205.149.189.29>
References: <366D9A8E.3D7D48B7@datasys.net> <3670739D.47A72A79@vmlabs.com>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3146
scea.yaroze.freetalk:1069

On Thu, 10 Dec 1998 17:21:33 -0800, Scott Cartier
<scartier@vmlabs.com> wrote:

>Just yesterday I had someone email me. They wanted to know if I knew
>anyone that wanted to sell their Yaroze since they couldn't get one
>from Sony.
>
>Unfortunately I don't think these things are transferable. Well I
>suppose you could just give the new person your user name and password,
>but I'm sure there's some legalese somewhere against it.
>

Scott,

Transfer of the Net Yaroze hardware, software, username or password is
expressly forbidden in the License Agreement.

See http://www.scea.sony.com/net/yaroze/legal2.html for details.

Mario

--MESSAGE FILE 17859 END: ./2 SCEA/yaroze/freetalk/000001069html.html

--MESSAGE FILE 17860 START: ./2 SCEA/yaroze/freetalk/000001070html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: what's happening in Japan?
Date: Tue, 15 Dec 1998 16:14:26 -0500
Organization: SCEA News Server
Lines: 15
Message-ID: <3676D132.A3D2E3B6@datasys.net>
References: <3670DBB0.6AC13D20@znet.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 250.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Kirk Bender wrote:
>
> The Japan yaroze newsgroups haven't had
> new messages since last July.
> http://www1.scei.co.jp/netnews/index.html
>
> Were they moved,
> or is the Japan Yaroze scene alive or not?
> admittedly, I don't speak much Japanese, but I
> don't see new activity there.
>

I've noticed this as well, but I'm not sure what to do about it.

'Darco
--MESSAGE FILE 17860 END: ./2 SCEA/yaroze/freetalk/000001070html.html

--MESSAGE FILE 17861 START: ./2 SCEA/yaroze/freetalk/000001071html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: No more net yaroze members
Date: Tue, 15 Dec 1998 16:36:36 -0500
Organization: SCEA News Server
Lines: 25
Message-ID: <3676D664.2D42EFCC@datasys.net>
References: <366D9A8E.3D7D48B7@datasys.net> <3670739D.47A72A79@vmlabs.com>
<366fe335.3184256@205.149.189.29>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 250.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3155
scea.yaroze.freetalk:1071

Mario Perdue wrote:
>
> Transfer of the Net Yaroze hardware, software, username or password is
> expressly forbidden in the License Agreement.
>

I am not considering doing this, however I just want this clarified for
me and the rest of the NY members.

Couldn't some arrangement of the transfer of the development hardware
and software be worked out with Sony's consent? Or is the license
agreement absolute with no exceptions?

I'm just trying to explore all options here. From a complete and word
for word interpretation of the license agreement, the only time that we
might be able to get rid of the tools is when the copyright expires.
(Which won't be for another 100 years or so...probably more)

I'm OK with this, as I don't plan to separate myself from this beautiful
black box for a while... But it just seems sad that there won't ever be
any other new productive members, when I know there are several inactive
members who would wouldn't mind selling their development tools to
someone who might be more productive.

'Darco
--MESSAGE FILE 17861 END: ./2 SCEA/yaroze/freetalk/000001071html.html

--MESSAGE FILE 17862 START: ./2 SCEA/yaroze/freetalk/000001072html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: No more net yaroze members
Date: Tue, 15 Dec 1998 15:02:59 -0800
Organization: SCEA News Server
Lines: 17
Message-ID: <3676EAA3.EE440E8F@vmlabs.com>
References: <366D9A8E.3D7D48B7@datasys.net> <3670739D.47A72A79@vmlabs.com>
<366fe335.3184256@205.149.189.29>

NNTP-Posting-Host: vmlabs37.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3157
scea.yaroze.freetalk:1072

Ah, I can finally get through to post this...

Don't worry. I'm having too much fun with mine to get rid of it :)

I just wanted to show that there is still interest out there.

Scott

> Scott,
>
> Transfer of the Net Yaroze hardware, software, username or password is
> expressly forbidden in the License Agreement.
>
> See http://www.scea.sony.com/net/yaroze/legal2.html for details.
>
> Mario
--MESSAGE FILE 17862 END: ./2 SCEA/yaroze/freetalk/000001072html.html

--MESSAGE FILE 17863 START: ./2 SCEA/yaroze/freetalk/000001073html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: What to buy for X-mas? Etc...
Date: Fri, 18 Dec 1998 04:24:25 GMT
Organization: SCEA News Server
Lines: 48
Message-ID: <3679d262.11389146@news.scea.sony.com>
NNTP-Posting-Host: client-119-45.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hi all,
   Well, I have been enjoying life and my freedom, checking in occasionally to see what's up. Sure was a shame George never completed his complete yaroze tutorial this year... this is obviously an enormous project for any who undertake it. I will be getting back to studying on my own at this point, the Holy Grail of Yaroze Programming does not seem to be coming at this point. Shame, really, so many would benefit...
   How interesting to read that SCEA will not accept any further members. I remember Japan was capped at 20,000 very early on, due to high demand I cannot imagine our membership has gone beyond the 2000 mark. Hey, Sony, don't pull the plug on us. This is an intense endeavor, well worthy of a few years of learning and time investment. Don't pull a "Sega" on us.
   And, for Sega fans, please don't get touchy. I don't see Dreamcast around yet, although I assume it has been released in Japan for a few weeks now... have to wait for next months magazines to read up on how it's doing... PSX II will be superior, no doubt. ;-)) I have read 50% more powerful in it's current prototype form... Just remember who is getting heaps of positive press, versus poor Sony who cannot seem to get a good spin these days. This industry seems to be resisting dominance by any one company, and I pick up a slant against Sony in print media I don't think they deserve. Every game is "the last great game", lots of speculation about the hardware being outdated and fully

exploited, good games getting nit-picked to death and mediocre ratings...
   Anywho, my purpose was to say Hi, and to ask the burning question for this holiday season:

   What is the game to purchase this season?

There seems to be so many to choose from, that choosing becomes difficult. Tomb Raider III, Metal Gear Solid, Gran Turismo, etc... I live on a budget, so I only buy a new game every few months.
   Now, I would just buy Tomb Raider III, but, well, the last game left me feeling unfulfilled. Shooting enemies in third person is very unsatisfying. I am having great fun replaying Doom at the moment. The physics on the first person camera view really give that punch a third person perspective can't deliver. It was a shame that Duke was released on PSX as a third person perspective game... I fear MGS will leave me with the same feeling.
   I want punch, I want action, I want to get that feeling I first had when I played Doom for the first time. Colony Wars doesn't quite deliver... Einhandler, perhaps? Must I buy a PC game?
   Perhaps, I need to forego my urge to pummel, and I should purchase TRIII or MGS? Maybe DIablo? So many choices...

-Matt, who wishes all a Merry X-Mas.
--MESSAGE FILE 17863 END: ./2 SCEA/yaroze/freetalk/000001073html.html

--MESSAGE FILE 17864 START: ./2 SCEA/yaroze/freetalk/000001074html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What to buy for X-mas? Etc...
Date: Fri, 18 Dec 1998 14:55:17 -0800
Organization: SCEA News Server
Lines: 37
Message-ID: <367ADD55.B7370E32@vmlabs.com>
References: <3679d262.11389146@news.scea.sony.com>
NNTP-Posting-Host: vmlabs31.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Hey Matt,

> Hey, Sony, don't pull the plug on us. This is an intense
> endeavor, well worthy of a few years of learning and time investment.

I second that, but judging from what I've seen, we may be pulling the plug on ourselves. The SCEE scene seems much more alive than us. Chicken or the egg?

>   And, for Sega fans, please don't get touchy. I don't see Dreamcast
> around yet, although I assume it has been released in Japan for a few
> weeks now...

Just saw one in the mall. You could buy it for only $1100. Come on, who the hell is going to spend that much dough on a machine with one good game? And I don't even like fighters too much...

>   What is the game to purchase this season?

God was I hoping it would be Master of Monsters. I looooved that game on the Genesis and had such high hopes for it. However, the review on PSX.ign.com make it sound like crap. They say the music in this version is "one unimaginative, droning loop". How can this be? The Genesis version had beautiful music! <sigh>

Well, I don't have TR3 or GT so I can't comment on those. Metal Gear provided me with probably a month of gaming nirvana. People claim it's short, but it was the perfect length for me. In this day of too-many-games-to-play I appreciate something I can complete in a month.

If you want action I hear Tenchu is good. Haven't played it myself though.

Cheers,
Scott
--MESSAGE FILE 17864 END: ./2 SCEA/yaroze/freetalk/000001074html.html

--MESSAGE FILE 17865 START: ./2 SCEA/yaroze/freetalk/000001075html.html
Path: chuka.playstation.co.uk!news
From: robert_swan@playstation.sony.com (Robert Swan)
Newsgroups: scea.yaroze.freetalk
Subject: Re: What to buy for X-mas? Etc...
Date: Sat, 19 Dec 1998 00:07:43 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <367aed83.1605923@www.netyaroze-europe.com>
References: <3679d262.11389146@news.scea.sony.com>
NNTP-Posting-Host: pB0s03a01.client.global.net.uk
X-Newsreader: Forte Free Agent 1.11/32.235

Hmm, of the new batch of games Ive seen so far I suppose I shouldnt really comment much except on what has already been revealed to the press, but I will make a comment about ridge racer 4, which is

'bloody hell some of it looks amazing'. Some of the track s are a bit dull but there is this one out in the countryside that is the best bit of graphics Ive seen yet on the psx. Of course, you only meet one car about every 30 seconds but, hey, they had to sacrifice something.

Rob
--MESSAGE FILE 17865 END: ./2 SCEA/yaroze/freetalk/000001075html.html

--MESSAGE FILE 17866 START: ./2 SCEA/yaroze/freetalk/000001076html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: What to buy for X-mas? Etc...
Date: Fri, 18 Dec 1998 20:54:40 GMT
Organization: SCEA News Server
Lines: 96
Message-ID: <367ab6c7.54721406@news.scea.sony.com>
References: <3679d262.11389146@news.scea.sony.com>
<367ADD55.B7370E32@vmlabs.com>
NNTP-Posting-Host: client-120-34.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Hey Matt,

   Hi Scott. How goes Project X? I don't read much about the project lately. It seems to me, an uninformed consumer, that VM Labs is missing an important window before Dreamcast and PSX II are released.

Sort-of, a cross between CD-i and M2. Is there a definitive release date yet? I can't help but wonder, since I believe Dreamcast and PSX II will be very developer friendly, while Project X was described as being relatively difficult to program for. 2000 is going to be an interesting year. The affordibility of the X development kits will still be a trump card.

>
>> Hey, Sony, don't pull the plug on us. This is an intense
>> endeavor, well worthy of a few years of learning and time investment.
>
>I second that, but judging from what I've seen, we may be pulling
>the plug on ourselves. The SCEE scene seems much more alive than us.
>Chicken or the egg?

Hmmm... I suppose all must accept responsibility. I have spoken of my desire to get more people involved from my first days in the program. I got some support, I got flamed too... I still think the majority of members don't participate because they are intimidated. How many members do we all converse with in e-mail, who do not post? The atmosphere has improved a great deal since the horn butting and sharpening of the first few months of the program though...

I could write up a list of those who have not followed through on their stated ambitions to provide tutiledge to the yaroze masses, from advanced members to the Sony staff. The entire onus cannot be upon those who are inexperienced to lead. I do what I can. I update my site, I post, I provide what advice I can, I encourage newbies and e-mail out megs of files and helpful info... albeit I took a break for a time of late. I am aware of your contributions, and willingness to aid all comers. I remember when Jay posted the link on his page for you to receive input... such a shame Jay walked away.

I assert that we would benefit greatly from a "Peter Passmore" in the United States, and a team that would just forget the stipulation about "only experienced programmers need apply". In the U.S., it is obvious that we have a great number of people who are not advanced, and would benefit from any kind of input that would get the ball rolling. I have 50 Megs of sample code, and yet I still would benefit greatly from a formal tutorial. Something to work through the text intro programs, work through the code involved in displaying a sprite line by line, advance to a simple program akin to the Ball demo, and then deal with the analytical concepts involved around a game similar to Walz.

I have decided not to wait any longer for this aid, I have waited six months, and can wait no longer. Nevertheless, for those who scratch thier heads and wonder what would get the SCEA side of things going, well, it seems obvious to me that an instructional set of docs would be very productive. Imagine, if you wanted to start learning C, and I just dropped a slew of sample code in your lap. You would eventually get where you want to go, after an extreme effort and much wasted energy. And, yet, so many nuances of understanding of the code would be lost to you. Each character, most spaces, all punctuation has meaning and importance. There's the nitty-gritty of each function, and it's coding peculiarities, and then there is the forest of the entire program, and how the functions work together. One can get a good sense of the forest studying PC programming, but those trees are still somewhat cryptic when one dives into LibGs. I will be forced to ask many insignificant questions in the groups. Hopefully, many will benefit from this, and my questions will be noticed and answered.

If I could, I would do the Grail my self at this point. I have the time, I have the energy and desire, but I am in the position of having to make the switch from PC programming to yaroze programming.
I am not the person who can do this. Perhaps, the day will come when I will, and I won't be duplicating another's effort. See you in 2 years...

As an aside, it is also odd how Joel Summer disapeared. MW told me that version 3.0 would be released last May. No new release, no posts from Joel... odd.

>> And, for Sega fans, please don't get touchy. I don't see Dreamcast
>> around yet, although I assume it has been released in Japan for a few
>> weeks now...
>
>Just saw one in the mall. You could buy it for only $1100. Come on,
>who the hell is going to spend that much dough on a machine with one
>good game? And I don't even like fighters too much...

Yeah, right... if I were wealthy, maybe. Sad, that it took them so long to learn their lessons, Sega may never be the same again.
And, once again, they are rushing a release with a few titles, delayed titles, etc... Hopefully, what they do provide will be good quality.
Oh well, Sony seems to have 'em all by the balls at this point, I love it!

I may go with MGS. Does it have replay value, or is it boorish to play after you know all the tricks and secrets? I could always just purchase Final Doom. I just remember the engine got ripped in the reviews compared to the original, so I never purchased it. There is Disruptor and Alien vs. Predator...

-Matt

--MESSAGE FILE 17866 END: ./2 SCEA/yaroze/freetalk/000001076html.html

--MESSAGE FILE 17867 START: ./2 SCEA/yaroze/freetalk/000001077html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: What to buy for X-mas? Etc...
Date: Fri, 18 Dec 1998 21:04:05 GMT
Organization: SCEA News Server
Lines: 30
Message-ID: <367ac156.57424793@news.scea.sony.com>
References: <3679d262.11389146@news.scea.sony.com>
<367aed83.1605923@www.netyaroze-europe.com>
NNTP-Posting-Host: client-120-34.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>Hmm, of the new batch of games Ive seen so far I suppose I shouldnt
>really comment much except on what has already been revealed to the
>press, but I will make a comment about ridge racer 4, which is
>
>'bloody hell some of it looks amazing'. Some of the track s are a bit
>dull but there is this one out in the countryside that is the best bit
>of graphics Ive seen yet on the psx. Of course, you only meet one car
>about every 30 seconds but, hey, they had to sacrifice something.

Nice to see you still about Robidob, I had great fun seeking out your member page a few weeks back. [grin] I hope you can purchase your own yaroze soon... SCEE is not planning to end new registrations, are they?
How have you been lucky enough to see previews of games that you feel bound not to reveal details about?
I will keep RR4 in mind, at least it would have replay value, unlike my usual fare of gaming. I say "Pah!" every time I read the PSX has reached it's limits. I saw the Super Nintendo exploited for too long to believe the hardware could be fully exploited within four years. I sort-of hope Dreamcast falls flat on it's face, so Sony's

hand is not forced. Albeit, I read that Sony plans to keep selling PSX alongside PSX II for the upcoming decade. I find it hard to believe, but it would be cool. They are just achieving critical mass of installed untils, and we have yet to see the magical $99 price point. We'll see how the release of FF VIII stiffles the hype around Dreamsplash.

-Matt

--MESSAGE FILE 17867 END: ./2 SCEA/yaroze/freetalk/000001077html.html

--MESSAGE FILE 17868 START: ./2 SCEA/yaroze/freetalk/000001078html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: What to buy for X-mas? Etc...
Date: Tue, 22 Dec 1998 13:58:52 -0800
Organization: SCEA News Server
Lines: 34
Message-ID: <3680161C.57A7FD61@vmlabs.com>
References: <3679d262.11389146@news.scea.sony.com>
<367ADD55.B7370E32@vmlabs.com> <367ab6c7.54721406@news.scea.sony.com>
NNTP-Posting-Host: vmlabs52.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

>   Hi Scott. How goes Project X?

Things are going really well. Other than that I can't say really anything. Kinda sucks, but that's the way it is - and I want to keep my job :)

However, I will say that I personally don't think we will compete directly against DC/PSX2. Next Gen Online had an interview with Jay Smith, CEO of Adrenalin Interacive. He put it best when he said "there is room for all three to live successfully in the same marketplace" (meaning PC, video game system, & NUON).

>   Yeah, right... if I were wealthy, maybe. Sad, that it took them so
> long to learn their lessons, Sega may never be the same again.
> And, once again, they are rushing a release with a few titles, delayed
> titles, etc... Hopefully, what they do provide will be good quality.
> Oh well, Sony seems to have 'em all by the balls at this point, I love
> it!

Thankfully, that's just the Jananese launch. Sega's launch over here should be much better since more games will be complete by then.

>   I may go with MGS. Does it have replay value, or is it boorish to
> play after you know all the tricks and secrets?

I can't really comment since I rarely play through games again once I finish them. There are too many games out there for me to dwell on one for too long. I still have a stack of unfinished games that got put aside once Zelda came out (one of which is Tomb Raider - yeah I'm slow).

Scott

--MESSAGE FILE 17868 END: ./2 SCEA/yaroze/freetalk/000001078html.html

--MESSAGE FILE 17869 START: ./2 SCEA/yaroze/freetalk/000001079html.html
Path: chuka.playstation.co.uk!scea!pro1-130.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Will I rant, or no.
Date: Wed, 23 Dec 1998 00:20:45 -0500
Organization: Wooden Tulip Ltd.
Lines: 200
Message-ID: <developer-2312980020460001@pro1-130.barrie.connex.net>
NNTP-Posting-Host: pro1-130.barrie.connex.net

Hey Everyone.

So far this includes Matt, Scott, and Mario. Not to mention Darco and Steve, and Others who I can't remember off-hand Because I am Writing this while not being online on the Chat area.

   I have dissappeared for the past three weekends due to {Personal AKA new Girlfriend thingy.. :)))) } not being at home to sit in front of the PC and watch the Chat Areas. For the Next Semester this may be more often than not due to me Teaching RADAR and MicroWave Techniques classes.

   In the meantime I have been poring over a few of the demos from the SCEE web-site. It looks like the membership Over the Pond are really keeping it together.

   Too bad we aren't.. :(

   There is no clear reason for it. It dissapoints me, and it looks like we may waste away to nothing is there isn't a Pick Me Up soon.

   Really the Pick Me Up would have to come from staff at Sony. The Likelyhood of that happening is quite small. No wonder since most have been swallowed by the VMLab group.

   This doesn't mean that Sony cannot do anything about it. In fact this opens an opportunity to get things going with newer people.

In a Recent Post Matt, raised some interesting points. Here's a Quote:

>   Hmmm... I suppose all must accept responsibility. I have spoken of
> my desire to get more people involved from my first days in the
> program. I got some support, I got flamed too... I still think the
> majority of members don't participate because they are intimidated.
> How many members do we all converse with in e-mail, who do not post?
> The atmosphere has improved a great deal since the horn butting and
> sharpening of the first few months of the program though...

I was fortunate to miss a lot of this due to having limited Equipment and funds. E-mail was a once in a month opportunity. News was something I got into later. And I like many Yarozers had big plans and big Dreams.

   I still do. Like having an OSS based operating system for the PSX so that the Sony Licence agreement restriction would allow Hobbyist interaction in the Set-Top domain. But that is a really hard project for one individual. So I scaled down what I wanted to do, and found that writing an RTOS engine would be cool to illustrate the same thing.

   At no time was I intimidated, what did happen a lot in the past 1_1/2 years that I have had my Net Yaroze, is me running out of time at home AKA Energy to sit in front of the console doing development. Having a

Grilfriend is not going to help matters much either. [She forgives me the fact I will be sitting in front of the Computer a Lot, Thank Goodness...] But this looks like what has happeded to a lot of the other Yarozers who haven't been around or keeping up.

[Shrug]

Here is Another point:
> I assert that we would benefit greatly from a "Peter Passmore" in
> the United States, and a team that would just forget the stipulation
> about "only experienced programmers need apply". In the U.S., it is
> obvious that we have a great number of people who are not advanced,
> and would benefit from any kind of input that would get the ball
> rolling.

Clear as a bell! Here in the USA, [Canada too, I am not forgetting!] there has been ABSOLUTELY No contact from ANY Sony staff with the exception of two people.

First and Foremost: Barbara Castillo. I met Barbara at the E3 Conference Last May. She is a very nice lady and she got me to where I am in the Net Yaroze due to her dedication to making the Plan work. I have not heard from her.

Peter Alau: The Systems monitor, and programming mentor. Good fellow, haven't met him, but I did e-mail back and forth a few times to realise that he knows a lot of what happens in the Yaroze arena. No messages for the past wee while. :(

> As an aside, it is also odd how Joel Sumner disappeared. MW told me
> that version 3.0 would be released last May. No new release, no posts
> from Joel... odd.

Yep, Methinks when I was emailing to him last, he was really gung ho about the latest release. The latest tools were a bit better in some ways and in others. Yuck.

I really cannot comment on what may have happened at Metrowerks. {I tried getting into the Web-Site just now, and it failed. } but there was some serious backlash from a post I put into the SCEE/SCEA forum about the operations of the SIOCONS tool used by CW called PsCommUtil.

My beef with the Util, was that it was NOT a terminal program. I used Zterm for a couple of Experiments, and then switched to Minicom and SIOCONS in GCC/PC /Linux. There I could make some code that could not function in CW, work in Gcc.

The actual PSXOptimised code would work too. { TestCard() remember???} but you had to load it manually using an old trick I remembered from the First incarnation of PsCommUtil: A Memory addressing thing. You used SIOCONS to load the pxe into the Yaroze from a PC, and then switch the serial port to Zterm on a Mac {or Hyperterm in WinNT} and type GO and the program would work.

The major source of the Blast was by the express use of HSS.EXE on the Yaroze boot CD-ROM for the use of PsCommUtil. Nasty EXE that, even with GDB it is a real memory intrusion. But I would assume that was not what dissollusioned Joel out of the Yaroze camp? I really do not know, but if that was part of it, I apologise to Joel in advance.

Another Point:
> I have decided not to wait any longer for this aid, I have waited
> six months, and can wait no longer. Nevertheless, for those who
> scratch thier heads and wonder what would get the SCEA side of things

> going, well, it seems obvious to me that an instructional set of docs
> would be very productive.

I couldn't wait either. And I have been with Yaroze for 1_1/2 Years. :_S Most of what I wanted to know about the Yaroze I found out so far. LIBPS.A is an ECOFF file one can open up with Linux GCC tools. Not much to look at, and the Assembler is really kinda wild, since it lacks Line by line documentation that really cannot be done on a disassemble. ;)
As for the performance of the PSX/NY don't use the HSS.EXE debugger unless you ABSOLUTELY must! For the CW folks out there, {And I am one of them} I wish the best of luck with your code. We'll see what happens..

I found that the most informative information was from the UK SCEE site. Your UserIDs and passwd's wrk there so got there. It is a little zany in layout, but once you find something. its usually gold. The Middlesex University is holding a NY program and is putting a lot of Documentation on the SCEE site. I's hoping that that would get mirrored here on SCEA.

Finally:
> Imagine, if you wanted to start learning C,
> and I just dropped a slew of sample code in your lap. You would
> eventually get where you want to go, after an extreme effort and much
> wasted energy. And, yet, so many nuances of understanding of the code
> would be lost to you. Each character, most spaces, all punctuation has
> meaning and importance. There's the nitty-gritty of each function, and
> it's coding peculiarities, and then there is the forest of the entire
> program, and how the functions work together. One can get a good sense
> of the forest studying PC programming, but those trees are still
> somewhat cryptic when one dives into LibGs. I will be forced to ask
> many insignificant questions in the groups. Hopefully, many will
> benefit from this, and my questions will be noticed and answered.

TOOO TRUE!

I sent an email to Mario Perdue about this very topic. Haven't heard from him either. The real question comes down to the basic mechanics. That is what people want. At E3 that was what I wanted, and that was what I got. I asked stupid questions, and I asked really good questions. Both gave me answers that I needed to make the right descision as to where I would look to the future for Game Development. Net Yaroze is a good area to work in. I like the conversations. I like being able to fill someone in on what CPU's are really great console CPU's, what they do in comparison to a known Processors, and what it means to code for it. Most of the SCEA membership is novice enough to ask the same questions in Mechanics for Net Yaroze. But enough have accumulated the right knowledge to answer those questions as well.

Time for an Intro to PSX Programming. "The most common Grail quote within SCEA.." But who can do it?

The big problem is the use of the Placeware system at Sony. That is an effective forum. BUT IT HAS TO BE USED TO MAKE IT WORTHWHILE!! Sony spent at least US$ 11-12K for the system and technology, and what did it do. SURVIVAL.

What a waste.

If I used A system like that, I would install something to automate some intro forum Animated Sets, to introduce members into the finer points of PSX Programming. Like wise, I would enjoy trying to put Interactive sessions on-line just like the Z-Net guy's do. {PSX Underground? What about Yaroze Overland? Same thing, just a difference in content.}

But to do that I would have to be working for Sony, now wouldn't I ???

I have access to a lot of things at Humber College. I put together a proposal for an Interactive Computer Entertainment workshop. I couldn't get the funding because of internal politiking. That was last year. {Blame the Digital Imaging Training Lab for that..} But I am going to re-submit it again, and see what happens.

But from what I have seen from the Yaroze End. There is a lot that can be done. And we aren't even doing anything "High-Bandwidth".

[sigh.]

Maybe I should go over the specs on the blackbird one more time.

http://www.motorola.com/semi/blackbird/

But methinks I can wow people right away with the Yaroze.

-sean
--MESSAGE FILE 17869 END: ./2 SCEA/yaroze/freetalk/000001079html.html

--MESSAGE FILE 17870 START: ./2 SCEA/yaroze/freetalk/000001080html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Will I rant, or no.
Date: Wed, 23 Dec 1998 09:43:21 -0800
Organization: SCEA News Server
Lines: 14
Message-ID: <36812BB9.D415CDE1@vmlabs.com>
References: <developer-2312980020460001@pro1-130.barrie.connex.net>
NNTP-Posting-Host: vmlabs44.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

What can I say but "wow". You hit so many topics (right on the head I might add) I don't know how to reply.

On the topic of kickstarting the SCEA Yaroze scene (for the second time...), I think Sony should sponsor a competition. The SCEE folks have had so many opportunities to get their stuff shown (Edge compo, GDUK, cover disc compos), but we haven't had squat. Jeff Lawton's Yaroze World was sponsoring a competition, but his site hasn't been updated since August.

There should be a competition. There should be hype. Come on Sony, step up to the plate here. We need an incentive!

Scott
--MESSAGE FILE 17870 END: ./2 SCEA/yaroze/freetalk/000001080html.html

--MESSAGE FILE 17871 START: ./2 SCEA/yaroze/freetalk/000001081html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Will I rant, or no.
Date: Thu, 24 Dec 1998 18:22:25 -0500

Organization: SCEA News Server
Lines: 18
Message-ID: <3682CCB1.23F9D4DD@datasys.net>
References: <developer-2312980020460001@pro1-130.barrie.connex.net>
<36812BB9.D415CDE1@vmlabs.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 340.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

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   Sony has always emphasized that if any game was good enough then they would look into publicizing it somehow. Like on PlayStation Underground, or something. In fact, PSX Underground has had quite a few NY games on it, but as far as I know they are all non-SCEA games.

   I'm hoping to change that with the SEDE project game though. I had to put the project on the back-burner for a few days while I worked out a few things in real life. But, now that I've finished my friend's Christmas present, and finals are over..... Real development can start up again on the project. *GRIN*

'Darco
--MESSAGE FILE 17871 END: ./2 SCEA/yaroze/freetalk/000001081html.html

--MESSAGE FILE 17872 START: ./2 SCEA/yaroze/freetalk/000001082html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scea.yaroze.freetalk
Subject: Yaroid source code
Date: Sat, 26 Dec 1998 19:54:18 -0500
Organization: Identical Software
Lines: 12
Message-ID: <3685853A.367AC967@identicalsoftware.com>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)

Although I haven't gotten around to cleaning it up I decided
to release the source code for Yaroid anyway. It is available at:

http://www.scea.sony.com/net/yaroze/pages/dpayne.html

(I wouldn't post this but I'm sick of seeing only messages
about how scea net yaroze scene is dead. If I weren't trying to
finish something for the independent game festival I'll have
something better by now.)

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 17872 END: ./2 SCEA/yaroze/freetalk/000001082html.html

--MESSAGE FILE 17873 START: ./2 SCEA/yaroze/freetalk/000001083html.html

Path: chuka.playstation.co.uk!news
From: Brian West <briest@deskmail.com>
Newsgroups: scea.yaroze.freetalk
Subject: Shift-JIS codes
Date: Tue, 29 Dec 1998 01:25:19 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <36882F7F.765F01C9@deskmail.com>
NNTP-Posting-Host: bwefr98.lyan.hv.se
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; I)
X-Accept-Language: en

Forgive me if this a bit of a thicko question but I'm new to
programming.

    I want to use Kanji characters. From the docs I assume you do this
with something called Shift-JIS codes. What I want to know is, does
anyone know where one can get a list of which codes represent which
Kanji character (I've tried searching the web but I can't find this
info).

--MESSAGE FILE 17873 END: ./2 SCEA/yaroze/freetalk/000001083html.html

--MESSAGE FILE 17874 START: ./2 SCEA/yaroze/freetalk/000001084html.html
Path: chuka.playstation.co.uk!scea!pro1-172.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Whoa, SCEA Yaroze is "Not Dead Yet". ! ! !
Date: Mon, 28 Dec 1998 20:07:52 -0500
Organization: Wooden Tulip Ltd.
Lines: 97
Message-ID: <developer-2812982007530001@pro1-172.barrie.connex.net>
NNTP-Posting-Host: pro1-172.barrie.connex.net

Yikes,

Got to be a bit careful with the rants...

Yaroze is not dead, we just saw that they are not selling any more systems.

I speculate:
The reason for that could be that Japan has run out of stock and cannot
FAB any new Yaroze's because of a change that was made in the GREY PSX
model fabrication
mold that is Incompatible with the PSX/NY Motherboard...

The new PSX systems are no longer Screw Retained, they are bonded. The
Yaroze is a Low Volume Production device, so changing the molds are
costly, hence the current stock has to be run out. A logical conclusion is
that North America was the first to do so.

I deduced this from a bit of sniffing about on the Internet and found that
someone had done a bit of sniffing too: Cracker/Warez web-sites are good
for trash tv and tidbits that you never really tend to think about.

AUTHOR NOTE: Be VERY careful when you use information from these
web-sites, some of the content is clearly illegal and usage of software
technology from sites like these could get you in trouble if caught.

I say this because of a recent crackdown on the Game system Emulator scene

that has me concerned with the Proper Use of Intellectual Properties. I buy what I play, so I do not have any conflicts in the emulator arena.

I have a Vectrex {Which is a Hasbro/Milton Bradley technology, but I play the emulated games I own so that I can enjoy them and develop code of my own without the hassle of using my Prom Burner Over and Over again. I am still awaiting word from Hasbro as to the ACTUAL State of the Vectrex system Games and Intellectual Properties which were said to be released to the public domain by Smith Engineering.
-sean

Yaroze needed a bit of motion, so I picked up the cattle prod, and well...

What I am interested in is a bit of Pickup.

I have been doing some 3D code lately.

{Thank my Cousin Daniel for the VTK workbook. What a FAB resource.!}

As well I have been going over a reletively good book on Computer Gaming for MacOS systems. {Now that I actually have a PowerMac at home I can do some REAL Risc Programming...} The best part of it covers the ? I want to do this, but how? questions. There is really nothing for doing this except for the "Canned Libraries" in DirectX 5.X/6.X and they do not cover anything in detail.
Most of the "Micysoft Press" books cover that in "Canned" methods, so translating it to Yarozish is a Big pain. {Now you know why all the Cpp affianandos out there.. ;) }

The MacOS version is a bit better due to its similarities to the NY Libraries. All except the intrinsic ToolBox calls. But I think I can "Translate" that from MacLish to Yarozish, if I do not let it overwhelm me..

OK, after the CHAT on Dec 27. Which consisted of Mario, and Jeremy H. And yours truly. Mario and I covered a lot of ground. We looked at what technological software at SCEA could we leverage to do "Presentations".

Placeware is a Neat way of doing this. So is RealVideo. Especially when you want to do a Visual output job. It is just a Question of Generating the Content.
SCEE is a valuable resource in Up-to-the-minute info on the Yaroze domain. But the connection across the Pond can get a little annoying.

But to make the North America Net Yaroze thing happen, I need to get in touch with as many N/A Members as possible.

This of course is going to take some time.
I'm going to try a role call.
If you get the email from me, Please reply.
The content will be brief and to the point, and I am not trying to "Spam" anyone. Further to that I am not releasing the information to any organisation without Prior Consent.

Imagine Microsoft trying to do that...
{Again, it comes to a question of Who do you trust?}

But I am going to try and put together my first slide show:

Collision Detection.

When I run, How do I know I bumped into something... And what do I do?

Stay Tuned..

Now I can put the PROD away... ;)

-sean
--MESSAGE FILE 17874 END: ./2 SCEA/yaroze/freetalk/000001084html.html

--MESSAGE FILE 17875 START: ./2 SCEA/yaroze/freetalk/000001085html.html
Path: chuka.playstation.co.uk!scea!pro1-172.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Will I rant, or no.
Date: Mon, 28 Dec 1998 20:21:37 -0500
Organization: Wooden Tulip Ltd.
Lines: 40
Message-ID: <developer-2812982021370001@pro1-172.barrie.connex.net>
References: <developer-2312980020460001@pro1-130.barrie.connex.net>
<36812BB9.D415CDE1@vmlabs.com> <3682CCB1.23F9D4DD@datasys.net>
NNTP-Posting-Host: pro1-172.barrie.connex.net

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> put the project on the back-burner for a few days while I worked out a
> few things in real life. But, now that I've finished my friend's
> Christmas present, and finals are over..... Real development can start
> up again on the project. *GRIN*
> 'Darco

Good points all around.

Yes the examples from PSX Underground are from non-SCEA locations. And
there was a PSX Underground edition which came out with a "Net Yaroze"
edit, but the response from the issue was a bit flat. {There was also a
bit of a problem with the distribution of THAT particular edition. I
couldn't find one! So there might have been an external problem.} *SHRUG*

Darco's SEDE project is looking quite spiffy. But a good Cohesive game
pilot project that individual users can work through and edit and modify
makes better programmers. And not just 2D either.It's kind of the GNU Open
Source thingy that I have been getting preachy about. But it works REALLY
Well!

The Biggest incentive from Sony really is not a monetary one. In fact it
is a Mentoring problem. I have seen really flat teaching examples in
Classes, but when the instructor gets an individual from industry to come
in and mentor for a while, But do you see Eyes Brighten and Heads go up.
It is a case of Positive re-enforcement. Kindof like seeing Linus Torvalds
show up at a Linux Users Group seminar, you see the effect pay off right
there.

Wonder if I can talk some industry folks into hanging out in Yaroze?? hmmm.
Best thing to see is Sony Folks in my view.
-sean
--MESSAGE FILE 17875 END: ./2 SCEA/yaroze/freetalk/000001085html.html

--MESSAGE FILE 17876 START: ./2 SCEA/yaroze/freetalk/000001086html.html
Path: chuka.playstation.co.uk!scea!pro1-172.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Shift-JIS codes
Date: Mon, 28 Dec 1998 20:44:29 -0500
Organization: Wooden Tulip Ltd.
Lines: 32
Message-ID: <developer-2812982044290001@pro1-172.barrie.connex.net>
References: <36882F7F.765F01C9@deskmail.com>
NNTP-Posting-Host: pro1-172.barrie.connex.net

> Forgive me if this a bit of a thicko question but I'm new to
> programming.
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>   I want to use Kanji characters. From the docs I assume you do this
> with something called Shift-JIS codes. What I want to know is, does
> anyone know where one can get a list of which codes represent which
> Kanji character (I've tried searching the web but I can't find this
> info).
Not a Thicko Question at all.
Shift-JIS codes are hard to find Documentation for.
From the Library reference it is all full-width Kana, Half and Full widths are made full widths. pp 67-74 Krom2Tim is a ROM font to TIM converter.. Good for 3D texture mapping.

Best source code to check for more info oddly enogh is the PSX/NY code snippet called CHECK that came with the NY/PSX/GNU CD-ROM since it has a Kanjii based sample called MAIN_J.C file that tells you how to setup for SHIFT-JIS font Kana.
It is also written in Shift-JIS, an ANSI setting can make this veiwable, just don't ask me what it is since I Do not Know...

I hate to say it, but it looks like you will have to Single step your way through the Kana to find the Glyphs you are looking for {There are only 512 of them...} I am going to try myself to see if it works.

If you are a loyal subscriber of Electronic Gaming Monthly [Like me! :)], the September/October issue {Methinks...} had a good blurb on the Shift-JIS Kana and the corresponding meanings. Most of it is Quite Literal from an acoustic point of veiw. When you hear a Japanese child saying the word from on-screen it sounds like the english equivelent.

-sean
--MESSAGE FILE 17876 END: ./2 SCEA/yaroze/freetalk/000001086html.html

--MESSAGE FILE 17877 START: ./2 SCEA/yaroze/freetalk/000001087html.html
Path: chuka.playstation.co.uk!scea!pro1-172.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Paranoia Check? Success! I was Wrong...
Date: Mon, 28 Dec 1998 21:15:27 -0500
Organization: Wooden Tulip Ltd.
Lines: 22
Message-ID: <developer-2812982115270001@pro1-172.barrie.connex.net>
NNTP-Posting-Host: pro1-172.barrie.connex.net

Hi Yah'all.

   Oh Boy I'm glad I was wrong...

The Web-Site:
http://www.metrowerks.com

Is now OK. [Although, going on the Blink For A Week is rather hurtful.]

Turns out I was a little bitty taken with some of the recent TakeOver
mania that has been going on.
My Apologies to those who may have been adversely affected...

Code Warrior is still about, and so is MetroWerks.

But alas, I cannot find Joel Sumner. {But I haven't looke really hard yet.}
Looks like the contact guy is Andy Price.

Good news for Christmas/New Years, all around.

-sean
--MESSAGE FILE 17877 END: ./2 SCEA/yaroze/freetalk/000001087html.html

--MESSAGE FILE 17878 START: ./2 SCEA/yaroze/freetalk/000001088html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: what's happening in Japan?
Date: Sat, 2 Jan 1999 15:26:43 +0100
Organization: Debri Productions
Lines: 23
Message-ID: <1dl05x9.7xcfo61weadgkN@a1-88-108.a1.nl>
References: <3670DBB0.6AC13D20@znet.com> <3676D132.A3D2E3B6@datasys.net>
NNTP-Posting-Host: a1-88-108.a1.nl
X-Newsreader: MacSOUP 2.3

Darco <rquat@datasys.net> wrote:

> Kirk Bender wrote:
> >
> > The Japan yaroze newsgroups haven't had
> > new messages since last July.
> > http://www1.scei.co.jp/netnews/index.html
> >
> > Were they moved,
> > or is the Japan Yaroze scene alive or not?
> > admittedly, I don't speak much Japanese, but I
> > don't see new activity there.
> >
>
> I've noticed this as well, but I'm not sure what to do about it.
>
> 'Darco

Maybe they have moved on to NY2.... ;-)

Cheers,

DEnnis..
--MESSAGE FILE 17878 END: ./2 SCEA/yaroze/freetalk/000001088html.html

--MESSAGE FILE 17879 START: ./2 SCEA/yaroze/freetalk/000001089html.html
Path: chuka.playstation.co.uk!news
From: James Russell <James_Russell@scee.sony.co.uk>
Newsgroups: scea.yaroze.freetalk

Subject: Re: Dev FAQ 1.0
Date: Mon, 04 Jan 1999 09:37:07 +0000
Organization: Sony Computer Entertainment Europe
Lines: 25
Message-ID: <36908BC3.C477DFCA@scee.sony.co.uk>
References: <76ej38$g3o5@scea>
NNTP-Posting-Host: mailgate.scee.sony.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Jamin Frederick wrote:
>
> Happy Holidays!
>
> Yaroze Dev FAQ 1.0
> September 1998
>
> Compiled by Jamin Frederick
> Net Yaroze Member SCEA
> http://www.cse.psu.edu/~frederic

Excellent stuff! Can you SCEA guys see the SCEE Dev FAQ we've got here? It should be off the New
Members page from the SCEE mirror. If you don't mind, I'd like to assimilate some of the entries in
your FAQ into mine.

Cheers,

James

--
== James_Russell@scee.sony.co.uk +44 (171) 447-1626
== Developer Support Engineer - Sony Computer Entertainment Europe

A little greed can get you lots of stuff.
--MESSAGE FILE 17879 END: ./2 SCEA/yaroze/freetalk/000001089html.html

--MESSAGE FILE 17880 START: ./2 SCEA/yaroze/freetalk/000001090html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Shift-JIS codes
Date: Mon, 04 Jan 1999 13:52:05 -0800
Organization: SCEA News Server
Lines: 40
Message-ID: <36913805.F71A2AF1@znet.com>
References: <36882F7F.765F01C9@deskmail.com> <developer-2812982044290001@pro1-172.barrie.connex.net>
NNTP-Posting-Host: scts1-20.znet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; U)

Sean Kennedy wrote:
>
> > Forgive me if this a bit of a thicko question but I'm new to
> > programming.

> >
> >   I want to use Kanji characters. From the docs I assume you do this
> > with something called Shift-JIS codes. What I want to know is, does
> > anyone know where one can get a list of which codes represent which
> > Kanji character (I've tried searching the web but I can't find this
> > info).
> Not a Thicko Question at all.
> Shift-JIS codes are hard to find Documentation for.
> From the Library reference it is all full-width Kana, Half and Full widths
> are made full widths.   pp 67-74 Krom2Tim is a ROM font to TIM
> converter.. Good for 3D texture mapping.
...
> I hate to say it, but it looks like you will have to Single step your way
> through the Kana to find the Glyphs you are looking for {There are only
> 512 of them...} I am going to try myself to see if it works.
>

I suggest going to
http://www.njstar.com/
and downloading a trial version of the
NJSTAR Japanese word processor.
You can look at those pesky japanese source and doc files,
and run your cursor over the kanji to see the JIS codes.
I haven't worked with kanji on the yaroze but I would
expect from the NJSTAR wp you could
cut and paste into your source files, etc.
and you can use a hex editor to look at the codes once you
make a file with the characters you want.

regards,
kirk

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 17880 END: ./2 SCEA/yaroze/freetalk/000001090html.html

--MESSAGE FILE 17881 START: ./2 SCEA/yaroze/freetalk/000001091html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Dev FAQ 1.0
Date: Tue, 05 Jan 1999 14:49:43 GMT
Organization: L4 Software
Lines: 22
Message-ID: <3692262b.274278@205.149.189.29>
References: <76ej38$g3o5@scea> <36908BC3.C477DFCA@scee.sony.co.uk>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Mon, 04 Jan 1999 09:37:07 +0000, James Russell
<James_Russell@scee.sony.co.uk> wrote:

>Jamin Frederick wrote:
>>
>> Happy Holidays!
>>
>> Yaroze Dev FAQ 1.0
>> September 1998

>>
>> Compiled by Jamin Frederick
>> Net Yaroze Member SCEA
>> http://www.cse.psu.edu/~frederic
>
>Excellent stuff! Can you SCEA guys see the SCEE Dev FAQ we've got here? It
should be off the New
>Members page from the SCEE mirror. If you don't mind, I'd like to assimilate
some of the entries in
>your FAQ into mine.

Well, if you can assimilate, I'd like to as well. In fact, I'd like to
do a little FAQ assimilating from both of you, if you don't mind.

Mario
--MESSAGE FILE 17881 END: ./2 SCEA/yaroze/freetalk/000001091html.html

--MESSAGE FILE 17882 START: ./2 SCEA/yaroze/freetalk/000001092html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Whoa, SCEA Yaroze is "Not Dead Yet". ! ! !
Date: Tue, 05 Jan 1999 16:38:02 -0500
Organization: SCEA News Server
Lines: 116
Message-ID: <3692863A.B1818495@datasys.net>
References: <developer-2812982007530001@pro1-172.barrie.connex.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 165.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Sean Kennedy wrote:
>
> Yikes,
>
> Got to be a bit careful with the rants...
>
> Yaroze is not dead, we just saw that they are not selling any more systems.
>

    How come none of the other, more active NY territories aren't suffering
from unit shortages? I think they pulled the plug.

>
> I speculate:
> The reason for that could be that Japan has run out of stock and cannot
> FAB any new Yaroze's because of a change that was made in the GREY PSX
> model fabrication
> mold that is Incompatible with the PSX/NY Motherboard...
>

    That's not right... the 5500 series case isn't compatable with the 1000
series case, which is what the black and blue playstations have. They
were manufacturing 5500 series playstations when Net Yaroze was in it's
prime. I don't think that this is the problem with the new 7000 series.
(I know it's something with a seven in it, it might be 7700 series or
something...)

>
> The new PSX systems are no longer Screw Retained, they are bonded.

>

   Yuck. That's news to me. You talking about the 7000 series, right? No screws? Yikes. That's scary. I hope they aren't heat-sealed...

> The
> Yaroze is a Low Volume Production device, so changing the molds are
> costly, hence the current stock has to be run out. A logical conclusion is
> that North America was the first to do so.
>

   Then this would mean that they would no longer manufacture blue debug units either. (Which is very possible... They could quite possibly be only a certain number of these in existance, manufactured only once sometime in 1995)

>
> Yaroze needed a bit of motion, so I picked up the cattle prod, and well...
>
> What I am interested in is a bit of Pickup.
>

   I second that. Even if the scene will not welcome new members, we still need to become more active.

>
> I have been doing some 3D code lately.
>

   As have I. I'm currently working on 2 projects. SEDE and BloodShed. Project BloodShed is a 3D mech battle game with randomly generated playing environments. Right now I'm just trying to make a square jump around the random environments to the point where I don't have to re-write massive amounts of code to add mechs instead of color cubes.

>
> OK, after the CHAT on Dec 27. Which consisted of Mario, and Jeremy H. And
> yours truly. Mario and I covered a lot of ground. We looked at what
> technological software at SCEA could we leverage to do "Presentations".
>
> Placeware is a Neat way of doing this. So is RealVideo. Especially when
> you want to do a Visual output job. It is just a Question of Generating
> the Content.
> SCEE is a valuable resource in Up-to-the-minute info on the Yaroze domain.
> But the connection across the Pond can get a little annoying.
>
> But to make the North America Net Yaroze thing happen, I need to get in
> touch with as many N/A Members as possible.
>
> This of course is going to take some time.
> I'm going to try a role call.
> If you get the email from me, Please reply.
> The content will be brief and to the point, and I am not trying to "Spam"
> anyone. Further to that I am not releasing the information to any
> organisation without Prior Consent.
>
> Imagine Microsoft trying to do that...
> {Again, it comes to a question of Who do you trust?}
>
> But I am going to try and put together my first slide show:
>
> Collision Detection.
>
> When I run, How do I know I bumped into something... And what do I do?

>
> Stay Tuned..
>
> Now I can put the PROD away... ;)
>

    Yeah.... I guess this is where I should mention my fabled tutorials that I was working on... So here it goes.

    Tutorials help out alot of people and would help the net yaroze scene; but they aren't great portfolio stuffers. So I've concluded that it would be better for me to work on a game, and release the fully-commented source code to the world-wide NY scene, explaining how I did everything. This would be much better for my portfolio than a tutorial, and is more interesting to work on. However, this isn't exactly the best way for newbies to learn...

    So... I'm sorry to everyone who was looking forward to the tutorials. I can assure you that the source code that I release to these two projects that I am working on will be full and ledgable. That's all I can offer you all.

'Darco
--MESSAGE FILE 17882 END: ./2 SCEA/yaroze/freetalk/000001092html.html

--MESSAGE FILE 17883 START: ./2 SCEA/yaroze/freetalk/000001093html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Paranoia Check? Success! I was Wrong...
Date: Thu, 07 Jan 1999 08:24:31 GMT
Organization: SCEA News Server
Lines: 30
Message-ID: <36946bef.337526881@news.scea.sony.com>
References: <developer-2812982115270001@pro1-172.barrie.connex.net>
NNTP-Posting-Host: client-151-198-130-92.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

   Hi Sean,
   I had written Mario about this occurance (no new members) a week or two back. He stated quite plainly that only a certain number of units were manufactured for sale in each area, they are now sold out, and that's all that is up. I suppose analysts saw demand in the U.S. would be lower than other areas, and they manufactured fewer kits.
   Do you know what happened to CW 3.0 last spring?
   Man, life is good after replacing that puny 14" monitor with this 17" monitor. Much easier on the eyes...
   Personally, and this is just my opinion, as long as the program is not discontinued, I am not concerned with the level of productivity of members. People work, people have families, some people bought the yaroze just to play our games and/or games from other countries...
I was a bit curious when Darco posted that no new members were being accepted, but the explanation seems clear.
   I am sorry for all those who would like to do this, but now can't. On the other hand, I also feel like this will be the best for us in the long run, selfishly speaking. We are now a unique group of people. What we do is not a common pursuit, and the limitation seals that. I would never have asked for membership to be limited for personal benefit, but I am not blind to the advantage. I bought my yaroze as quickly as possible, knowing that membership in Japan would be capped at 20,000. I did not think we would encounter this here, but, oh well... I got mine, neener, neener, neener.

-Matt, who picked up Diablo and Disruptor this X-mas for $50 combined... heh-heh, I knew CDs as a format would rule the day, what a bargain.

--MESSAGE FILE 17883 END: ./2 SCEA/yaroze/freetalk/000001093html.html

--MESSAGE FILE 17884 START: ./2 SCEA/yaroze/freetalk/000001094html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ben Siroshton" <ben@triax.com>
Newsgroups: scea.yaroze.freetalk
Subject: DualShock (im sure im treading on packed soil)
Date: Fri, 8 Jan 1999 11:53:00 -0800
Organization: SCEA News Server
Lines: 15
Message-ID: <775n9j$m3r1@scea>
NNTP-Posting-Host: 1Cust168.tnt1.beaverton.or.da.uu.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Hello,

Excuse me if I am repeating a topic probably discussed earlier. As I have been away for nearly a year now (or is it more??) .. =/ Anyway, I am wondering if there is any yaroze support for the dual shock, or to what extent the support (if any) goes. Can I at least use the analog's if not the vibrations?

Thanks for any and all info.

-ben

--MESSAGE FILE 17884 END: ./2 SCEA/yaroze/freetalk/000001094html.html

--MESSAGE FILE 17885 START: ./2 SCEA/yaroze/freetalk/000001095html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: DualShock (im sure im treading on packed soil)
Date: Sat, 9 Jan 1999 11:15:05 -0600
Organization: Ed Federmeyer
Lines: 31
Message-ID: <77828p$m3r3@scea>
References: <775n9j$m3r1@scea>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Ben Siroshton wrote in message <775n9j$m3r1@scea>...
>Hello,
>
>Excuse me if I am repeating a topic probably discussed earlier. As I have
>been away for nearly a year now (or is it more??) .. =/ Anyway, I am
>wondering if there is any yaroze support for the dual shock, or to what
>extent the support (if any) goes. Can I at least use the analog's if not
>the vibrations?
>
>Thanks for any and all info.
>

>-ben

You may have already found the answer, since it's answered in a few
FAQs, but in short I'll mention it here:

You can use the "analog stick" feature of the dual-shock controller.
You can NOT use the "shock" feature of the dual-shock controller.

A few people have libraries and descriptions of how to read the
analog values of the control sticks. If you download the hmazesrc.zip
"Haunted Maze" code from my page, and check out the
lib\epad.c and lib\epad.h files that I use for control pad functions you'll
get one example for sure. There are alot of other examples on
other member pages also.

Good luck,
EdF

--MESSAGE FILE 17885 END: ./2 SCEA/yaroze/freetalk/000001095html.html

--MESSAGE FILE 17886 START: ./2 SCEA/yaroze/freetalk/000001096html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Manny Najera <mannyn@ix.netcom.com>
Newsgroups: scea.yaroze.freetalk
Subject: The most people to play a Yaroze game at once?
Date: Sat, 09 Jan 1999 21:14:11 -0600
Organization: SCEA News Server
Lines: 2113
Message-ID: <36981B02.D55A5F12@students.uiuc.edu>
NNTP-Posting-Host: chf-il7-210.ix.netcom.com
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X-Mailer: Mozilla 4.05 [en] (Win95; I)

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Content-Transfer-Encoding: 7bit

I was just going through the net and I found this picture:

[Image]

Last year I used the Yaroze for a little jeopardy-type game in an
engineering conference in Florida. I'm the little guy behind the laptop
slightly to the right of the center. Under the purple cloth in front of
the speaker is the Yaroze. (NOTE: To properly "calibrate" the
audio/video setup of the auditorium, I had to play Tobal 2 full blast
for half an hour)

So... 18 people at once. I think that's some kind of record?

Manny Najera

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I was just going through the net and I found this picture:

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<P>Last year I used the Yaroze for a little jeopardy-type game in an engineering
conference in Florida.  I'm the little guy behind the laptop slightly
to the right of the center.  Under the purple cloth in front of the
speaker is the Yaroze.  (NOTE: To properly "calibrate" the audio/video
setup of the auditorium, I had to play Tobal 2 full blast for half an hour)

<P>So... 18 people at once.  I think that's some kind of record?

<P>Manny Najera
<BR> 
<BR> </HTML>

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--MESSAGE FILE 17886 END: ./2 SCEA/yaroze/freetalk/000001096html.html

--MESSAGE FILE 17887 START: ./2 SCEA/yaroze/freetalk/000001097html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Manny Najera <mnajera@students.uiuc.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: The most people to play a Yaroze game at once?
Date: Sat, 09 Jan 1999 21:19:12 -0600
Organization: SCEA News Server
Lines: 3
Message-ID: <36981C2F.9FC76A8C@students.uiuc.edu>
References: <36981B02.D55A5F12@students.uiuc.edu>
NNTP-Posting-Host: chf-il7-210.ix.netcom.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)

Umm... I thought I had only included the link to the pic, not the pic
itself!

--MESSAGE FILE 17887 END: ./2 SCEA/yaroze/freetalk/000001097html.html

--MESSAGE FILE 17888 START: ./2 SCEA/yaroze/freetalk/000001098html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Combine v1.5.4
Date: Wed, 13 Jan 1999 16:58:15 -0500
Organization: SCEA News Server
Lines: 19
Message-ID: <369D16F7.E6AAEE5@datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 534.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3285
scea.yaroze.freetalk:1098

This just has a few minor changes in it. I figured that I might as well
post it.

http://www.datasys.net/users/stu/rquat/combv154.zip

If you don't know what it is, I'll explain. This is a very powerful,
flexible, and easy to use datafile combiner utility that reduces all of
those TIM and TMD files to one neat, clean, and efficient file; creating
an index header file for you to use in your programs. Everyone who's
used it has loved it, so give it a shot.

The full source code that is included is HEAVILY commented and flows
logicly, so if you want to add a feature you can just punch it out real
quick. Compiled with DJGPP, but it's in ANSI C so it should compile fine
under any C compiler.

Adios!

'Darco
--MESSAGE FILE 17888 END: ./2 SCEA/yaroze/freetalk/000001098html.html

--MESSAGE FILE 17889 START: ./2 SCEA/yaroze/freetalk/000001099html.html
Path: chuka.playstation.co.uk!news
From: "Nathan Miller" <millerbosnia@hotmail.com>
Newsgroups: scea.yaroze.freetalk
Subject: Is anyone still here????????
Date: Fri, 15 Jan 1999 10:12:56 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 68
Message-ID: <77n0ob$hoo1@chuka.playstation.co.uk>
NNTP-Posting-Host: 134.235.149.237
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

To all SCEA members and staff,

Do any of you still check the newsgroups? Has anyone looked at their Yaroze
in the last 6 months? Do you remember where your library reference is? Did
you loose your key card? Did you forget how to program C? Did your
computer explode? Did you give your Yaroze to a friend?

Really, I am in Bosnia right now running missions for the Army everyday and
I find time to program and develop and should have a good game out in the
next couple of months (because I have to get back to the states to setup my

webpage, the game should be done in a few weeks). You have all of these tools, such as RSDAnim 1.6 and file packers and all of that to facilitate your programming and everyone at SCEA decides that they do not want to participate?! Did you ever think that if we kept the SCEA site as busy as the SCEE site that we might be getting job offers from game programming companies?

It is sad that I am a member of SCEA, but I would rather check the SCEE stuff because I know that the SCEA site will have less updates. The SCEA community needs to pull together and get working on some games. We all invested quite a bit of money in that little black box, it is a shame that we would pass up such a good programming platform because we don't feel like programming for it or because it can't produce the level of graphics that our 3d accelerated cards can. The Yaroze has one of the best support libraries that we could ever ask for, it is straight forward and not bogged down like the DirectX libs.

We are the people who will make our programming experience great. We are the ones who have to program and get eachother excited about programming for the Yaroze. SCEA is not going to do that for us, we have to. We do not have the game competitions that SCEE does, so we are going to have to dig up some other drive to program our games. What about the possibility that we could be noticed and our dream come true of being a game programmer for a good development house?

I can't believe that we would let our community fall like this. When I get back to the states in a few months, I will put my web page up and start some form of competition so that HOPEFULLY a couple of SCEA members realize that they have something to gain from contributing to our community.

And to SCEA, I cannot believe that you would allow the program to continue going down the way it has. I know that its success is more in our hands than yours and that you have more important things to think about (like Playstation 2 or whatever), but you offered a service to the consumer (us) that extended past the time that we exchanged our money for the Yaroze. You did something so great that no other hardware maker in the world has ever done, but then you allowed that great achievment to disappear by not doing competitions and not supporting and updating the libraries and the programs and the web page that was given to us as a SERVICE that came with our 700 dollar price tag.

If it sounds like I am ranting it is because I am. There are so many good things that can come about because of this program and no one has the initiative to make it happen! If you need someone to run the porgram then hire me and I will find you new talent by doing competitions and getting the SCEA Yarozers together at E3 and for prgramming weeekends and things like that. These are the things WE need from SCEA to get inspired and to program that next great demo that shows them we have talent and that we are a marketable product. There is a wealth of talent out here that has nowhere to go because SCEA decided to let us go and to not help us on our way. So to SCEA- get something started to get us started!!!! And to all SCEA members, program something that will be noticed, get recognized, and live your dream of being a game programmer!!!!!!!!!!

Nathan Miller
SCEA member

--MESSAGE FILE 17889 END: ./2 SCEA/yaroze/freetalk/000001099html.html

--MESSAGE FILE 17890 START: ./2 SCEA/yaroze/freetalk/000001100html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <sspiller@microsoft.com>

Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Fri, 15 Jan 1999 11:18:34 -0800
Organization: SCEA News Server
Lines: 114
Message-ID: <77o3lk$qv41@scea>
References: <77n0ob$hoo1@chuka.playstation.co.uk>
NNTP-Posting-Host: tide71.microsoft.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Yeah, there are still some of us SCEA people kicking around here. Personally, I check the news groups on a daily basis. You are quite correct, though, about SCEE being much more active. The SCEA web site was useful the first weekend I owned my Yaroze. Now I visit the SCEE site almost exclusivly and always post my questions to the SCEE newsgroups.

It's almost a shame that the Yaroze community is divided up at all. I like to think of us as one large group rather SCEA vs. SCEE vs. SCEI. I try to attend the weekly meetings held on the SCEA web site, but for me it's in the afternoon on a Saturday, so I'm usually not around at the time. It would be nice for those SCEE people who are alive at that time to join in, but from what I've read in the news groups, they can't directly access the SCEA web server.

As for time to work on projects.... Well, I can't speak for everyone, but I am a software developer by trade, so when I get home at night after a 10-12 hour day, the last thing I want to do is hassle with the CodeWarrior debugger. My other problem is a severe lack of skill in the area of 3D modelling. So my free time on the computer, when not playing games, is learning trueSpace 4. I have too many ideas to count for games, but they all come down to modelling. :)

I love my Yaroze and am glad that I bought into it every time I sit at my desk and see it's beautiful matte black finish, knowing I have the power to develop for the worlds most popular game console. But in my case, slow and steady wins the race.

Steve Spiller
Microsoft CarPoint
http://carpoint.msn.com

Nathan Miller wrote in message <77n0ob$hoo1@chuka.playstation.co.uk>...
>To all SCEA members and staff,
>
>Do any of you still check the newsgroups? Has anyone looked at their Yaroze
>in the last 6 months? Do you remember where your library reference is? Did
>you loose your key card? Did you forget how to program C? Did your
>computer explode? Did you give your Yaroze to a friend?
>
>Really, I am in Bosnia right now running missions for the Army everyday and
>I find time to program and develop and should have a good game out in the
>next couple of months (because I have to get back to the states to setup my
>webpage, the game should be done in a few weeks). You have all of these
>tools, such as RSDAnim 1.6 and file packers and all of that to facilitate
>your programming and everyone at SCEA decides that they do not want to
>participate?! Did you ever think that if we kept the SCEA site as busy as
>the SCEE site that we might be getting job offers from game programming
>companies?
>
>It is sad that I am a member of SCEA, but I would rather check the SCEE

>stuff because I know that the SCEA site will have less updates. The SCEA
>community needs to pull together and get working on some games. We all
>invested quite a bit of money in that little black box, it is a shame that
>we would pass up such a good programming platform because we don't feel
like
>programming for it or because it can't produce the level of graphics that
>our 3d accelerated cards can. The Yaroze has one of the best support
>libraries that we could ever ask for, it is straight forward and not bogged
>down like the DirectX libs.
>
>We are the people who will make our programming experience great. We are
>the ones who have to program and get eachother excited about programming
for
>the Yaroze. SCEA is not going to do that for us, we have to. We do not
>have the game competitions that SCEE does, so we are going to have to dig
up
>some other drive to program our games. What about the possibility that we
>could be noticed and our dream come true of being a game programmer for a
>good development house?
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>I can't believe that we would let our community fall like this. When I get
>back to the states in a few months, I will put my web page up and start
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>form of competition so that HOPEFULLY a couple of SCEA members realize that
>they have something to gain from contributing to our community.
>
>And to SCEA, I cannot believe that you would allow the program to continue
>going down the way it has. I know that its success is more in our hands
>than yours and that you have more important things to think about (like
>Playstation 2 or whatever), but you offered a service to the consumer (us)
>that extended past the time that we exchanged our money for the Yaroze.
You
>did something so great that no other hardware maker in the world has ever
>done, but then you allowed that great achievment to disappear by not doing
>competitions and not supporting and updating the libraries and the programs
>and the web page that was given to us as a SERVICE that came with our 700
>dollar price tag.
>
>If it sounds like I am ranting it is because I am. There are so many good
>things that can come about because of this program and no one has the
>initiative to make it happen! If you need someone to run the porgram then
>hire me and I will find you new talent by doing competitions and getting
the
>SCEA Yarozers together at E3 and for prgramming weeekends and things like
>that. These are the things WE need from SCEA to get inspired and to
program
>that next great demo that shows them we have talent and that we are a
>marketable product. There is a wealth of talent out here that has nowhere
>to go because SCEA decided to let us go and to not help us on our way. So
>to SCEA- get something started to get us started!!!! And to all SCEA
>members, program something that will be noticed, get recognized, and live
>your dream of being a game programmer!!!!!!!!!!
>
>Nathan Miller
>SCEA member
>
>

--MESSAGE FILE 17890 END: ./2 SCEA/yaroze/freetalk/000001100html.html

--MESSAGE FILE 17891 START: ./2 SCEA/yaroze/freetalk/000001101html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Fri, 15 Jan 1999 19:22:37 GMT
Organization: L4 Software
Lines: 113
Message-ID: <36a06007.5706665@205.149.189.29>
References: <77n0ob$hoo1@chuka.playstation.co.uk>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Fri, 15 Jan 1999 10:12:56 +0200, "Nathan Miller"
<millerbosnia@hotmail.com> wrote:

>Do any of you still check the newsgroups? Has anyone looked at their Yaroze
>in the last 6 months? Do you remember where your library reference is? Did
>you loose your key card? Did you forget how to program C? Did your
>computer explode? Did you give your Yaroze to a friend?

<SONY MODE OFF>
<MARIO MODE ON>
I normally don't respond to baited questions like this, but I'll make
an exception here. Please realize that my comments represent my views
alone, NOT the views of Sony Computer Entertainment.

Yes, I check the newsgroups and the web site several times a day. My
Yaroze system is on my desk along with all the required manuals and
keys. I have not had a lobotomy or major head injury and, as such,
still retain my ability to program in C. My computer is quite intact.
All that is missing is communication from you and several hundred
other members. The mechanism for you to communicate is here, it is up
to you to use it.

>Really, I am in Bosnia right now running missions for the Army everyday and
>I find time to program and develop and should have a good game out in the
>next couple of months (because I have to get back to the states to setup my
>webpage, the game should be done in a few weeks). You have all of these
>tools, such as RSDAnim 1.6 and file packers and all of that to facilitate
>your programming and everyone at SCEA decides that they do not want to
>participate?! Did you ever think that if we kept the SCEA site as busy as
>the SCEE site that we might be getting job offers from game programming
>companies?

I applaud your programming efforts (under very difficult
circumstances) and look forward to seeing your game. I promise to
release it ASAP when it is received here. BTW, it might interest you
to know that some members of the North American Yaroze community HAVE
been employed in the video game industry.

>It is sad that I am a member of SCEA, but I would rather check the SCEE
>stuff because I know that the SCEA site will have less updates. The SCEA
>community needs to pull together and get working on some games. We all
>invested quite a bit of money in that little black box, it is a shame that
>we would pass up such a good programming platform because we don't feel like
>programming for it or because it can't produce the level of graphics that
>our 3d accelerated cards can. The Yaroze has one of the best support
>libraries that we could ever ask for, it is straight forward and not bogged
>down like the DirectX libs.

I agree with a lot of what you are saying here. However, the newsgroups are here for your use, they are being monitored, all you need to do is use them.

>We are the people who will make our programming experience great. We are >the ones who have to program and get eachother excited about programming for >the Yaroze. SCEA is not going to do that for us, we have to. We do not >have the game competitions that SCEE does, so we are going to have to dig up >some other drive to program our games. What about the possibility that we >could be noticed and our dream come true of being a game programmer for a >good development house?

No argument from me here.

>I can't believe that we would let our community fall like this. When I get >back to the states in a few months, I will put my web page up and start some >form of competition so that HOPEFULLY a couple of SCEA members realize that >they have something to gain from contributing to our community.

Great, I look forward to it.

>And to SCEA, I cannot believe that you would allow the program to continue >going down the way it has. I know that its success is more in our hands >than yours and that you have more important things to think about (like >Playstation 2 or whatever), but you offered a service to the consumer (us) >that extended past the time that we exchanged our money for the Yaroze. You >did something so great that no other hardware maker in the world has ever >done, but then you allowed that great achievment to disappear by not doing >competitions and not supporting and updating the libraries and the programs >and the web page that was given to us as a SERVICE that came with our 700 >dollar price tag.

SCEA is delivering on that service commitment. The web site is still here and members are updating their pages all the time. The newsgroups are still here and being monitored. We still have our weekly chats on Saturday night, although attendance is down. The auditorium lobby is always open for members to schedule their own chats. Some members are making use of some or all of these services, others are not.

>If it sounds like I am ranting it is because I am. There are so many good >things that can come about because of this program and no one has the >initiative to make it happen! If you need someone to run the porgram then >hire me and I will find you new talent by doing competitions and getting the >SCEA Yarozers together at E3 and for prgramming weeekends and things like >that. These are the things WE need from SCEA to get inspired and to program >that next great demo that shows them we have talent and that we are a >marketable product. There is a wealth of talent out here that has nowhere >to go because SCEA decided to let us go and to not help us on our way. So >to SCEA- get something started to get us started!!!! And to all SCEA >members, program something that will be noticed, get recognized, and live >your dream of being a game programmer!!!!!!!!!!

Sounds like you want my job. :^)

Anyway, I disagree with a lot of what is in this last paragraph. SCEA has provided more support than was ever guaranteed by the Yaroze agreement. There are plenty of samples of how to program 2D and 3D games available, there have been manual and tool updates posted to the site. I have made myself available in the auditorium lobby at 9:00pm almost every Saturday night for about a year. SCEA has made all the necessary resources available to you; they can't force you to make use of them.

<MARIO MODE OFF>

<SONY MODE ON>
--MESSAGE FILE 17891 END: ./2 SCEA/yaroze/freetalk/000001101html.html

--MESSAGE FILE 17892 START: ./2 SCEA/yaroze/freetalk/000001102html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scea.yaroze.freetalk
Subject: Linux and data transfer
Date: Fri, 15 Jan 1999 19:45:38 -0500
Organization: Identical Software
Lines: 15
Message-ID: <369FE132.9A2B02@identicalsoftware.com>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)

I have siocons, gcc, etc. working under Linux. I've heard of several
"file servers" for windows. Basically a server that listens to the
serial port while the yaroze runs and can transfer files from the hard
drive. Obviously this is somewhat slow but I'd still be interested in
something like this.

Has anyone converted the reference manual to man pages? I'll probably
start doing this at some point but wondered if someone else might of had
a similar idea. (I assume this would be legal to put up on the members
only site.)

Also Mario, I still can't access SCEE.

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 17892 END: ./2 SCEA/yaroze/freetalk/000001102html.html

--MESSAGE FILE 17893 START: ./2 SCEA/yaroze/freetalk/000001103html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk
Subject: Re: Linux and data transfer
Date: 16 Jan 1999 00:25:13 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <slrn79vn38.gqr.tjs@longford.cs.monash.edu.au>
References: <369FE132.9A2B02@identicalsoftware.com>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)

On Fri, 15 Jan 1999 19:45:38 -0500, Dennis Payne wrote:
>I have siocons, gcc, etc. working under Linux. I've heard of several
>"file servers" for windows. Basically a server that listens to the
>serial port while the yaroze runs and can transfer files from the hard
>drive. Obviously this is somewhat slow but I'd still be interested in
>something like this.

I've done something vaguely like this, but only for the action replay.
You could write it pretty easily, as long as you found a way to drive the
yaroze serial connection reliably. There's a lot of code out there that
works on NT, and that's your best bet, I'd imagine. Siocons for linux doesn't
work for me; I can only use psxfer. Moreover, the code I wrote to communicate
with the yaroze doesn't tend to work reliably. I'm pretty sure it's because
CIP (the yaroze monitor) does some strange things with serial handshaking.

If you decide to do it, and get that far, then I suggest you look at Craig Graham's ARS code, which will show you how to trap open/read/write/close calls, and redirect them to the pc.

>Has anyone converted the reference manual to man pages? I'll probably
>start doing this at some point but wondered if someone else might of had
>a similar idea. (I assume this would be legal to put up on the members
>only site.)

I wouldn't bother, to be honest. It'd be nice, but it's a lot of work, and you can always just get a copy of Acrobat Reader for linux. About the only thing that would make the pdf copies of the manual better is a real table of contents and/or hyperlinking.

>Dennis Payne
>dulsi@identicalsoftware.com

Toby.
--MESSAGE FILE 17893 END: ./2 SCEA/yaroze/freetalk/000001103html.html

--MESSAGE FILE 17894 START: ./2 SCEA/yaroze/freetalk/000001104html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Fri, 15 Jan 1999 16:46:52 -0800
Organization: SCEA News Server
Lines: 40
Message-ID: <369FE17C.499D3B95@vmlabs.com>
References: <77n0ob$hoo1@chuka.playstation.co.uk>
NNTP-Posting-Host: vmlabs26.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

While I can't speak for anyone else, I have never considered abandoning my Yaroze. I'm just having too much fun with it. I check the newsgroups every day, although I'm relatively shy about posting. I also update my web page every few days so I try to stay active.

I would be interested in hearing the reasons why people stopped using their Yaroze. Unfortunately, those people aren't the ones reading this newsgroup :) I can't imagine people would quit just just because of the inactivity of others. If that *were* the case I would question why they got into the program in the first place. For the most part, you get out of it what you put in to it.

I too check the SCEE site more frequently than SCEA; it is far more active. I would be interested in knowing the reason the SCEE scene hasn't died as much as SCEA.

One SCEE bloke I've talked to has said it might be due to the member page layout. Ours is listed alphabetically, making it extremely tedious to find out what sites have been updated. You have to scroll down the whole list, looking at the date next to each entry. The SCEE site orders them according to when they were last updated. This means you can always find the freshest stuff very easily. It also creates a incentive to keep working so your site stays as far up the list as possible.

As for the people at Sony, for the most part I'm pleased. The "people" support they give us is fabulous (Mario and James especially). It would have been even cooler, though, to get updated libraries every now and then. Especially for known bugs like the track skipping thing with the CD player. The icing on the cake would have been libraries to support the multi-tap and dual shock. But I assume any library coders at Sony are working on other more important things.

What else can I say? I'm happy. I'll probably keep plunking away at the little black box even after Sony ceases official support.

Scott

http://www.concentric.net/~dsyaroze/insider
--MESSAGE FILE 17894 END: ./2 SCEA/yaroze/freetalk/000001104html.html

--MESSAGE FILE 17895 START: ./2 SCEA/yaroze/freetalk/000001105html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Linux and data transfer
Date: Sat, 16 Jan 1999 04:44:59 GMT
Organization: L4 Software
Lines: 10
Message-ID: <36a1192d.585481@205.149.189.29>
References: <369FE132.9A2B02@identicalsoftware.com>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

On Fri, 15 Jan 1999 19:45:38 -0500, Dennis Payne
<dulsi@identicalsoftware.com> wrote:
>Also Mario, I still can't access SCEE.

<sigh>

I'll see what I can do.

Mario

--MESSAGE FILE 17895 END: ./2 SCEA/yaroze/freetalk/000001105html.html

--MESSAGE FILE 17896 START: ./2 SCEA/yaroze/freetalk/000001106html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk
Subject: Re: Linux and data transfer
Date: Tue, 19 Jan 1999 22:00:06 -0500
Organization: Identical Software
Lines: 19
Message-ID: <36A546B6.651AC68C@identicalsoftware.com>
References: <369FE132.9A2B02@identicalsoftware.com>
<slrn79vn38.gqr.tjs@longford.cs.monash.edu.au>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)

> If you decide to do it, and get that far, then I suggest you look at
> Craig Graham's ARS code, which will show you how to trap
> open/read/write/close calls, and redirect them to the pc.

Could some kind soul email it to me since I assume it is on SCEE and I
can't access it.

[man page for yaroze idea]
> I wouldn't bother, to be honest. It'd be nice, but it's a lot of work,
> and you can always just get a copy of Acrobat Reader for linux. About
> the only thing that would make the pdf copies of the manual better is
> a real table of contents and/or hyperlinking.

I currently use xpdf to read the reference but in case of mistakes I'd
like to be able to make notes to that effect. Also examples could then
be added easily.

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 17896 END: ./2 SCEA/yaroze/freetalk/000001106html.html

--MESSAGE FILE 17897 START: ./2 SCEA/yaroze/freetalk/000001107html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "J. Pretorius" <jpretori@home.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Tue, 19 Jan 1999 19:40:52 -0800
Organization: @Home Network
Lines: 46
Message-ID: <36A55044.96F02456@home.net>
References: <77n0ob$hoo1@chuka.playstation.co.uk>
NNTP-Posting-Host: cs207965-a.gvmt1.bc.wave.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en]C-AtHome0402 (Win95; U)

Nathan Miller wrote:
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> we would pass up such a good programming platform because we don't feel like
> programming for it or because it can't produce the level of graphics that
> our 3d accelerated cards can. The Yaroze has one of the best support
> libraries that we could ever ask for, it is straight forward and not bogged
> down like the DirectX libs.
>
> ...

Hi Nathan,

I also love the playstation libraries. The people who developed them deserve a
lot of praise. Nothing compares to programming a dedicated piece of hardware
that was designed well.

I think a lot of people do program their Yaroze, but it takes a lot of time to
go from demos to writing programs that people can interact with. It took me

about 100 hours to write a fractal landscape generator for the Yaroze, but I didn't want to spend another 100 hours putting a user interface in it, and polishing it up so that other people could use it.

Anyway, here is a game (Opera of Destruction) that was JUST released here in North America. This is the NTSC version - there is no PAL version at the moment! The zip is around 800K, but the game uses every available ounce of the Playstation's memory. Hopefully this game will make you feel better about the state of affairs at SCEA.

http://members.home.net/jpretori/opera.zip
(see http://members.home.net/jpretori/betafx.html for some out of date screen shots)
The game will also hopefully appear in the showcase section of the U.S. site shortly.

James Pretorius
jpretori@home.com
--MESSAGE FILE 17897 END: ./2 SCEA/yaroze/freetalk/000001107html.html

--MESSAGE FILE 17898 START: ./2 SCEA/yaroze/freetalk/000001108html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Sat, 16 Jan 1999 10:11:08 -0600
Organization: Ed Federmeyer
Lines: 46
Message-ID: <783lq6$k16@scea>
References: <77n0ob$hoo1@chuka.playstation.co.uk>
NNTP-Posting-Host: 216.47.143.70
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Nathan Miller wrote in message <77n0ob$hoo1@chuka.playstation.co.uk>...
>To all SCEA members and staff,
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>Do any of you still check the newsgroups? Has anyone looked at their Yaroze
>in the last 6 months? Do you remember where your library reference is? Did
>you loose your key card? Did you forget how to program C? Did your
>computer explode? Did you give your Yaroze to a friend?

I check the newsgroups about every other day or so. (scea and scee, not the Japanese groups since I dont speak/read Japanse!)

I look at my Yaroze almost everyday! It's sitting right on my desk, next to and
hooked up to my PC. Sometimes I take it up to the living room for
a few weeks at a stretch, when I get a particularly good game to play!
But other than that, it's ready to run all the time!

Reference manuals are stacked up on the desk, next to the Yaroze. Along with the boot disc/key card when they are not actually IN the Yaroze.

I still remember C. :-) Nope, my computer is still OK. Kinda wish it would
explode though, so it'd be easier to convince the wife it's time for an upgrade! :-) As another Yaroze member put it, my friends would have to

"pry my Yaroze from my cold, dead fingers!" :-)

>It is sad that I am a member of SCEA, but I would rather check the SCEE
>stuff because I know that the SCEA site will have less updates. The SCEA

About once a month (maybe a little more often), I scan through all the
member
pages that have changed, both SCEE and SCEA. I download anything that
is new and give it a try.

As far as newsgroups go, my newsreader software lists all the scea and
scee groups together, so as far as I'm concerened, they are one giant list.
Whenever I check news, I check both "sides".

Ed Federmeyer
SCEA Net Yaroze Member

--MESSAGE FILE 17898 END: ./2 SCEA/yaroze/freetalk/000001108html.html

--MESSAGE FILE 17899 START: ./2 SCEA/yaroze/freetalk/000001109html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Wed, 20 Jan 1999 11:06:19 -0500
Organization: SCEA News Server
Lines: 41
Message-ID: <7880bd$2po1@scea>
References: <77n0ob$hoo1@chuka.playstation.co.uk> <36A55044.96F02456@home.net>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hoo. Well done. I'm impressed.... is that a height map? It looks like a
grid of points on x-z plane with modified y's to generate the landscape... i
was thinking of doing something like that myself, but i'm still hacking out
the whole dynamic tmd thing.. :) It kinda reminds me of that old TR game
Terminal Velocity, but with more stuff (i love blowing up cities....)

at any rate, props... That'll show those SCEEers.... :):)

-charles

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>go from demos to writing programs that people can interact with. It took me
>about 100 hours to write a fractal landscape generator for the Yaroze, but
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>
>James Pretorius
>jpretori@home.com

--MESSAGE FILE 17899 END: ./2 SCEA/yaroze/freetalk/000001109html.html

--MESSAGE FILE 17900 START: ./2 SCEA/yaroze/freetalk/000001110html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Thu, 21 Jan 1999 12:19:01 -0800
Organization: SCEA News Server
Lines: 22
Message-ID: <36A78BB5.D3538131@vmlabs.com>
References: <77n0ob$hoo1@chuka.playstation.co.uk> <36A55044.96F02456@home.net>
NNTP-Posting-Host: vmlabs24.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

Well done! I played it for a bit last night. I was a bit too "bomb
happy" though. Gotta learn to conserve.

Keep up the good work!

Scott

> Anyway, here is a game (Opera of Destruction) that was JUST released here in
> North America. This is the NTSC version - there is no PAL version at the
moment!
> The zip is around 800K, but the game uses every available ounce of the
> Playstation's memory. Hopefully this game will make you feel better about the
> state of affairs at SCEA.
>
> http://members.home.net/jpretori/opera.zip
> (see http://members.home.net/jpretori/betafx.html for some out of date screen
> shots)
> The game will also hopefully appear in the showcase section of the U.S. site
> shortly.
>
> James Pretorius
> jpretori@home.com
--MESSAGE FILE 17900 END: ./2 SCEA/yaroze/freetalk/000001110html.html

--MESSAGE FILE 17901 START: ./2 SCEA/yaroze/freetalk/000001111html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: BloodShed Demo w/source

Date: Thu, 21 Jan 1999 15:43:28 -0500
Organization: SCEA News Server
Lines: 35
Message-ID: <36A79170.420F8CB0@datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 449.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3312
scea.yaroze.freetalk:1111

BloodShed is a game project that I'm working on at the moment. It's a 3D Mech battle game with randomly generated playing environments - Over 4 billion different levels!

Right now, it's still very sparse - instead of a mech you are a cube, and only verticle colision detection has been implemented. But it does have split screen 2 player, and a randomly genreated level for you to hop around in!

Grab it here.
http://www.scea.sony.com/net/yaroze/pages/ftp/rquattlebaum/blodshed.zip

Full source is included, and it's pretty heavily commented. If you want to recompile, read the readme.txt file.

Just download it and tell me what you think. If you are using a normal controler, Triangle jumps. If you are using an analog controler, the control scheme is like a tank. To jump, move the sticks away from each other.

To switch to split screen mode, press square and vice versa. Split mode is kinda buggy though - it locks up often!

It takes a while for it to get everything set up, so watch the computer screen to see it's startup progress. It uses ANSI codes for color debugging output.

Because it dumps so much for debugging, you probably won't have much luck trying to get it to work using pscommutil. You can turn off the debugging output by editing MAIN.H and uncommenting the verbrose mode macro and then recompiling.

Have fun!

'Darco
--MESSAGE FILE 17901 END: ./2 SCEA/yaroze/freetalk/000001111html.html

--MESSAGE FILE 17902 START: ./2 SCEA/yaroze/freetalk/000001112html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Thu, 21 Jan 1999 15:43:52 -0500
Organization: SCEA News Server
Lines: 46
Message-ID: <36A79188.3C0C8140@datasys.net>
References: <77n0ob$hoo1@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 449.dialup.datasys.net
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Nathan Miller wrote:
>
> To all SCEA members and staff,
>
> Do any of you still check the newsgroups? Has anyone looked at their Yaroze
> in the last 6 months? Do you remember where your library reference is? Did
> you loose your key card? Did you forget how to program C? Did your
> computer explode? Did you give your Yaroze to a friend?
>

Leme answer these in order:

Occasionaly, I forget sometimes. Yes. Yes. No. Of course not. Not yet.
No.

>
> If it sounds like I am ranting it is because I am. There are so many good
> things that can come about because of this program and no one has the
> initiative to make it happen! If you need someone to run the porgram then
> hire me and I will find you new talent by doing competitions and getting the
> SCEA Yarozers together at E3 and for prgramming weeekends and things like
> that. These are the things WE need from SCEA to get inspired and to program
> that next great demo that shows them we have talent and that we are a
> marketable product. There is a wealth of talent out here that has nowhere
> to go because SCEA decided to let us go and to not help us on our way. So
> to SCEA- get something started to get us started!!!! And to all SCEA
> members, program something that will be noticed, get recognized, and live
> your dream of being a game programmer!!!!!!!!!!
>

I'm currently working on two projects at the moment. One is a 2D Side
Scroller, and the other is a 3D Battle game. The 2D Side Scroller is
playable, and the 3D Battle Game is 'move aroundable'. There haven't
been too many enhancements on the 2D side scroller at the moment, I've
been working on skeleton code for the 3D battle game. (At the moment,
it's just 2 color cubes running around in a randomly generated playing
environement. Really cool from a technical aspect, just not from a
players viewpoint.)

I'm tempted to just right now tidy up the source for both of these
monsters and post EVERYTHING. My source is very organised and readable,
so hopefully it will give everyone some ideas. Be on the look out for
this in a few days. (That is unless Steve, Ed, or Elliot have a problem
with this)

'darco
--MESSAGE FILE 17902 END: ./2 SCEA/yaroze/freetalk/000001112html.html

--MESSAGE FILE 17903 START: ./2 SCEA/yaroze/freetalk/000001113html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Fri, 22 Jan 1999 06:15:29 GMT
Organization: SCEA News Server
Lines: 5
Message-ID: <36a81743.493793068@news.scea.sony.com>
References: <77n0ob$hoo1@chuka.playstation.co.uk>
NNTP-Posting-Host: client-119-43.bellatlantic.net

X-Newsreader: Forte Free Agent 1.11/32.235

   Gotcha. You didn't really think I would continue the conversation, did you?   ;-)))

-Matt

--MESSAGE FILE 17903 END: ./2 SCEA/yaroze/freetalk/000001113html.html

--MESSAGE FILE 17904 START: ./2 SCEA/yaroze/freetalk/000001114html.html
Path: chuka.playstation.co.uk!news
From: "Nathan Miller" <millerbosnia@hotmail.com>
Newsgroups: scea.yaroze.freetalk
Subject: Game Development Competition
Date: Fri, 22 Jan 1999 19:43:46 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <78agqc$hr517@chuka.playstation.co.uk>
NNTP-Posting-Host: 134.235.149.237
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

To all SCEA members-

This is the first warning of my game dev competition. I have picked my anniversary as the date that will be the cut-off (Apr 24 1999) That will allow ample time for everyone to get there ideas together and get to programming. The final details are still being drawn up, but there will be no intry fee and the prize will be something worth programming for (like a Voodoo 2 card or something) I am open to suggestions about what I should have as the prize, but do not get too expensive! I need to know what you guys need for the prize and I will pick the most popular one that I can afford (remember, I work for the government!) Games need to be complete and playable with siocons only. I only have a PC, so sorry Mac users.

HAPPY PROGRAMMING AND EMAIL ME YOUR SUGGESTIONS FOR THE PRIZE!

Nathan Miller
SCEA member

--MESSAGE FILE 17904 END: ./2 SCEA/yaroze/freetalk/000001114html.html

--MESSAGE FILE 17905 START: ./2 SCEA/yaroze/freetalk/000001115html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "J. Pretorius" <jpretori@home.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Fri, 22 Jan 1999 17:45:05 -0800
Organization: @Home Network
Lines: 13
Message-ID: <36A929A1.E8A16D7@home.net>
References: <77n0ob$hoo1@chuka.playstation.co.uk> <36A55044.96F02456@home.net>
<7880bd$2po1@scea>
NNTP-Posting-Host: cs207965-a.gvmt1.bc.wave.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en]C-AtHome0402 (Win95; U)

Charles Nicholson wrote:
>

> Hoo. Well done. I'm impressed.... is that a height map? It looks like a
> grid of points on x-z plane with modified y's to generate the landscape... i

Thanks Charles.

Yes, the landscape consists of a grid of triangles. The y value is calculated using a well know mathematical formula sometimes called the Midpoint Displacement Method. This algorithm can be found in most 3D computer graphics books. The algorithm can generate realistic looking terrain especially when you use a really dense grid. I made some changes to the algorithm to create somewhat unrealistic landscapes with holes and valleys.
--MESSAGE FILE 17905 END: ./2 SCEA/yaroze/freetalk/000001115html.html

--MESSAGE FILE 17906 START: ./2 SCEA/yaroze/freetalk/000001116html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: BloodShed Demo w/source
Date: Sat, 23 Jan 1999 16:32:50 +0100
Organization: Debri Productions
Lines: 18
Message-ID: <1dm3f63.a1wrpk1uqvhesN@a1-88-132.a1.nl>
References: <36A79170.420F8CB0@datasys.net>
NNTP-Posting-Host: a1-88-132.a1.nl
X-Newsreader: MacSOUP 2.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3340
scea.yaroze.freetalk:1116

Darco <rquat@datasys.net> wrote:

> BloodShed is a game project that I'm working on at the moment. It's a 3D
> Mech battle game with randomly generated playing environments - Over 4
> billion different levels!
>
> Right now, it's still very sparse - instead of a mech you are a cube,
> and only verticle colision detection has been implemented. But it does
> have split screen 2 player, and a randomly genreated level for you to
> hop around in!
>
> Grab it here.
> http://www.scea.sony.com/net/yaroze/pages/ftp/rquattlebaum/blodshed.zip
>

Interesting, but where can the SCEE members get it from?Cheers,

DEnnis..
--MESSAGE FILE 17906 END: ./2 SCEA/yaroze/freetalk/000001116html.html

--MESSAGE FILE 17907 START: ./2 SCEA/yaroze/freetalk/000001117html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Game Development Competition
Date: Sat, 23 Jan 1999 10:43:09 -0500
Organization: SCEA News Server
Lines: 27
Message-ID: <36A9EE0D.3F825303@datasys.net>
References: <78agqc$hr517@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 204.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Nathan Miller wrote:
>
> To all SCEA members-
>
> This is the first warning of my game dev competition. I have picked my
> anniversary as the date that will be the cut-off (Apr 24 1999) That will
> allow ample time for everyone to get there ideas together and get to
> programming. The final details are still being drawn up, but there will be
> no intry fee and the prize will be something worth programming for (like a
> Voodoo 2 card or something) I am open to suggestions about what I should
> have as the prize, but do not get too expensive! I need to know what you
> guys need for the prize and I will pick the most popular one that I can
> afford (remember, I work for the government!) Games need to be complete and
> playable with siocons only. I only have a PC, so sorry Mac users.
>
> HAPPY PROGRAMMING AND EMAIL ME YOUR SUGGESTIONS FOR THE PRIZE!

A VooDoo2 Card is definately worth programing for. Then again, so is a
DreamCast system... :)

But this is only gonna work if at LEAST 5-6 people put in a good effort.

Count me in.

What's the max number of game projects you can submit? 1? 2? Or no max?

'Darco
--MESSAGE FILE 17907 END: ./2 SCEA/yaroze/freetalk/000001117html.html

--MESSAGE FILE 17908 START: ./2 SCEA/yaroze/freetalk/000001118html.html
Path: chuka.playstation.co.uk!news
From: "Nathan Miller" <millerbosnia@hotmail.com>
Newsgroups: scea.yaroze.freetalk
Subject: DGDC Official Rules
Date: Sun, 24 Jan 1999 10:29:16 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 97
Message-ID: <78ep2v$nd43@chuka.playstation.co.uk>
NNTP-Posting-Host: 134.235.149.237
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

To all of SCEA, here are the official rules to the contest:

Dragon Game Development Competition Official Rules

CONTEST SPONSOR: Nathan Miller, SCEA member. Questions can be emailed to
KIRYU@AOL.COM.

CONTEST DATES: Project development January 24th 1999 - April 24th 1999.
Contest results will be issued no later than May 5th 1999.

PRIZE: Computer or Playstation program, game, peripheral, upgrade or
addition not to exceed $100.00 US currency (retail price, tax excluded). A
combination of the above listed items can be requested by the winner as long
as their combined cost does not exceed $100.00 US currency (retail price,
tax excluded) and the quantity does not exceed 3 items. The prize(s)
requested must be readily available on the US retail market at the time of
request, no special orders or arrangements will be made. The requested

prize(s) must fall under one of the above listed categories. The winner must allow 4-6 weeks for the winning prize(s) to be delivered. Cash cannot be substituted for the requested prize(s). In the case that the requested prize(s) is less than the above mentioned maximum dollar amount, no refund or balance will be paid to equal the above mentioned maximum dollar amount. No returns of the winning prize(s) will be made, all prize(s) requests are final. The competition holder reserves the right to refuse any prize request, resulting in the opportunity of (1) additional request. In the event that only one entry is received, the above listed maximum dollar amount will be reduced to $50.00 US currency (retail prize, tax excluded). All other prize rules will apply to the new dollar amount.

ELIGIBILITY: Eligibility is restricted to SCEA Net Yaroze members only. All entry files, to include graphics, sound, source code and executable files must be the direct work of a SCEA Net Yaroze member. External development tools do not fall under this category and can come from any source. All entries must be compiled using the GNU compiler using the libgs libraries that come with the basic Net Yaroze kit. All entries must be NTSC and use the standard control pad.

The following is a list of all requirements of entries made into the above titled competition:

1. The above titled competition is limited to SCEA Net Yaroze members only, sorry SCEE!
2. No current games, demos, projects or work will be accepted!
3. ALL ENTRIES MUST BE RECEIVED ON OR BEFORE APRIL 24, 1999.
4. All entries must be original work to include all graphic, sound and executable files.
5. All entries must contain a development log in plain text updated on a weekly basis at a minimum. The log must start no earlier than January 24th 1999 and contain changes and additions to the entry made in the course of development.
6. A maximum of 3 people are allowed to contribute to a single entry. This includes all graphic, sound and executable files. ONLY ONE PRIZE WILL BE GIVEN TO THE WINNING ENTRY!
7. No sequels to any current finished or unfinished Net Yaroze projects will be accepted.
8. All entries must run from the basic SIOCONS tool, no Code Warrior versions accepted.
9. All entries must be DOS/WIN95/WIN98/WINNT compatible.
10. Up to (3) entries can be made by a single person or group.

The following is the basis for the judging of the above titled competition:

1. All entries will be judged fairly based on the following categories: GAMEPLAY, GRAPHICS, SOUND, FUN FACTOR and COMPLETENESS.
2. Each category will be judged with a score from 1 - 10 with 10 being the best possible score.
3. The entry with the highest score of all categories combined will be deemed the winner.
4. The judging will be made by no fewer than 2 impartial and experienced gamers, the contest sponsor will not judge the entries.
5. Any entry considered to be suspicious by the judges will be removed from the competition.
6. Any entry that does not meet ALL of the above list of requirements and eligibility will be removed from the competition.
7. The winner will be announced no later than 5 May 1999. This allows for ample playing time and authentication of entries through detailed reading of the development log.
8. The contest sponser reservse the right to make amendments to the above listed rules at any time during the competition.

if there are any questions, email me, have fun...

If you wondered why I changed the amount to $100.00, I talked to the better half (my wife) and she wasn't keen on the idea, but since we have a 50/50 relationship, I was able to spare some of the prize. Remember, I am just an individual sponsor, and am not requesting any special favors (like full control of the source code!) Anyway, I am trying to excite some activity in the community and I thought something worth $100 for free would do the trick, anyway... have fun!

Nathan Miller
SCEA member

--MESSAGE FILE 17908 END: ./2 SCEA/yaroze/freetalk/000001118html.html

--MESSAGE FILE 17909 START: ./2 SCEA/yaroze/freetalk/000001119html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Sun, 24 Jan 1999 12:41:06 -0500
Organization: SCEA News Server
Lines: 11
Message-ID: <78flba$2po5@scea>
References: <77n0ob$hoo1@chuka.playstation.co.uk> <36A55044.96F02456@home.net>
<7880bd$2po1@scea> <36A929A1.E8A16D7@home.net>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

HAH. The secrets of your game are safe no more. I've discovered your little secret to success.

This game is rigged. At the mode selection screen, select the wierd textured face of the cube and hit L1,R1,L2, and R2 at the same time.

no longer will my city wallow in filth and rubble.

-charles

--MESSAGE FILE 17909 END: ./2 SCEA/yaroze/freetalk/000001119html.html

--MESSAGE FILE 17910 START: ./2 SCEA/yaroze/freetalk/000001120html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: DGDC Official Rules
Date: Sun, 24 Jan 1999 18:19:12 -0500
Organization: SCEA News Server
Lines: 5
Message-ID: <36ABAA70.136D61C@datasys.net>
References: <78ep2v$nd43@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 450.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Eeeeh. That means that none of my current projects would qualify.
Unfortunately, I've got no time to start a new project so I'm gonna have
to forfit this one...

'Darco
--MESSAGE FILE 17910 END: ./2 SCEA/yaroze/freetalk/000001120html.html

--MESSAGE FILE 17911 START: ./2 SCEA/yaroze/freetalk/000001121html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: DGDC Official Rules
Date: Mon, 25 Jan 1999 10:08:43 -0800
Organization: SCEA News Server
Lines: 17
Message-ID: <36ACB32B.90AC8CE3@vmlabs.com>
References: <78ep2v$nd43@chuka.playstation.co.uk> <36ABAA70.136D61C@datasys.net>
NNTP-Posting-Host: vmlabs28.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

Yeah, it might be the same for me too. I'm really anxious to finish
my current game (which has been in development since the invention of
the wheel). I don't know if I could justify taking 3 months out to
start a new one.

Then again, with the current problems I'm having with my game (see
"programming" group), I might need something to take my mind off it.
I'll have to think about it.

Scott

> Eeeeh. That means that none of my current projects would qualify.
> Unfortunately, I've got no time to start a new project so I'm gonna have
> to forfit this one...
>
> 'Darco
--MESSAGE FILE 17911 END: ./2 SCEA/yaroze/freetalk/000001121html.html

--MESSAGE FILE 17912 START: ./2 SCEA/yaroze/freetalk/000001122html.html
Path: chuka.playstation.co.uk!news
From: James Rutherford <hexheroes@writeme.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: BloodShed Demo w/source
Date: Mon, 25 Jan 1999 18:27:43 +0000
Organization: The Hex Heroes
Lines: 19
Message-ID: <36ACB79F.9CB1D8F1@writeme.com>
References: <36A79170.420F8CB0@datasys.net> <1dm3f63.a1wrpk1uqvhesN@a1-88-
132.a1.nl>
NNTP-Posting-Host: booboo.dai.ed.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (X11; I; SunOS 5.5.1 sun4m)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3357
scea.yaroze.freetalk:1122

DEnnis Brinkhuis wrote:

> > Grab it here.
> > http://www.scea.sony.com/net/yaroze/pages/ftp/rquattlebaum/blodshed.zip
>
> Interesting, but where can the SCEE members get it from?Cheers,
>
> DEnnis..

The rule (as chanted by many a wise monk) goes:

replace www.scea.sony.com/net/yaroze/
with www.netyaroze-europe.com/yaroze_scea/

The mirror is usually updated two/three times a week (so I'm lead to
believe), so everything should be pretty darned fresh.

James.

--MESSAGE FILE 17912 END: ./2 SCEA/yaroze/freetalk/000001122html.html

--MESSAGE FILE 17913 START: ./2 SCEA/yaroze/freetalk/000001123html.html
Path: chuka.playstation.co.uk!scea!pro1-150.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: funny...
Date: Mon, 25 Jan 1999 23:51:00 -0500
Organization: Wooden Tulip Ltd.
Lines: 6
Message-ID: <developer-2501992351000001@pro1-150.barrie.connex.net>
NNTP-Posting-Host: pro1-150.barrie.connex.net

   A Quote from one of our fellow SCEE blokes..:

Who were the Beta Testers for Preparations A through G???

Heh, Super Funny...
--MESSAGE FILE 17913 END: ./2 SCEA/yaroze/freetalk/000001123html.html

--MESSAGE FILE 17914 START: ./2 SCEA/yaroze/freetalk/000001124html.html
Path: chuka.playstation.co.uk!scea!pro1-150.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Is anyone still here????????
Date: Mon, 25 Jan 1999 23:51:24 -0500
Organization: Wooden Tulip Ltd.
Lines: 61
Message-ID: <developer-2501992351240001@pro1-150.barrie.connex.net>
References: <77n0ob$hoo1@chuka.playstation.co.uk> <369FE17C.499D3B95@vmlabs.com>
NNTP-Posting-Host: pro1-150.barrie.connex.net

Hi Scott. Good to hear from you.
Looks like Nathan Miller was in the boat where I was at Last month...

Rants aside, For January I cannot say I have been the best of showups at
the SCEA Chat sessions on Saturdays. I Blame only me and the fact I am
trying to win over a new Girlfriend. Sorry folks, but I do have some HUMAN
priorities...

> As for the people at Sony, for the most part I'm pleased. The
> "people" support they give us is fabulous (Mario and James

> especially). It would have been even cooler, though, to get updated
> libraries every now and then. Especially for known bugs like the
> track skipping thing with the CD player. The icing on the cake would
> have been libraries to support the multi-tap and dual shock. But I
> assume any library coders at Sony are working on other more important
> things.
This is a Yes and No kind of deal.
I am pleased for the service I have received in an Educational Learning Experience for Game Development Content. For this to Sony I am eternally Grateful.

The No side of this is the existing game plan from the SCEA staff.
In North America, we all kindof like the "Coach" type of support in a program.
In Europe there is a bit more groupie-ness to the Yaroze program and the content and web-site reflect this. This is the game plan from the "Blokes" out in The UK. Here at SCEA, Bill Rehboek, and Greg LaBrec, were the Coach and Assistant Coach of the NA/PSX_NY team.

Trouble is, both coaches left for a different league, and we are kindof drifting around trying to put a game or two together.
What we need is a coach, not the General Manager trying to run the team.

Plan of action?:

Find a coach.
In the Meantime, the GM, has to come out and say a few words to keep our spirits up. It really does not take a lot.

Even though the Libraries do not support current ane newer technologies, That type of stuff could be patched in if it was requested in a Group fashion.

> What else can I say? I'm happy. I'll probably keep plunking away at
> the little black box even after Sony ceases official support.
> Scott
> http://www.concentric.net/~dsyaroze/insider

Very much same here.
I started on the Vectrex before I started on the NY, and I haven't looked back.
3D is the biggest thing that the NY illustrates with very basic simplicity.
I recently got a "Black art of Programming" book for MacOS game programming.

Lo and Behold when I was chatting with a few folks at Apple who were the MAJOR push behind MacOS games development, THE book I have is THE bible that gets used for "Crash Coursing" game programmers to the MacOS systems.

I wish to excerpt from that book on topics I see in the NY arena. I have started a ppt presentation, and hopefully will have something soon.
[Famous last words...] But girlfriend aside, I am trying.

-sean
--MESSAGE FILE 17914 END: ./2 SCEA/yaroze/freetalk/000001124html.html

--MESSAGE FILE 17915 START: ./2 SCEA/yaroze/freetalk/000001125html.html
Path: chuka.playstation.co.uk!news
From: "Nathan Miller" <millerbosnia@hotmail.com>
Newsgroups: scea.yaroze.freetalk
Subject: IMPORTANT!!! DGDC Amendment #1
Date: Tue, 26 Jan 1999 08:15:07 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <78jpvj$mtp7@chuka.playstation.co.uk>
NNTP-Posting-Host: 134.235.149.237

X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

SCEA members,

Due to the amount of email that I have gotten in reguards to current projects I am making amendment #1 to the rules:

Effective January 26, 1999: Requirement #2 has changed to: no current complete games will be accepted. This covers all games currently available to SCEA or SCEE on the official sites.

Basically, if it was in some complete form, it gives you an unfair advantage. Current projects and demos WILL be accepted once in complete game form.

Also, please send me an email if you plan on competing!

Any questions send to kiryu@aol.com

Have Fun,

Nathan Miller

--MESSAGE FILE 17915 END: ./2 SCEA/yaroze/freetalk/000001125html.html

--MESSAGE FILE 17916 START: ./2 SCEA/yaroze/freetalk/000001126html.html
Path: chuka.playstation.co.uk!news
From: "Nathan Miller" <millerbosnia@hotmail.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Dual Shock Controllers
Date: Thu, 28 Jan 1999 08:05:16 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <78p251$ibo1@chuka.playstation.co.uk>
NNTP-Posting-Host: 134.235.149.237
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1126
scee.yaroze.freetalk.english:3379

I was just wondering who uses a dual shock controller? I think it is the best contoller to come around in a long time. I have some game design stuff that will work really well with the dual analog sticks, just need to know if it is worth putting the effort in, or if no one will get to use it.

Basically, Do you have one?

Nathan Miller

--MESSAGE FILE 17916 END: ./2 SCEA/yaroze/freetalk/000001126html.html

--MESSAGE FILE 17917 START: ./2 SCEA/yaroze/freetalk/000001127html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Upcoming Release
Date: Thu, 28 Jan 1999 01:58:47 -0500
Organization: SCEA News Server
Lines: 45

Message-ID: <78p17v$1as1@scea>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Woohoo! Yes. It's my first Yaroze release. Actually, it's a bunch of utilities that solves the file management silliness.

CLIB v1.0 features:
    Compression: Huffman trees that get 30-40% on average sized .tims
    Directory Structure: A one-level deep directory structure is supported (i.e your file can have subdirectories in which compressed data files are stored- just like a hard drive). Plus, you can flag entire directories for compression or not (wouldn't want to waste mem by compressing .tmds that are ALWAYS in use)
    Neat OS-like access functions: findfirst,findnext, etc. All the goodies.
    Speed: Huffman decompress is pretty fast, and the API has virtually NO footprint...

ok so it's not all that. but at least it's got the directory structure...

one file can look like this:

```
    MYGAME.LIB
        \TIM
            1.tim
            2.tim
            3.tim
        \TMD
            a.tmd
            b.tmd
            c.tmd
        \MAPS
            woop.map
            yeep.map
            ack.map
etc.
```

It's for dos32 and as of now does NOT run in a dos box for win9x. Memory leaks and such. I'm working on it. All apps are DOS4GW, which will be included when i put it online. I'm releasing all source, too, but it's gonna be sloppy.

Anyway, when it goes up i'll post an ftp site. Just letting everyone know. :)

-charles

--MESSAGE FILE 17917 END: ./2 SCEA/yaroze/freetalk/000001127html.html

--MESSAGE FILE 17918 START: ./2 SCEA/yaroze/freetalk/000001128html.html
Path: chuka.playstation.co.uk!news
From: Tones <caz.tones@cwcom.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Dual Shock Controllers
Date: Thu, 28 Jan 1999 13:18:34 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <36B063AA.6EDA4B05@cwcom.net>
References: <78p251$ibo1@chuka.playstation.co.uk>
NNTP-Posting-Host: 193.82.133.203

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1128
scee.yaroze.freetalk.english:3381

Nathan wrote:

> I was just wondering who uses a dual shock controller? I think it is the
> best contoller to come around in a long time. I have some game design stuff
> that will work really well with the dual analog sticks, just need to know if
> it is worth putting the effort in, or if no one will get to use it.

Hmmm,

I use one - it's just a shame you can't program for the shock motors (will Sony ever give us the libraries to do so?)

Cheers!

Tones 8)

--MESSAGE FILE 17918 END: ./2 SCEA/yaroze/freetalk/000001128html.html

--MESSAGE FILE 17919 START: ./2 SCEA/yaroze/freetalk/000001129html.html
Path: chuka.playstation.co.uk!news
From: Andrew Murray <mad.max@which.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Dual Shock Controllers
Date: Thu, 28 Jan 1999 17:14:38 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 52
Message-ID: <36B09AFE.AC0D2879@which.net>
References: <78p251$ibo1@chuka.playstation.co.uk>
NNTP-Posting-Host: p04-warbler-gui.tch.which.net
Mime-Version: 1.0
Content-Type: multipart/alternative;
 boundary="------------628861D73617EBAADCEF623D"
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1129
scee.yaroze.freetalk.english:3384

--------------628861D73617EBAADCEF623D
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Dual Shock rules! Although when I play Colin McRae Rally or Gran Turismo it always seems to switch from analogue to digital all on it's own then of course I ram full speed into a wall (painful).
I recon it's probably just my controller though and YES SONY SHOULD GIVE US THE LIBRARY FOR DUAL SHOCK PROGRAMMING!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! cos the dual shock is mad and we should be alowed to manipulate it.

Max

Nathan Miller wrote:

> I was just wondering who uses a dual shock controller? I think it is the
> best contoller to come around in a long time. I have some game design stuff

> that will work really well with the dual analog sticks, just need to know if
> it is worth putting the effort in, or if no one will get to use it.
>
> Basically, Do you have one?
>
> Nathan Miller

--------------628861D73617EBAADCEF623D
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
Dual Shock rules! Although when I play Colin McRae Rally or Gran Turismo
it always seems to switch from analogue to digital all on it's own then
of course I ram full speed into a wall (painful).

I recon it's probably just my controller though and <u>YES
SONY SHOULD GIVE US THE LIBRARY FOR DUAL SHOCK
PROGRAMMING!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! </u>
cos the dual shock is mad and we should be alowed to manipulate it.
<p>Max
<p>Nathan Miller wrote:
<blockquote TYPE=CITE>I was just wondering who uses a dual shock controller?

I think it is the

best contoller to come around in a long time. I have some game
design stuff

that will work really well with the dual analog sticks, just need to
know if

it is worth putting the effort in, or if no one will get to use it.
<p>Basically, Do you have one?
<p>Nathan Miller</blockquote>
</html>

--------------628861D73617EBAADCEF623D--

--MESSAGE FILE 17919 END: ./2 SCEA/yaroze/freetalk/000001129html.html

--MESSAGE FILE 17920 START: ./2 SCEA/yaroze/freetalk/000001130html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Dual Shock Controllers
Date: Thu, 28 Jan 1999 09:30:32 -0800
Organization: SCEA News Server
Lines: 12
Message-ID: <36B09EB8.72A3C09F@vmlabs.com>
References: <78p251$ibo1@chuka.playstation.co.uk>
NNTP-Posting-Host: vmlabs28.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1130
scee.yaroze.freetalk.english:3386

> I was just wondering who uses a dual shock controller? I think it is the
> best contoller to come around in a long time. I have some game design stuff
> that will work really well with the dual analog sticks, just need to know if

> it is worth putting the effort in, or if no one will get to use it.
>
> Basically, Do you have one?

Yes I definitely have and use one. In fact, my game takes full
advantage in that it uses *both* sticks - one for turning, one for
thrust. Once you get used to it it's the best way to play.

Scott
--MESSAGE FILE 17920 END: ./2 SCEA/yaroze/freetalk/000001130html.html

--MESSAGE FILE 17921 START: ./2 SCEA/yaroze/freetalk/000001131html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming,scee.yaroze.mydemos,scee.yaroze.pro
gramming.libraries
Subject: CLIB v1.0 RELEASE
Date: Thu, 28 Jan 1999 16:51:57 -0500
Organization: SCEA News Server
Lines: 19
Message-ID: <78qlht$1as2@scea>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1131 scee.yaroze.mydemos:389
scee.yaroze.programming.libraries:212

It's here. CLIB v1.0. The solution to all of your data
compression/management needs.

Featuring full directory structures (well, just one level deep, but that's
all i really need, so that all anyone's really getting :)), Completely
AVERAGE Huffman Compression (WOOHOO!), and a reaaaaly easy API interface.
Just drop it in and GO.

It's only DOS32, and I've included DOS4GW (dos extender) in the zip file.
Check it out.
Lemme know what everyone thinks.

ftp://143.209.106.203/clibv10.zip
anonymous access enabled.

-charles nicholson (and yes, i am just posting this everywhere for coverage.
sorry. :))

--MESSAGE FILE 17921 END: ./2 SCEA/yaroze/freetalk/000001131html.html

--MESSAGE FILE 17922 START: ./2 SCEA/yaroze/freetalk/000001132html.html
Path: chuka.playstation.co.uk!news1.scei.co.jp!scea!
peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming,scee.yaroze.mydemos,scee.yaroze.pro
gramming.libraries
Subject: Re: CLIB v1.0 RELEASE
Date: Thu, 28 Jan 1999 16:54:04 -0500
Organization: SCEA News Server
Lines: 11
Message-ID: <78qllr$1as3@scea>
References: <78qlht$1as2@scea>

NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1132 scee.yaroze.mydemos:390
scee.yaroze.programming.libraries:213

>ftp://143.209.106.203/clibv10.zip
>anonymous access enabled.

So sorry. Make that "143.229.106.203" and i don't think you can browse
there- i'm serving w/SERV-U, and (at least) my copy of ie4.0 doesn't like it
too much.....

-charles

--MESSAGE FILE 17922 END: ./2 SCEA/yaroze/freetalk/000001132html.html

--MESSAGE FILE 17923 START: ./2 SCEA/yaroze/freetalk/000001133html.html
Path: chuka.playstation.co.uk!news
From: pal <palpalpalpal@hotmail.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Dual Shock Controllers
Date: Fri, 29 Jan 1999 23:30:46 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <36B23695.E5AC031F@hotmail.com>
References: <78p251$ibo1@chuka.playstation.co.uk>
Reply-To: palpalpalpal@hotmail.com
NNTP-Posting-Host: corbeil1-182.club-internet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.04 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1133
scee.yaroze.freetalk.english:3400

Nathan Miller wrote:

> Basically, Do you have one?

Yes.

--MESSAGE FILE 17923 END: ./2 SCEA/yaroze/freetalk/000001133html.html

--MESSAGE FILE 17924 START: ./2 SCEA/yaroze/freetalk/000001134html.html
Path: chuka.playstation.co.uk!news
From: "Nathan Miller" <millerbosnia@hotmail.com>
Newsgroups: scea.yaroze.freetalk
Subject: DGDC Entry Form
Date: Sat, 30 Jan 1999 00:25:10 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <78tfu9$ccr12@chuka.playstation.co.uk>
NNTP-Posting-Host: 134.235.149.237
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

I didn't want to make anyone fill out an entry form (and you do not have
to), but it would be nice if you would. Here it is, you can email to me.

Name:

Project:

Type of project:

Thanks. It is just so that I can get some numbers

Nathan Miller
SCEA member

--MESSAGE FILE 17924 END: ./2 SCEA/yaroze/freetalk/000001134html.html

--MESSAGE FILE 17925 START: ./2 SCEA/yaroze/freetalk/000001135html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ben Siroshton" <ben@triax.com>
Newsgroups: scea.yaroze.freetalk
Subject: question about hackers realm of the psx
Date: Fri, 29 Jan 1999 15:53:48 -0800
Organization: SCEA News Server
Lines: 16
Message-ID: <78th3q$1as8@scea>
NNTP-Posting-Host: 1Cust162.tnt2.beaverton.or.da.uu.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

I am wondering what we, with our license agreement and all are supposed to
do about the info that surrounds the hackers psx realm of coding? I mean,
alot of the docs from there are quite low-level. I have only glanced at it.
With this information staring at us in the face, are we supposed to turn our
backs and pretend it doesnt exist? I dont even know if its any good - but
it might be usefull, if there is nothing wrong with us using it? Any
ideas/thoughts? I dont know really, where I am going with this topic, but I
thought it would be interesting to discuss. =)

thanks.

-ben

--MESSAGE FILE 17925 END: ./2 SCEA/yaroze/freetalk/000001135html.html

--MESSAGE FILE 17926 START: ./2 SCEA/yaroze/freetalk/000001136html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups:
scea.yaroze.freetalk,scea.yaroze.programming,scee.yaroze.mydemos,scee.yaroze.pro
gramming.libraries
Subject: Re: CLIB v1.0 RELEASE
Date: Sun, 31 Jan 1999 12:23:48 -0500
Organization: SCEA News Server
Lines: 7
Message-ID: <7922ub$q123@scea>
References: <78qlht$1as2@scea>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1136 scee.yaroze.mydemos:393
scee.yaroze.programming.libraries:214

I've added another somewhat helpful doc file- LOADER.TXT. This gives you
more information
on the in-file loading API, with examples.

-charles

--MESSAGE FILE 17926 END: ./2 SCEA/yaroze/freetalk/000001136html.html

--MESSAGE FILE 17927 START: ./2 SCEA/yaroze/freetalk/000001137html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Dual Shock Controllers
Date: Sun, 31 Jan 1999 12:41:28 -0600
Organization: Ed Federmeyer
Lines: 22
Message-ID: <7927je$q124@scea>
References: <78p251$ibo1@chuka.playstation.co.uk>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1137
scee.yaroze.freetalk.english:3408

Nathan Miller wrote in message <78p251$ibo1@chuka.playstation.co.uk>...
>I was just wondering who uses a dual shock controller? I think it is the
>best contoller to come around in a long time. I have some game design
stuff
>that will work really well with the dual analog sticks, just need to know
if
>it is worth putting the effort in, or if no one will get to use it.
>
>Basically, Do you have one?
>
>Nathan Miller

I have the dual-analog pad, before the shock feature was available.

Even if you can't support the shock feature in Yaroze programs, it's
well worthwhile to support the analog control, when it makes sense
to the game.

EdF

--MESSAGE FILE 17927 END: ./2 SCEA/yaroze/freetalk/000001137html.html

--MESSAGE FILE 17928 START: ./2 SCEA/yaroze/freetalk/000001138html.html
Path: chuka.playstation.co.uk!scea!pro1-137.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Dual Shock Controllers
Date: Sun, 31 Jan 1999 18:47:42 -0500
Organization: Wooden Tulip Ltd.
Lines: 41
Message-ID: <developer-3101991847420001@pro1-137.barrie.connex.net>

References: <78p251$ibo1@chuka.playstation.co.uk>
NNTP-Posting-Host: pro1-137.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1138
scee.yaroze.freetalk.english:3409

In article <78p251$ibo1@chuka.playstation.co.uk>, "Nathan Miller"
<millerbosnia@hotmail.com> wrote:

> I was just wondering who uses a dual shock controller? I think it is the
> best contoller to come around in a long time. I have some game design stuff
> that will work really well with the dual analog sticks, just need to know if
> it is worth putting the effort in, or if no one will get to use it.
>
> Basically, Do you have one?
>
> Nathan Miller

I have two.

I have the Dual Analog Pad. {With the Joystick Emulation which works...}
AND I have the Dual Shock Gamepad. {No Joystick Emu here, and a bit more smarts}

Please develop Software for the Dual Controller.

The effort is worth it. Look at the Penguin Controller. {Nintendo 64.}
That controller sets the pace in analog fine control.
It is nice to have two analog sticks, but when things like TOCA racing and
the recent Bandicoot series, allow for NO User Definable control over the
Left handed or Right handed control operation {I am Right Dominant-Left
Handed [but learned to write right-handed... :( ] and find TOCA supremely
annoying to learn.} In contrast, I found Rouge Squadron on N64 to be the
easiest and gratifying to learn.

Descent for PSX had it right. You could configure the whole shebang, an
item in programming itself. Try it, I found Mr. Phua's 3D pong example to
be highly interesting in Dual Analog control.

As for the Dual Shock. It and the Full-motion-video / exec fileread off
ISO9660 format CD-R support in the Yaroze LIBPS.A and a few IN-LINEs would
be nice.
It would mean a NEW ioctl() and header support. But then again, I still
ahve the Collision detection PowerPoint Presentation to finish {I'm 85%
done..}

-sean
--MESSAGE FILE 17928 END: ./2 SCEA/yaroze/freetalk/000001138html.html

--MESSAGE FILE 17929 START: ./2 SCEA/yaroze/freetalk/000001139html.html
Path: chuka.playstation.co.uk!scea!pro1-137.barrie.connex.net!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: question about hackers realm of the psx
Date: Sun, 31 Jan 1999 19:30:45 -0500
Organization: Wooden Tulip Ltd.
Lines: 108
Message-ID: <developer-3101991930450001@pro1-137.barrie.connex.net>
References: <78th3q$1as8@scea>
NNTP-Posting-Host: pro1-137.barrie.connex.net

> I am wondering what we, with our license agreement and all are supposed to
> do about the info that surrounds the hackers psx realm of coding? I mean,
> alot of the docs from there are quite low-level. I have only glanced at it.

> With this information staring at us in the face, are we supposed to turn our
> backs and pretend it doesnt exist? I dont even know if its any good - but
> it might be usefull, if there is nothing wrong with us using it? Any
> ideas/thoughts? I dont know really, where I am going with this topic, but I
> thought it would be interesting to discuss. =)
> thanks.
> -ben

Hi Ben,

   In relation to the Yaroze Licence Agreement, you have to be aware of the following Licence Agreement paragraphs:

This is heavy, but bear with me.

In your use of the Yaroze Server, you shall not:

7.1 Publish or post material or information that (a) defames another, (b) infringes on the legal or intellectual property rights (including rights of privacy or publicity) of others, (c) is obscene or sexually explicit, (d) is racially or ethnically objectionable, (e) depicts intoxication or substance abuse, (f) reflects adversely on the name, reputation or goodwill of SCEA or its affiliates or (g) violates any law or regulation.

**** Note number one ****

Part (g) is the real important one here.
And it isnt necessarily the "law" violation that would land you in a heap of trouble. It is the "regulation" point that is important.
Little do you know that there are MANY regulations in a LARGE Variety of repositories that Sony Computer Entertainment has many regulations.
Some even that you are not aware of yet they can stick to you when you least expect it. Usually when you ask? How come the LIBPS.A library does not contain any support for Full-Motion-Video? or for that matter a "Dual-Shock" support?

I hate to say it, if it does not come from Sony with a Sony blessing, it is unlicenced, and would be considered illegal.
The big point here is the "reverse engineering" something that is really not allowed for publication.

**** End of Note Number One ****

**** Note Number two. ****

7.3 Upload files that contain software or other material protected by intellectual property laws, rights of privacy or publicity, or any other applicable law unless you (a) own or control the rights to that software or other material or (b) have received all necessary consents to do so.

This one too, is an interesting point. I am an adherent of the Open Source Software exchange. I am for a few reasons, chiefly, if I like someone's software I want to see it grow, and I want to see the developer get some thanks for it.
But I do too, like to look at how someone has done something, and use similar mechanisms to do the same in my code, or if I see a place where I can improve the software, and I can assist, I will not hesitate to do so.
At least I know I will also get thanks for it too.
That is why I am a big fan of the GNU Public Licence orientation of Linux.

But I do not like seeing companies large or small {Like Microsoft on one hand, and Internet Cracker_Warez groups on the other} STEALING someones software and using it for their own profit. {I always wondered how WAREZ

sites keep in business, since THEY say, that they do not charge you for the software???}

This is Wrong.

**** End of Note two. ****

So to recap, in reference to the Hacker PSX realm. Be Careful.
I am not going to "Turn my back" and say they do not exist, they do and the content is there for you to peruse at your own discretion.
I Sean Kennedy, nor is SCEA going to, and simply; cannot control content that is publically published on the Internet. No could be control you downloading and testing/compiling the code you receive. The benefit pretains to you, and you have rights from the public domain and the privacy act to have access to that content and do what you wish personally on YOUR Computer System at home.

Where you can get into trouble is when you want to advertise source code that CAN be compiled and made runnable. {Usually you need the in-line Assembler code and a supporting xfile.h or ECOFF library to get the machine code.}

As well, Bytecode can get you into trouble. If it can be proven that Bytecode is not your intellectual property, and is not Licenced by SCEA, and you distribute it INSIDE of SCEA, or its servers, you can get into trouble.

I am not trying to scare you. I want you to realise what using "Outside" software inside the SCEA domain {Of Servers and Protected Internet/Intranet exchange systems} and distibuting it can lead to.

But I again, cannot control you from accessing public information servers that contain obscene or sexually explicit material, any more than I can prevent you from accessing www.sony.com now can I? Nor could I prevent you from advertising your own web-site outside of SCEA from within SCEA so long as it does not Publically slander or defame SCEA or lead to obscene or sexually explicit material can I?

Being careful allows you to be-ware.
-sean
--MESSAGE FILE 17929 END: ./2 SCEA/yaroze/freetalk/000001139html.html

--MESSAGE FILE 17930 START: ./2 SCEA/yaroze/freetalk/000001140html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: DGDC Official Rules
Date: Sun, 31 Jan 1999 23:46:51 -0800
Organization: SCEA News Server
Lines: 14
Message-ID: <36B55BEB.82C0397@znet.com>
References: <78ep2v$nd43@chuka.playstation.co.uk> <36ABAA70.136D61C@datasys.net>
NNTP-Posting-Host: scts1-37.znet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; U)

Darco wrote:
>
> Eeeeh. That means that none of my current projects would qualify.
> Unfortunately, I've got no time to start a new project so I'm gonna have

> to forfit this one...
>
> 'Darco

me too.

--

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 17930 END: ./2 SCEA/yaroze/freetalk/000001140html.html

--MESSAGE FILE 17931 START: ./2 SCEA/yaroze/freetalk/000001141html.html
Path: chuka.playstation.co.uk!news
From: Christoph Luerig <cpluerig@immd9.informatik.uni-erlangen.de>
Newsgroups: scea.yaroze.freetalk
Subject: Price of grey Playtstation
Date: Mon, 01 Feb 1999 13:35:11 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <36B59F7F.A7FFA8DD@immd9.informatik.uni-erlangen.de>
NNTP-Posting-Host: faui90.informatik.uni-erlangen.de
Mime-Version: 1.0
Content-Type: multipart/alternative; boundary="------------
92551F01AC1C640150FECE60"
X-Mailer: Mozilla 4.04C-SGI [en] (X11; I; IRIX 6.3 IP32)

--------------92551F01AC1C640150FECE60
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Hello!

For a publication I would be interetsted in the approximate actual price of a
grey (consumer) playstation

in the USA in the moment.

Thanks

Christoph Luerig

--------------92551F01AC1C640150FECE60
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<HTML>

<PRE>Hello!</PRE>

<PRE>For a publication I would be interetsted in the approximate actual price of
a grey (consumer) playstation</PRE>

<PRE>in the USA in the moment.</PRE>

<PRE>Thanks</PRE>

<PRE>Christoph Luerig</PRE>
 </HTML>

--------------92551F01AC1C640150FECE60--

--MESSAGE FILE 17931 END: ./2 SCEA/yaroze/freetalk/000001141html.html

--MESSAGE FILE 17932 START: ./2 SCEA/yaroze/freetalk/000001142html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Price of grey Playtstation
Date: Mon, 01 Feb 1999 10:42:09 GMT
Organization: SCEA News Server
Lines: 8
Message-ID: <36b584bf.32562781@news.scea.sony.com>
References: <36B59F7F.A7FFA8DD@immd9.informatik.uni-erlangen.de>
NNTP-Posting-Host: client-151-198-130-33.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

>For a publication I would be interetsted in the approximate actual price of a
grey (consumer) playstation
>
>in the USA in the moment.

   $129. - $149., I do believe.

-Matt

--MESSAGE FILE 17932 END: ./2 SCEA/yaroze/freetalk/000001142html.html

--MESSAGE FILE 17933 START: ./2 SCEA/yaroze/freetalk/000001143html.html
Path: chuka.playstation.co.uk!news
From: Christoph Luerig <cpluerig@immd9.informatik.uni-erlangen.de>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Price of grey Playtstation
Date: Mon, 01 Feb 1999 17:13:13 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 45
Message-ID: <36B5D299.C32C3956@immd9.informatik.uni-erlangen.de>
References: <36B59F7F.A7FFA8DD@immd9.informatik.uni-erlangen.de>
<36b584bf.32562781@news.scea.sony.com>
NNTP-Posting-Host: faui90.informatik.uni-erlangen.de
Mime-Version: 1.0
Content-Type: multipart/alternative; boundary="------------
FEF32D54897B038EF026B698"
X-Mailer: Mozilla 4.04C-SGI [en] (X11; I; IRIX 6.3 IP32)

--------------FEF32D54897B038EF026B698
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Matthew Hulett wrote:

> >For a publication I would be interetsted in the approximate actual price of a
grey (consumer) playstation
> >
> >in the USA in the moment.
>
> $129. - $149., I do believe.
>
> -Matt

Thanks for the info. So I will state below 150$. This way I am on the saffe

side.

Christoph

--------------FEF32D54897B038EF026B698
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<HTML>
Matthew Hulett wrote:
<BLOCKQUOTE TYPE=CITE>>For a publication I would be interetsted in the
approximate actual price of a grey (consumer) playstation

>

>in the USA in the moment.

<P> $129. - $149., I do believe.

<P>-Matt</BLOCKQUOTE>

<PRE>Thanks for the info. So I will state below 150$. This way I am on the saffe
side.</PRE>

<PRE></PRE>

<PRE>Christoph</PRE>
 </HTML>

--------------FEF32D54897B038EF026B698--

--MESSAGE FILE 17933 END: ./2 SCEA/yaroze/freetalk/000001143html.html

--MESSAGE FILE 17934 START: ./2 SCEA/yaroze/freetalk/000001144html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ben Siroshton" <ben@triax.com>
Newsgroups: scea.yaroze.freetalk
Subject: license / documentation question.
Date: Mon, 1 Feb 1999 10:09:32 -0800
Organization: SCEA News Server
Lines: 17
Message-ID: <794q2b$q128@scea>
NNTP-Posting-Host: 1Cust54.tnt1.beaverton.or.da.uu.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Hello,

I was toying with the idea of moving the yaroze docs along with other faq's
and info I could scrounge up into HTML Help, using the free microsoft HTML
Help workshop and then putting this available for all us yaroze'rs. Can I
do this with out violating our agreement? I mean, can I move the yaroze
docs to HTML? I dont want to change the content just move it and cross
reference everything into a nice index..

Any info would be greatly appreciated.

thanks

-ben

--MESSAGE FILE 17934 END: ./2 SCEA/yaroze/freetalk/000001144html.html

--MESSAGE FILE 17935 START: ./2 SCEA/yaroze/freetalk/000001145html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: license / documentation question.
Date: Mon, 01 Feb 1999 20:30:43 GMT
Organization: L4 Software
Lines: 5
Message-ID: <36b70edb.4740082@205.149.189.29>
References: <794q2b$q128@scea>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

Ben,

I try to find out for you.

Mario
--MESSAGE FILE 17935 END: ./2 SCEA/yaroze/freetalk/000001145html.html

--MESSAGE FILE 17936 START: ./2 SCEA/yaroze/freetalk/000001146html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Price of grey Playtstation
Date: Mon, 01 Feb 1999 18:37:12 GMT
Organization: SCEA News Server
Lines: 12
Message-ID: <36b5f3ef.10200955@news.scea.sony.com>
References: <36B59F7F.A7FFA8DD@immd9.informatik.uni-erlangen.de>
<36b584bf.32562781@news.scea.sony.com> <36B5D299.C32C3956@immd9.informatik.uni-
erlangen.de>
NNTP-Posting-Host: client-151-198-130-140.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

$149 would be the standard retail price.

But, I seem to recall seeing it priced lower at some point, a sale or
something...

$149 is the proper answer for a standard retail price. Hopefully, we
will see $99 soon, just to cap off Sony's success.

Sorry for sounding indecisive.

-Matt

--MESSAGE FILE 17936 END: ./2 SCEA/yaroze/freetalk/000001146html.html

--MESSAGE FILE 17937 START: ./2 SCEA/yaroze/freetalk/000001147html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Price of grey Playtstation
Date: Mon, 01 Feb 1999 15:43:18 -0800
Organization: SCEA News Server

Lines: 18
Message-ID: <36B63C16.ACE950F8@vmlabs.com>
References: <36B59F7F.A7FFA8DD@immd9.informatik.uni-erlangen.de>
<36b584bf.32562781@news.scea.sony.com> <36B5D299.C32C3956@immd9.informatik.uni-
erlangen.de> <36b5f3ef.10200955@news.scea.sony.com>
NNTP-Posting-Host: vmlabs25.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

I thought it was dropped to $129 (and Nintendo followed suit shortly
thereafter). Maybe it's $129 for the standard version, but to get the
dual shock version it's $149.

Scott

> $149 would be the standard retail price.
>
> But, I seem to recall seeing it priced lower at some point, a sale or
> something...
>
> $149 is the proper answer for a standard retail price. Hopefully, we
> will see $99 soon, just to cap off Sony's success.
>
> Sorry for sounding indecisive.
>
> -Matt
--MESSAGE FILE 17937 END: ./2 SCEA/yaroze/freetalk/000001147html.html

--MESSAGE FILE 17938 START: ./2 SCEA/yaroze/freetalk/000001148html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "J. Pretorius" <jpretori@home.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: question about hackers realm of the psx
Date: Mon, 01 Feb 1999 19:01:52 -0800
Organization: @Home Network
Lines: 36
Message-ID: <36B66AA0.F8758F3B@home.net>
References: <78th3q$1as8@scea>
NNTP-Posting-Host: cs207965-a.gvmt1.bc.wave.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en]C-AtHome0402 (Win95; U)

The psx hackers certainly explore areas that the Yaroze community does not. For
example, I've seen code that supposedly controls the motors in the dual shock,
and some hackers have put together utilities to allow for the creation of CDs.
Before I even got my Yaroze I saw utilities to view Tims and play playstation
movie ('.str') files on the PC. However, I have never understood why anyone
would prompt for a hacked version of a Yaroze when the real version is so
inexpensive and convenient?

The license agreement that we all signed is a formality, similar to the license
agreements that accompany many software packages. Sony wants to make sure that
it has all legal bases covered with respect to the Yaroze. Several years ago a
rash of really terrible non commercial software was released in Europe for the
Amiga platform. I never played any of these titles, but magazines reported that
there were "hate games" depicting violence against certain ethnic groups.
Imagine the consequences to Sony if a Yaroze member did something like that and

had the legal authority to distribute the game.

As for using hacked libraries etc, Sony may not recognize your demo or game (i.e. put it on their web site) but they aren't going to sue you or revoke your membership (IMO).

Ben Siroshton wrote:
>
> I am wondering what we, with our license agreement and all are supposed to
> do about the info that surrounds the hackers psx realm of coding? I mean,
> alot of the docs from there are quite low-level. I have only glanced at it.
> With this information staring at us in the face, are we supposed to turn our
> backs and pretend it doesnt exist? I dont even know if its any good - but
> it might be usefull, if there is nothing wrong with us using it? Any
> ideas/thoughts? I dont know really, where I am going with this topic, but I
> thought it would be interesting to discuss. =)
>
> thanks.
>
> -ben

--MESSAGE FILE 17938 END: ./2 SCEA/yaroze/freetalk/000001148html.html

--MESSAGE FILE 17939 START: ./2 SCEA/yaroze/freetalk/000001149html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Price of grey Playtstation
Date: Tue, 2 Feb 1999 08:43:41 -0500
Organization: SCEA News Server
Lines: 13
Message-ID: <796ure$lbf3@scea>
References: <36B59F7F.A7FFA8DD@immd9.informatik.uni-erlangen.de>
<36b584bf.32562781@news.scea.sony.com> <36B5D299.C32C3956@immd9.informatik.uni-erlangen.de> <36b5f3ef.10200955@news.scea.sony.com>
<36B63C16.ACE950F8@vmlabs.com>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Friend of mine just bought a new one from Electronics Boutique-
$129, with 2 dual-shocks

-charles

Scott Cartier wrote in message <36B63C16.ACE950F8@vmlabs.com>...
>I thought it was dropped to $129 (and Nintendo followed suit shortly
>thereafter). Maybe it's $129 for the standard version, but to get the
>dual shock version it's $149.

--MESSAGE FILE 17939 END: ./2 SCEA/yaroze/freetalk/000001149html.html

--MESSAGE FILE 17940 START: ./2 SCEA/yaroze/freetalk/000001150html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups:
scee.yaroze.programming.codewarrior,scea.yaroze.programming.codewarrior,scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Good news for CodeWarrior users

Date: Thu, 4 Feb 1999 11:21:19 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 27
Message-ID: <79bvmi$djc2@chuka.playstation.co.uk>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.codewarrior:444
scea.yaroze.programming.codewarrior:387 scee.yaroze.freetalk.english:3422
scea.yaroze.freetalk:1150

Hi all,

This is good news for all you codewarrior users. This is a copy of a reply
I got from Metrowerks support.

In regards to your support question, Reference No. IL9901-1938;

Hi Robert,

You are correct, the current released IDE (2.0.3) for NY 2.1 doesn't have
a public API to write any plugins. However, there will soon (within the
next week) be a public patch to upgrade to NY 2.2. The patch will
contain the 3.2 IDE which has the public API. The patch is still
undergoing tesing, however, before we release it. Look for it on our web
site during the coming week; or email us in 2 or 3 working days and we'll
let you know the status.

thanks,
James C
Metrowerks Technical Support

--MESSAGE FILE 17940 END: ./2 SCEA/yaroze/freetalk/000001150html.html

--MESSAGE FILE 17941 START: ./2 SCEA/yaroze/freetalk/000001151html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ben Siroshton" <ben@triax.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: license / documentation question.
Date: Thu, 4 Feb 1999 12:09:27 -0800
Organization: SCEA News Server
Lines: 11
Message-ID: <79cu77$2d41@scea>
References: <794q2b$q128@scea> <36b70edb.4740082@205.149.189.29>
NNTP-Posting-Host: 1Cust144.tnt1.beaverton.or.da.uu.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Thanks. ~8)

Mario Perdue wrote in message <36b70edb.4740082@205.149.189.29>...
>Ben,
>
>I try to find out for you.
>
>Mario

--MESSAGE FILE 17941 END: ./2 SCEA/yaroze/freetalk/000001151html.html

--MESSAGE FILE 17942 START: ./2 SCEA/yaroze/freetalk/000001152html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups:
scee.yaroze.programming.codewarrior,scea.yaroze.programming.codewarrior,scee.yar
oze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Good news for CodeWarrior users
Date: Fri, 5 Feb 1999 09:13:42 +0100
Organization: Debri Productions
Lines: 8
Message-ID: <1dmq1t4.zel1nmxxat8wN@a1-88-108.a1.nl>
References: <79bvmi$djc2@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-108.a1.nl
X-Newsreader: MacSOUP 2.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.codewarrior:445
scea.yaroze.programming.codewarrior:388 scee.yaroze.freetalk.english:3423
scea.yaroze.freetalk:1152

I think it's fair to say that the CW support is excelent. I mailed them
before and they were ever so fast with their kind reply.
Thats completely different from Apple, Microsoft or Adobe (or smaller
companies I won't even mention).
Thumbs up for Metroworks..

DEnnis..
--MESSAGE FILE 17942 END: ./2 SCEA/yaroze/freetalk/000001152html.html

--MESSAGE FILE 17943 START: ./2 SCEA/yaroze/freetalk/000001153html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ben Siroshton" <ben@triax.com>
Newsgroups: scea.yaroze.freetalk
Subject: image program, anyone interested?
Date: Fri, 5 Feb 1999 16:21:48 -0800
Organization: SCEA News Server
Lines: 29
Message-ID: <79g1bu$2d43@scea>
NNTP-Posting-Host: 1Cust158.tnt2.beaverton.or.da.uu.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Hello,

I wrote a program a while ago that lets you load in a picture in many
different formats and then converts it to a TIM. The neat part is, you can
zoom in and out of your picture and select what colors (note colors is
plural) you want to be transparent. If your anything like me, I like to use
really contrasting colors for my transparent bits instead of black - as most
everything I draw is coming from and anti-aliased to black.

The reason, I ask if anyone is interested is because currently I only have
the output writing to a 24bit TIM, I need to finish up the other bit depths.
But only if there is enough interest in such a thing.

In addition, I was playing with picking a list of colors that would be
semi-transparent so you could make those space ship cockpits semi-see
through or whatever... however this was giving me some problems, its been a
while but if I remember right there was a semi-transparent bit, but can you

even have pixel by pixel semi-transparencies? If so, I will be sure to finish this up with that feature in place as well.

Anyway, any feedback, ideas, encouragment greatly appreciated.

thanks

-ben

--MESSAGE FILE 17943 END: ./2 SCEA/yaroze/freetalk/000001153html.html

--MESSAGE FILE 17944 START: ./2 SCEA/yaroze/freetalk/000001154html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Ascii Sphere 360
Date: Sun, 07 Feb 1999 18:56:18 -0500
Organization: SCEA News Server
Lines: 26
Message-ID: <36BE2822.F8C6813C@datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 468.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3427
scea.yaroze.freetalk:1154

I just thought I'd post my findings from figiting with the 6-Axis controler Ascii Sphere 360.

The controler ID is the same as the old dual analog joysticks - 5 I think. But it has a larger packet size... The analog channels are after the button data which is just like the standard pad... There are 6 analog channels, one for each axis. Here's the controler packet layout:

Size	description
1 byte	Packet Status (Should be 0x00)
1 byte	Controler type & packet size
2 bytes	Button Data
1 byte	X Movement Axis
1 byte	Y Movement Axis
1 byte	Z Movement Axis
1 byte	X Rotation Axis
1 byte	Y Rotation Axis
1 byte	Z Rotation Axis

I'll be posting the source code for the newest version of the BloodShed demo soon, which uses the revolutionary 6-Axis controler.

Hope this sparks some ideas.

'Darco
--MESSAGE FILE 17944 END: ./2 SCEA/yaroze/freetalk/000001154html.html

--MESSAGE FILE 17945 START: ./2 SCEA/yaroze/freetalk/000001155html.html
Path: chuka.playstation.co.uk!news

From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk
Subject: GDC
Date: Mon, 8 Feb 1999 12:10:33 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <79mk2n$1do2@chuka.playstation.co.uk>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Hi all,

Just wondered if anyone is going to GDC in March? I want to, just if I can
get the money to pay for the air fare etc.

Cheers Bob

Robert Shand
Class Rep - First Year BSc Computer Games Technology
University of Abertay-Dundee
298rcs@tay.ac.uk

--MESSAGE FILE 17945 END: ./2 SCEA/yaroze/freetalk/000001155html.html

--MESSAGE FILE 17946 START: ./2 SCEA/yaroze/freetalk/000001156html.html
Path: chuka.playstation.co.uk!news
From: will atkin <william_atkin@hotmail.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: GDC
Date: Mon, 08 Feb 1999 18:48:05 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 22
Message-ID: <36BF3165.960115F7@hotmail.com>
References: <79mk2n$1do2@chuka.playstation.co.uk>
NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (WinNT; I)

Exactly when and where is it?. I have been pondering going.. and thinking about
E3 as well..
If its on the East coast and during break there's a good chance I could swing
it. I'd be going from UK as well.

Will

ROBERT C SHAND wrote:

> Hi all,
>
> Just wondered if anyone is going to GDC in March? I want to, just if I can
> get the money to pay for the air fare etc.
>
> Cheers Bob
>
> Robert Shand
> Class Rep - First Year BSc Computer Games Technology
> University of Abertay-Dundee

> 298rcs@tay.ac.uk

--MESSAGE FILE 17946 END: ./2 SCEA/yaroze/freetalk/000001156html.html

--MESSAGE FILE 17947 START: ./2 SCEA/yaroze/freetalk/000001157html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: General public Yaroze FAQ - suggestions wanted
Date: Tue, 9 Feb 1999 22:32:25 +1300
Organization: Sidhe Interactive
Lines: 38
Message-ID: <79out1$1do5@chuka.playstation.co.uk>
NNTP-Posting-Host: p43-max5.wlg.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1157
scee.yaroze.freetalk.english:3428

I am throwing together a Yaroze FAQ for those people interested in joining the Yaroze program to be housed at our site. The list of questions I have so far is as below.

What is the Net Yaroze?
How do you pronounce Yaroze?
What do I need to run it?
Do I need to know C to use it?
Will it run normal Playstation games?
Will it run import Playstation games?
Will it run copied Playstation games (CDRs)?
I have an Action Replay Pro, a Comms Link, and some development tools. Why do I need a Yaroze?
Can I use C++ with the Yaroze?
Can I create bootable Playstation CDs of my Yaroze programs?
Can I create commercial Playstation titles on a Yaroze?
How do I distribute my programs to non-Yaroze members?
Will commercial developers recognise my Yaroze experience when applying for a job?
Where can I get one?
Can I buy a second hand Yaroze off an existing Yaroze member?

Does anyone else have any questions they are sick of answering?

Regards

Mario Wynands

Sidhe Interactive
Sony Playstation Software Development House

Email mario@sidhe.co.nz Website www.sidhe.co.nz

--MESSAGE FILE 17947 END: ./2 SCEA/yaroze/freetalk/000001157html.html

--MESSAGE FILE 17948 START: ./2 SCEA/yaroze/freetalk/000001158html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Jerry_Jessop@Playstation.Sony.Com (Jerry Jessop)

Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Ascii Sphere 360
Date: Wed, 10 Feb 1999 17:53:58 GMT
Organization: SCEA Hardware Engineering
Lines: 46
Message-ID: <36c1c559.5738448@news.scea.sony.com>
References: <36BE2822.F8C6813C@datasys.net>
NNTP-Posting-Host: 208.247.15.29
X-Newsreader: Forte Free Agent 1.1/32.230
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3433
scea.yaroze.freetalk:1158

Darco,

The Sphere specific ID is a x55. If you take the low nibble (5) and double it you get the number of data bytes required in the packet, This does not include 3 overhead bytes. The Sphere in x55 mode will not work with multi-taps as they (multitaps) can only transfer 6 data bytes max.

The ASCII Sphere also supports a number of standard controller ID's x41digital Dpad, x23 NegCon, x53 analog joysticks (the big dual flightsticks)

Jerry
Hardware Engineer
SCEA

On Sun, 07 Feb 1999 18:56:18 -0500, Darco <rquat@datasys.net> wrote:

>I just thought I'd post my findings from figiting with the 6-Axis
>controler Ascii Sphere 360.
>
>The controler ID is the same as the old dual analog joysticks - 5 I
>think. But it has a larger packet size... The analog channels are after
>the button data which is just like the standard pad... There are 6
>analog channels, one for each axis. Here's the controler packet layout:
>
>Size | description
>--------+---------------------------------
>1 byte | Packet Status (Should be 0x00)
>1 byte | Controler type & packet size
>2 bytes | Button Data
>1 byte | X Movement Axis
>1 byte | Y Movement Axis
>1 byte | Z Movement Axis
>1 byte | X Rotation Axis
>1 byte | Y Rotation Axis
>1 byte | Z Rotation Axis
>
>I'll be posting the source code for the newest version of the BloodShed
>demo soon, which uses the revolutionary 6-Axis controler.
>
>Hope this sparks some ideas.
>
>'Darco

--MESSAGE FILE 17948 END: ./2 SCEA/yaroze/freetalk/000001158html.html

--MESSAGE FILE 17949 START: ./2 SCEA/yaroze/freetalk/000001159html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>

Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: My best work yet
Date: Wed, 10 Feb 1999 17:02:37 -0500
Organization: SCEA News Server
Lines: 70
Message-ID: <36C201FD.8B416608@datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 616.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1159
scee.yaroze.freetalk.english:3436

This is the newest BloodShed demo.

This will be by far one of the best, if not the best, programs I've written. It is by no means finished - I still meed to add mechs and stuff. But it still rocks... Just try it out. Just download it and tell me what you think. The source code isn't included anymore - it won't be until the game is finished.

Just in case you don't know what BloodShed is, let me explain. This is a game that I've been thinking about for several months now. It is a realtime Mech battle game, in which you can play against the computer or a friend. The levels are randomly generated from a 32-bit random seed -- This means over 4 billion different levels! If you find a level you enjoy, you just write down the random seed and you can play it any time you want.

3 different types of controlers are supported. Standard controler, Dual Analog Controler, and the Ascii Sphere 360.

Both the standard controler and the Ascii Sphere 360 have similar button layouts. The Cross button shoots projectiles, Circle drops bombs, and Triangle jumps. The Ascii Sphere support at the moment is hard-coded into horizontal mode, because this is how I am use to using the controler. (Old habbit from the Ascii Sphere's PC cousin, the Space Orb 360)

The dual analog controler is a little bit different... The controls are like that of a tank game, each control stick controls that side of the player. Push them both forward to move forward, move one forward and the other backward to turn, move them both left or right to strafe, and move them both away from each other to jump. R2 fires projectiles, L2 drops bombs.

If you have a friend over, or even if you don't, you can press the Square button to put yourself into the fabled 2-player mode. This game was designed with 2 player mode in mind, so grab someone off the street and just try out blasting each other. You can't take damage yet - only terrain colision detection is implemented. But it still looks cool, and it's still fun.

I haven't finished the jumping yet, so you just kinda keep flying up untill you let go of the button. This is ok for now, I'm not too worried about it. Just letting you know that I already know about it and I will fix it later.

If you get tired, press start to go back to the main menu. The quit option is to the far right.

Here's where you can leach it:

SCEA:
http://www.scea.sony.com/net/yaroze/pages/ftp/rquattlebaum/blodntsc.zip
SCEE:
http://www.netyaroze-europe.com/yaroze_scea/pages/ftp/rquattlebaum/blodntsc.zip

The European mirror might not be be updated by the time you read this,
so you might have to wait a few days. At the moment, only an NTSC
version is avalible.

I'm really eager to see what everyone else thinks of the game so far...
I'm amazed at how well it is turning out. The game was unstable for a
while, but I think I have fixed that... If it crashes, it will probably
be in 2-player mode when there is alot of stuff on the screen. I've
tried VERY hard to crash it, but this build seems very stable so I don't
think you will run into any problems or abrupt interruptions in
gameplay.

Enjoy!

'Darco
--MESSAGE FILE 17949 END: ./2 SCEA/yaroze/freetalk/000001159html.html

--MESSAGE FILE 17950 START: ./2 SCEA/yaroze/freetalk/000001160html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: General public Yaroze FAQ - suggestions wanted
Date: Wed, 10 Feb 1999 17:06:35 -0500
Organization: SCEA News Server
Lines: 11
Message-ID: <36C202EB.78DFF35@datasys.net>
References: <79out1$1do5@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 616.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1160
scee.yaroze.freetalk.english:3437

Mario Wynands wrote:
>
> Does anyone else have any questions they are sick of answering?
>

Yeah, here's one. It seems to be one of the first questions that any
newbie asks...

"Can I program the new Dual Shock controler to vibrate?"

'Darco
--MESSAGE FILE 17950 END: ./2 SCEA/yaroze/freetalk/000001160html.html

--MESSAGE FILE 17951 START: ./2 SCEA/yaroze/freetalk/000001161html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: My best work yet
Date: Thu, 11 Feb 1999 10:45:57 -0800
Organization: SCEA News Server

Lines: 5
Message-ID: <36C32565.5D1590E7@vmlabs.com>
References: <36C201FD.8B416608@datasys.net>
NNTP-Posting-Host: vmlabs29.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1161
scee.yaroze.freetalk.english:3440

I'm impressed! Glad to see you're using hi-res too. I especially like
the particle explosions from weapon impacts. I look forward to seeing
the final product!

Scott
--MESSAGE FILE 17951 END: ./2 SCEA/yaroze/freetalk/000001161html.html

--MESSAGE FILE 17952 START: ./2 SCEA/yaroze/freetalk/000001162html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: My best work yet
Date: Fri, 12 Feb 1999 00:10:19 +0100
Organization: Debri Productions
Lines: 20
Message-ID: <1dn211m.s5k6zoolm2fgN@a1-88-100.a1.nl>
References: <36C201FD.8B416608@datasys.net>
NNTP-Posting-Host: a1-88-100.a1.nl
X-Newsreader: MacSOUP 2.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1162
scee.yaroze.freetalk.english:3442

Darco <rquat@datasys.net> wrote:

> SCEA:
> http://www.scea.sony.com/net/yaroze/pages/ftp/rquattlebaum/blodntsc.zip
> SCEE:
> http://www.netyaroze-europe.com/yaroze_scea/pages/ftp/rquattlebaum/
> blodntsc.zip

Thanks, this is what I call poopy service!!

> The European mirror might not be be updated by the time you read this,
> so you might have to wait a few days. At the moment, only an NTSC
> version is avalible.

There will be a PAL version avalible? I'll be waiting for that since my
AV-cable is broken...

Cheers,

DEnnis..
--MESSAGE FILE 17952 END: ./2 SCEA/yaroze/freetalk/000001162html.html

--MESSAGE FILE 17953 START: ./2 SCEA/yaroze/freetalk/000001163html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: My best work yet
Date: Thu, 11 Feb 1999 17:10:20 -0500

Organization: SCEA News Server
Lines: 18
Message-ID: <36C3554C.55A17472@datasys.net>
References: <36C201FD.8B416608@datasys.net> <36C32565.5D1590E7@vmlabs.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 307.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1163
scee.yaroze.freetalk.english:3444

Scott Cartier wrote:
>
> I'm impressed! Glad to see you're using hi-res too.

Actually, it's very low-res - 256x240 to be exact. But it looks pretty
good. Anyway - you really can't tell that much of a difference between
320x240 and 256x240.

> I especially like the particle explosions from weapon impacts.

Yeah, I like them too. When I wrote that, I invited all my friends over
so I could show it off. :)

> I look forward to seeing the final product!

Thanks!

'Darco
--MESSAGE FILE 17953 END: ./2 SCEA/yaroze/freetalk/000001163html.html

--MESSAGE FILE 17954 START: ./2 SCEA/yaroze/freetalk/000001164html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: My best work yet
Date: Thu, 11 Feb 1999 15:23:05 -0800
Organization: SCEA News Server
Lines: 8
Message-ID: <36C36659.18E76A1E@vmlabs.com>
References: <36C201FD.8B416608@datasys.net> <36C32565.5D1590E7@vmlabs.com>
<36C3554C.55A17472@datasys.net>
NNTP-Posting-Host: vmlabs29.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1164
scee.yaroze.freetalk.english:3445

> Actually, it's very low-res - 256x240 to be exact. But it looks pretty
> good. Anyway - you really can't tell that much of a difference between
> 320x240 and 256x240.

Really? Wow. I was impressed with the framerate so I had assumed it
was hi-res 60fps. My gaming eye must not be what it used to. :P

Scott
--MESSAGE FILE 17954 END: ./2 SCEA/yaroze/freetalk/000001164html.html

--MESSAGE FILE 17955 START: ./2 SCEA/yaroze/freetalk/000001165html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <BitSlap_Software@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Thu, 11 Feb 1999 23:22:22 -0500
Organization: BitSlap Software
Lines: 66
Message-ID: <7a0a6u$714@scea>
Reply-To: "Steve Tolin" <BitSlap_Software@bigfoot.com>
NNTP-Posting-Host: sud-tcs1-port9.vianet.on.ca
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_00A8_01BE5615.6032DA80"
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1165
scee.yaroze.freetalk.english:3446

This is a multi-part message in MIME format.

------=_NextPart_000_00A8_01BE5615.6032DA80
Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

After reading an article on psx.ign.com =
http://psx.ign.com/news/6874.html
about Final Fantasy 8 being released in Japan and Mod chipped =
PlayStation not being able to load the game got me thinking....   Can =
the Yaroze boot this new breed of anti import games...

Since I've never imported a game (We don't get many things in Northern =
Ontario, CANADA) none the less even dream of learning to read Japanese =
... I won't have the chance to test for myself

If anyone has the chance to "test" these new games with the Yaroze =
please post you findings.

Steve Tolin
BitSlap_Software@bigfoot.com

------=_NextPart_000_00A8_01BE5615.6032DA80
Content-Type: text/html;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">
<HTML><HEAD>
<META content=3Dtext/html;charset=3Diso-8859-1 =
http-equiv=3DContent-Type>
<STYLE></STYLE>

<META content=3D'"MSHTML 5.00.0910.1309"' name=3DGENERATOR></HEAD>
<BODY background=3D"" bgColor=3D#ffffff>
<DIV><FONT size=3D2>After reading an article on psx.ign.com <A=20
href=3D"http://psx.ign.com/news/6874.html">http://psx.ign.com/news/6874.h=
tml</A>
about=20
Final Fantasy 8 being released in Japan and Mod chipped PlayStation not =

being=20
able to load the game got me thinking.... Can the Yaroze boot this new =
breed=20
of anti import games...</FONT></DIV>
<DIV> </DIV>
<DIV><FONT size=3D2>Since I've never imported a game (We don't get many =
things in=20
Northern Ontario, CANADA) none the less even dream of learning to read =
Japanese=20
... I won't have the chance to test for myself</FONT></DIV>
<DIV> </DIV>
<DIV><FONT size=3D2>If anyone has the chance to "test" these =
new games=20
with the Yaroze please post you findings.</FONT></DIV>
<DIV> </DIV>
<DIV><FONT size=3D2>Steve Tolin</FONT></DIV>
<DIV><FONT size=3D2><A=20
href=3D"mailto:BitSlap_Software@bigfoot.com">BitSlap_Software@bigfoot.com=
</A></FONT></DIV>
<DIV> </DIV>
<DIV> </DIV></BODY></HTML>

------=_NextPart_000_00A8_01BE5615.6032DA80--

--MESSAGE FILE 17955 END: ./2 SCEA/yaroze/freetalk/000001165html.html

--MESSAGE FILE 17956 START: ./2 SCEA/yaroze/freetalk/000001166html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 09:59:30 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 92
Message-ID: <7a0u2i$o0v7@chuka.playstation.co.uk>
References: <7a0a6u$714@scea>
NNTP-Posting-Host: vil-8.village.gre.ac.uk
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_0037_01BE566E.62AABAE0"
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1166
scee.yaroze.freetalk.english:3447

This is a multi-part message in MIME format.

------=_NextPart_000_0037_01BE566E.62AABAE0
Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

The Net Yaroze is not a chipped PlayStation. Therefore these anti-mod =
chip games should work.

Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx
    Steve Tolin wrote in message <7a0a6u$714@scea>...
    After reading an article on psx.ign.com =
http://psx.ign.com/news/6874.html
    about Final Fantasy 8 being released in Japan and Mod chipped =
PlayStation not being able to load the game got me thinking.... Can the =

```
Yaroze boot this new breed of anti import games...
   =20
    Since I've never imported a game (We don't get many things in =
Northern Ontario, CANADA) none the less even dream of learning to read =
Japanese ... I won't have the chance to test for myself
   =20
    If anyone has the chance to "test" these new games with the Yaroze =
please post you findings.
   =20
    Steve Tolin
    BitSlap_Software@bigfoot.com
   =20


------=_NextPart_000_0037_01BE566E.62AABAE0
Content-Type: text/html;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">
<HTML>
<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =
http-equiv=3DContent-Type><!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 =
HTML//EN">
<STYLE></STYLE>

<META content=3D'"MSHTML 4.72.2106.6"' name=3DGENERATOR>
</HEAD>
<BODY background=3D"" bgColor=3D#ffffff>
<DIV><FONT color=3D#000000 size=3D2>The Net Yaroze is not a chipped =
PlayStation.=20
Therefore these anti-mod chip games should work.</FONT></DIV>
<DIV><FONT color=3D#000000 size=3D2></FONT> </DIV>
<DIV><FONT color=3D#000000 size=3D2>Rad.<BR><A=20
href=3D"mailto:rad@cyberdude.com">rad@cyberdude.com</A><BR><A=20
href=3D"http://www.netyaroze-europe.com/~radpsx">http://www.netyaroze-eur=
ope.com/~radpsx</A></FONT></DIV>
<BLOCKQUOTE=20
style=3D"BORDER-LEFT: #000000 solid 2px; MARGIN-LEFT: 5px; PADDING-LEFT: =
5px">
    <DIV>Steve Tolin<BITSLAP_SOFTWARE@BIGFOOT.COM> wrote in message=20
    &lt;7a0a6u$714@scea&gt;...</DIV>
    <DIV><FONT size=3D2>After reading an article on psx.ign.com <A=20
    =
href=3D"http://psx.ign.com/news/6874.html">http://psx.ign.com/news/6874.h=
tml</A><BR>about=20
    Final Fantasy 8 being released in Japan and Mod chipped PlayStation =
not=20
    being able to load the game got me thinking.... Can the Yaroze boot =
this new=20
    breed of anti import games...</FONT></DIV>
    <DIV> </DIV>
    <DIV><FONT size=3D2>Since I've never imported a game (We don't get =
many things=20
    in Northern Ontario, CANADA) none the less even dream of learning to =
read=20
    Japanese ... I won't have the chance to test for myself</FONT></DIV>
    <DIV> </DIV>
    <DIV><FONT size=3D2>If anyone has the chance to &amp;quot;test&amp;quot; =
these new=20
    games with the Yaroze please post you findings.</FONT></DIV>
    <DIV> </DIV>
```

```
    <DIV><FONT size=3D2>Steve Tolin</FONT></DIV>
    <DIV><FONT size=3D2><A=20
    =
href=3D"mailto:BitSlap_Software@bigfoot.com">BitSlap_Software@bigfoot.com=
</A></FONT></DIV>
    <DIV> </DIV>
    <DIV> </DIV></BLOCKQUOTE></BODY></HTML>

------=_NextPart_000_0037_01BE566E.62AABAE0--

--MESSAGE FILE 17956 END: ./2 SCEA/yaroze/freetalk/000001166html.html


--MESSAGE FILE 17957 START: ./2 SCEA/yaroze/freetalk/000001167html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 06:21:40 -0500
Organization: SCEA News Server
Lines: 28
Message-ID: <36C40EC4.E4082468@datasys.net>
References: <7a0a6u$714@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 45.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1167
scee.yaroze.freetalk.english:3450

> Steve Tolin wrote:
>
> After reading an article on psx.ign.com
> http://psx.ign.com/news/6874.html
> about Final Fantasy 8 being released in Japan and Mod chipped
> PlayStation not being able to load the game got me thinking.... Can
> the Yaroze boot this new breed of anti import games...
>

Well, you have to understand how the mod chip works to see how the
anti-piracy mechanism works.

The NY PSX's will accept any country code, but it needs to find one.
The Grey PSX's will accept any CD with it's territory's country code on
it. (A cd can have more than one I believe. Theoreticly it could have
all 4; SCEI, SCEA, SCEE, and SCED)

Well, a MOD chip simply checks for when the PSX looks at the sectors
with the territory code on them, intercepts it, and then sends all 4
country codes instead - forcing the drive mechanism to work. The new
anti-piracy games have software built into them that checks to see if
these territory codes are what they expect... All four codes isn't good,
so it will fail.

Incredibly simple - I can't understand why Sony didn't do this
earlier...

'Darco
--MESSAGE FILE 17957 END: ./2 SCEA/yaroze/freetalk/000001167html.html


--MESSAGE FILE 17958 START: ./2 SCEA/yaroze/freetalk/000001168html.html
```

Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 12:55:57 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 17
Message-ID: <7a187m$o0v10@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1168
scee.yaroze.freetalk.english:3452

>all 4; SCEI, SCEA, SCEE, and SCED)

Hi Darco, and Co

I understand who/what/why/wheer when it come to SCEE, SCEA and SCEI, but
what/who/where are SCED

Sony Computer Entertainment ????????

Cheers
Bob
298rcs@tay.ac.uk

--MESSAGE FILE 17958 END: ./2 SCEA/yaroze/freetalk/000001168html.html

--MESSAGE FILE 17959 START: ./2 SCEA/yaroze/freetalk/000001169html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 17:33:02 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <7a1okl$7op3@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk>
NNTP-Posting-Host: vil-8.village.gre.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1169
scee.yaroze.freetalk.english:3454

I think SCED should be SCEJ unless of course SCEJ is actually SCEI.

In C terms:

```
if ( SCEJ != SCEI)
{
    SCED = SCEJ
}
```

:)

Rad.

rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

ROBERT C SHAND <298rcs@tay.ac.uk> wrote in message
<7a187m$o0v10@chuka.playstation.co.uk>...
>>all 4; SCEI, SCEA, SCEE, and SCED)
>
>Hi Darco, and Co
>
>I understand who/what/why/wheer when it come to SCEE, SCEA and SCEI, but
>what/who/where are SCED
>
>Sony Computer Entertainment ????????
>
>
>Cheers
>Bob
>298rcs@tay.ac.uk
>

--MESSAGE FILE 17959 END: ./2 SCEA/yaroze/freetalk/000001169html.html

--MESSAGE FILE 17960 START: ./2 SCEA/yaroze/freetalk/000001170html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 17:34:47 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 47
Message-ID: <7a1oni$7op4@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <7a1okl$7op3@chuka.playstation.co.uk>
NNTP-Posting-Host: vil-8.village.gre.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1170
scee.yaroze.freetalk.english:3455

Opps, that won't compile! Try this:

```
if ( SCEJ != SCEI)
{
    SCED = SCEJ;
}
```

Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

Rad wrote in message <7a1okl$7op3@chuka.playstation.co.uk>...
>I think SCED should be SCEJ unless of course SCEJ is actually SCEI.
>
>In C terms:
>
>if (SCEJ != SCEI)
>{
>   SCED = SCEJ
>}
>
>:)
>

>Rad.
>rad@cyberdude.com
>http://www.netyaroze-europe.com/~radpsx
>
>ROBERT C SHAND <298rcs@tay.ac.uk> wrote in message
><7a187m$o0v10@chuka.playstation.co.uk>...
>>>all 4; SCEI, SCEA, SCEE, and SCED)
>>
>>Hi Darco, and Co
>>
>>I understand who/what/why/wheer when it come to SCEE, SCEA and SCEI, but
>>what/who/where are SCED
>>
>>Sony Computer Entertainment ????????
>>
>>
>>Cheers
>>Bob
>>298rcs@tay.ac.uk
>>
>
>

--MESSAGE FILE 17960 END: ./2 SCEA/yaroze/freetalk/000001170html.html

--MESSAGE FILE 17961 START: ./2 SCEA/yaroze/freetalk/000001171html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 15:02:08 -0500
Organization: SCEA News Server
Lines: 38
Message-ID: <36C488C0.8DF59CF0@datasys.net>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 257.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1171
scee.yaroze.freetalk.english:3457

ROBERT C SHAND wrote:
>
> >all 4; SCEI, SCEA, SCEE, and SCED)
>
> Hi Darco, and Co
>
> I understand who/what/why/wheer when it come to SCEE, SCEA and SCEI, but
> what/who/where are SCED
>
> Sony Computer Entertainment ????????

Ehhhhh..... I'm not sure..... I thought that 'SCED' was for Sony
development discs, that will only run on blue debug units and black net
yaroze playstations... (The Net Yaroze Boot Disc is a good example) But
I could be wrong. It's probably not even refered to by 'SCED', it might
just be '   ' for all I know...

Anyway, the point is that the net yaroze playstation doesn't intercept and replace territory codes like the mod chip does, it just accepts them all. FF8 and all other anti-piracy PSX software that comes out in the future will run perfectly fine on the NY PSX because it'll see the country codes it was looking for.

However..... This brings back the old "swap trick"... From what I know about the anti-piracy mechanism, the old swap trick would still work fine. And now there are AR replacement roms that make the swap trick possible on all PSX models, not just the 1000 series. So... Peh. Oh well.

At least we can now laugh at all of the fools who modified their playstations -- they won't be able to run ANY game with this new protection mechanism built into it, even games from their own territory! HAHA!

This new anti piracy CD will really hamper PSX piracy, which is a good thing. I don't know why Sony hasn't been doing this earlier.

'Darco
--MESSAGE FILE 17961 END: ./2 SCEA/yaroze/freetalk/000001171html.html

--MESSAGE FILE 17962 START: ./2 SCEA/yaroze/freetalk/000001172html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 12:10:26 -0800
Organization: SCEA News Server
Lines: 11
Message-ID: <36C48AB2.42DE4A85@vmlabs.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
NNTP-Posting-Host: vmlabs24.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1172
scee.yaroze.freetalk.english:3458

> However..... This brings back the old "swap trick"... From what I
> know about the anti-piracy mechanism, the old swap trick would still
> work fine. And now there are AR replacement roms that make the swap
> trick possible on all PSX models, not just the 1000 series. So... Peh.
> Oh well.

I would think it would be easy to foil the swap trick. Just have the game itself check the territory code at random points during the game. Unless it's something that can only be checked at boot time.

Scott
--MESSAGE FILE 17962 END: ./2 SCEA/yaroze/freetalk/000001172html.html

--MESSAGE FILE 17963 START: ./2 SCEA/yaroze/freetalk/000001173html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <BitSlap_Software@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 16:29:18 -0500

Organization: BitSlap Software
Lines: 52
Message-ID: <7a26ck$2i82@scea>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
Reply-To: "Steve Tolin" <BitSlap_Software@bigfoot.com>
NNTP-Posting-Host: sud-tcs1-port88.vianet.on.ca
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1173
scee.yaroze.freetalk.english:3459

Guess what I found...... Well that didn't take long....

Upon checking one of my regular sites (www.rpgamer.com) I found something quite interesting.... There is already a GameShark code to disable the anti-mod chip code... I guess piracy is an unstopable machine...

With this in mind I guess the chances of a proprietary medium for the PSX2 is inevitable...

Darco <rquat@datasys.net> wrote in message
news:36C488C0.8DF59CF0@datasys.net...
>ROBERT C SHAND wrote:
>>
>> >all 4; SCEI, SCEA, SCEE, and SCED)
>>
>> Hi Darco, and Co
>>
>> I understand who/what/why/wheer when it come to SCEE, SCEA and SCEI, but
>> what/who/where are SCED
>>
>> Sony Computer Entertainment ????????
>
>Ehhhhh..... I'm not sure..... I thought that 'SCED' was for Sony
>development discs, that will only run on blue debug units and black net
>yaroze playstations... (The Net Yaroze Boot Disc is a good example) But
>I could be wrong. It's probably not even refered to by 'SCED', it might
>just be '   ' for all I know...
>
>Anyway, the point is that the net yaroze playstation doesn't intercept
>and replace territory codes like the mod chip does, it just accepts them
>all. FF8 and all other anti-piracy PSX software that comes out in the
>future will run perfectly fine on the NY PSX because it'll see the
>country codes it was looking for.
>
>However......... This brings back the old "swap trick"... From what I
>know about the anti-piracy mechanism, the old swap trick would still
>work fine. And now there are AR replacement roms that make the swap
>trick possible on all PSX models, not just the 1000 series. So... Peh.
>Oh well.
>
>At least we can now laugh at all of the fools who modified their
>playstations -- they won't be able to run ANY game with this new
>protection mechanism built into it, even games from their own territory!
>HAHA!
>
>This new anti piracy CD will really hamper PSX piracy, which is a good
>thing. I don't know why Sony hasn't been doing this earlier.
>
>'Darco

--MESSAGE FILE 17963 END: ./2 SCEA/yaroze/freetalk/000001173html.html

--MESSAGE FILE 17964 START: ./2 SCEA/yaroze/freetalk/000001174html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 21:54:47 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <7a27v9$7op6@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
NNTP-Posting-Host: vil-8.village.gre.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1174
scee.yaroze.freetalk.english:3460

You under estimate the power of the Dark Side!
It's only a matter of time before a new mod chip is released which will be
undetectable by todays games, and so the war continues....

Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

Darco wrote in message <36C488C0.8DF59CF0@datasys.net>...
>
>At least we can now laugh at all of the fools who modified their
>playstations -- they won't be able to run ANY game with this new
>protection mechanism built into it, even games from their own territory!
>HAHA!
>
>This new anti piracy CD will really hamper PSX piracy, which is a good
>thing. I don't know why Sony hasn't been doing this earlier.
>
>'Darco

--MESSAGE FILE 17964 END: ./2 SCEA/yaroze/freetalk/000001174html.html

--MESSAGE FILE 17965 START: ./2 SCEA/yaroze/freetalk/000001175html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 17:40:07 -0500
Organization: SCEA News Server
Lines: 30
Message-ID: <36C4ADC7.E594EE7E@datasys.net>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a26ck$2i82@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 257.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1175
scee.yaroze.freetalk.english:3461

Steve Tolin wrote:
>
> Guess what I found...... Well that didn't take long....
>
> Upon checking one of my regular sites (www.rpgamer.com) I found something
> quite interesting.... There is already a GameShark code to disable the
> anti-mod chip code... I guess piracy is an unstopable machine...

Yeouch. That kinda sucks... They could have implemented a protection scheme that was a little bit more resillient. I mean common, it was compromised with only two gameshark codes! I'm dissapointed that the programers at square didn't have the forsight to interweave the protection mechanism into the program a little bit more... Perhaps have several - 10 or 20 different instances of the protection mechanism, each with a different subroutine and a slightly way of checking. This would prove almost impossible to reverse enginer.

It might not be a bad idea to have a few programers try to crack the protection scheme before they release the game. It'd probably be worth the investment, and pay for itself. Think of it as a kind of extended and more through form of beta testing.

>
> With this in mind I guess the chances of a proprietary medium for the PSX2
> is inevitable...
>

Well, I guess it would be better that way.

'Darco
--MESSAGE FILE 17965 END: ./2 SCEA/yaroze/freetalk/000001175html.html

--MESSAGE FILE 17966 START: ./2 SCEA/yaroze/freetalk/000001176html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ben Siroshton" <ben@triax.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Fri, 12 Feb 1999 15:05:28 -0800
Organization: SCEA News Server
Lines: 19
Message-ID: <7a2cd1$2i83@scea>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
NNTP-Posting-Host: 1Cust120.tnt5.beaverton.or.da.uu.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1176
scee.yaroze.freetalk.english:3462

On the whole other side, I disagree with having ANY type of protection. I for one make backup copies of my games, I one too many times have been playing with originals, friends and beer and end up scratching a disc. This ultimately sucks! I think by having disc media you MUST be able to back up your stuff. Its too easily ruined. If people are going to pirate stuff, which they are and will never be stopped - why bother with the protection at all. It doesnt stop anyone from copying anything, it just makes it more of a pain for us to make backups. If (and there always is) a way around something, it will be hacked, there is no question about it. By removing any protection systems could be cheaper as well, ie,. no money going into

R&D for protection "schemes".

my 2 cents.

-ben

--MESSAGE FILE 17966 END: ./2 SCEA/yaroze/freetalk/000001176html.html

--MESSAGE FILE 17967 START: ./2 SCEA/yaroze/freetalk/000001177html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Sat, 13 Feb 1999 02:20:13 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 50
Message-ID: <7a2nh2$7op9@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a26ck$2i82@scea> <36C4ADC7.E594EE7E@datasys.net>
NNTP-Posting-Host: vil-41.village.gre.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1177
scee.yaroze.freetalk.english:3464

Look, at the end of the day no matter how much time they spend on the
protection scheme it's gonna get cracked one way or another.
Now don't get me wrong I'm all against piracy, if a game is worth playing
then its definitely worth buying otherwise don't bother with it, simple as
that.
I mean Square could have spent most of their time developing a kick ass
protection scheme which did 100 checks per frame with 1000 different methods
of doing it but then it wouldn't be much of a game would it!
So instead of trying to make it 99.9% pirate proof they probably decided to
concentrate on the game!

Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

Darco wrote in message <36C4ADC7.E594EE7E@datasys.net>...
>Steve Tolin wrote:
>>
>> Guess what I found......   Well that didn't take long....
>>
>> Upon checking one of my regular sites (www.rpgamer.com) I found
something
>> quite interesting....   There is already a GameShark code to disable the
>> anti-mod chip code...   I guess piracy is an unstopable machine...
>
>Yeouch. That kinda sucks... They could have implemented a protection
>scheme that was a little bit more resillient. I mean common, it was
>compromised with only two gameshark codes! I'm dissapointed that the
>programers at square didn't have the forsight to interweave the
>protection mechanism into the program a little bit more... Perhaps have
>several - 10 or 20 different instances of the protection mechanism, each
>with a different subroutine and a slightly way of checking. This would
>prove almost impossible to reverse enginer.
>
>It might not be a bad idea to have a few programers try to crack the

>protection scheme before they release the game. It'd probably be worth
>the investment, and pay for itself. Think of it as a kind of extended
>and more through form of beta testing.
>
>>
>> With this in mind I guess the chances of a proprietary medium for the
PSX2
>> is inevitable...
>>
>
>Well, I guess it would be better that way.
>
>'Darco

--MESSAGE FILE 17967 END: ./2 SCEA/yaroze/freetalk/000001177html.html

--MESSAGE FILE 17968 START: ./2 SCEA/yaroze/freetalk/000001178html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Fri, 12 Feb 1999 22:00:57 -0500
Organization: SCEA News Server
Lines: 22
Message-ID: <36C4EAE9.7498D911@datasys.net>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a26ck$2i82@scea> <36C4ADC7.E594EE7E@datasys.net>
<7a2nh2$7op9@chuka.playstation.co.uk>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 257.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1178
scee.yaroze.freetalk.english:3465

Rad wrote:
>
> Look, at the end of the day no matter how much time they spend on the
> protection scheme it's gonna get cracked one way or another.
> Now don't get me wrong I'm all against piracy, if a game is worth playing
> then its definitely worth buying otherwise don't bother with it, simple as
> that.
> I mean Square could have spent most of their time developing a kick ass
> protection scheme which did 100 checks per frame with 1000 different methods
> of doing it but then it wouldn't be much of a game would it!
> So instead of trying to make it 99.9% pirate proof they probably decided to
> concentrate on the game!
>
Taking 6-12 hours of pure coding time and devoting that to developing a
worthy protection scheme out of a project requiring several thousand
hours or pure coding time is not being unrealistic.

And you are right. There is no way to absolutely and completely stop
piracy... But that's not the goal. The goal is to make it so difficult
that it isn't worth it for someone to even try.

'Darco
--MESSAGE FILE 17968 END: ./2 SCEA/yaroze/freetalk/000001178html.html

--MESSAGE FILE 17969 START: ./2 SCEA/yaroze/freetalk/000001179html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Me" <It@here.com>
Newsgroups: scea.yaroze.freetalk
Subject: DGDC Update
Date: Fri, 12 Feb 1999 19:33:50 +0200
Organization: Here
Lines: 8
Message-ID: <7a3cro$2i85@scea>
NNTP-Posting-Host: 134.235.149.250
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Just an update about the game development contest I am running. Currently there are several SCEA members that are participating and it looks to be a really promising competition. There is still time to enter and there is a lot of time to develop. The rules have not changed...happy coding!!!

Nathan Miller

--MESSAGE FILE 17969 END: ./2 SCEA/yaroze/freetalk/000001179html.html

--MESSAGE FILE 17970 START: ./2 SCEA/yaroze/freetalk/000001180html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <BitSlap_Software@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Sat, 13 Feb 1999 02:52:18 -0500
Organization: BitSlap Software
Lines: 18
Message-ID: <7a3avj$2i84@scea>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a27v9$7op6@chuka.playstation.co.uk>
Reply-To: "Steve Tolin" <BitSlap_Software@bigfoot.com>
NNTP-Posting-Host: sud-tcs1-port3.vianet.on.ca
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1180
scee.yaroze.freetalk.english:3466

That "new" chip is ready to be released on Monday... Wish and you shall receive I guess.. As reported by
http://psx.ign.com/news/6890.html

Rad <rad@cyberdude.com> wrote in message
news:7a27v9$7op6@chuka.playstation.co.uk...
>You under estimate the power of the Dark Side!
>It's only a matter of time before a new mod chip is released which will be
>undetectable by todays games, and so the war continues....
>
>Rad.
>rad@cyberdude.com

--MESSAGE FILE 17970 END: ./2 SCEA/yaroze/freetalk/000001180html.html

--MESSAGE FILE 17971 START: ./2 SCEA/yaroze/freetalk/000001181html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Wed, 10 Feb 1999 12:00:24 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 39
Message-ID: <7a3pvs$7op11@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea>
NNTP-Posting-Host: dialup137-29.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1181
scee.yaroze.freetalk.english:3467

I disagree.

Having NO protection just seems an invitation to piracy - imagine if EVERY PlayStation could run pirate games "out-the-box" - it would be a nightmare for Sony (and I can't see it doing the industry any good, either). Far better to let every PS run *legit* games from anywhere, in fact - I wish the NY was the "standard PS"! I would never have got my old grey PS chipped if I could have run SCEI and SCEA games on it from the off. I also think Sony's new copy-protection scheme is a slap in the face for importers who DON'T buy pirate software. But, I guess, maybe there aren't too many of them? :(

These are just the wishful ramblings of a die-hard importer, I know :)

Nick F

Ben Siroshton wrote in message <7a2cd1$2i83@scea>...
>
>On the whole other side, I disagree with having ANY type of protection. I
>for one make backup copies of my games, I one too many times have been
>playing with originals, friends and beer and end up scratching a disc.
This
>ultimately sucks! I think by having disc media you MUST be able to back up
>your stuff. Its too easily ruined.   If people are going to pirate stuff,
>which they are and will never be stopped - why bother with the protection
at
>all. It doesnt stop anyone from copying anything, it just makes it more of
>a pain for us to make backups. If (and there always is) a way around
>something, it will be hacked, there is no question about it. By removing
>any protection systems could be cheaper as well, ie,. no money going into
>R&D for protection "schemes".
>
>my 2 cents.
>
>-ben
>
>
>

--MESSAGE FILE 17971 END: ./2 SCEA/yaroze/freetalk/000001181html.html

--MESSAGE FILE 17972 START: ./2 SCEA/yaroze/freetalk/000001182html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: DGDC Update
Date: Sat, 13 Feb 1999 10:21:54 -0500
Organization: SCEA News Server
Lines: 16
Message-ID: <36C59892.61FCE822@datasys.net>
References: <7a3cro$2i85@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 199.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Me wrote:
>
> Just an update about the game development contest I am running. Currently
> there are several SCEA members that are participating and it looks to be a
> really promising competition. There is still time to enter and there is a
> lot of time to develop. The rules have not changed...happy coding!!!
>
> Nathan Miller

One thing... I haven't been keeping a log. However, I have virtually the next best thing. Everytime I made something new, added smoke trails or something else, I told my friend Dusty about it over ICQ. It keeps the date, time, and message intact. So this is a kind of log I could say. Is this valid?

'Darco
--MESSAGE FILE 17972 END: ./2 SCEA/yaroze/freetalk/000001182html.html

--MESSAGE FILE 17973 START: ./2 SCEA/yaroze/freetalk/000001183html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Sat, 13 Feb 1999 10:30:33 -0500
Organization: SCEA News Server
Lines: 12
Message-ID: <36C59A99.1484A714@datasys.net>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a27v9$7op6@chuka.playstation.co.uk> <7a3avj$2i84@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 199.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1183
scee.yaroze.freetalk.english:3469

Steve Tolin wrote:
>
> That "new" chip is ready to be released on Monday... Wish and you shall
> receive I guess.. As reported by
> http://psx.ign.com/news/6890.html
>

Wow! $78 for a damn mod chip! What a rip off!!! It'd be cheaper just to

get that game shark, and use the code. Probably easier than installing a new chip too. What kinda idiot would buy this thing, anyway?

'Darco
--MESSAGE FILE 17973 END: ./2 SCEA/yaroze/freetalk/000001183html.html

--MESSAGE FILE 17974 START: ./2 SCEA/yaroze/freetalk/000001184html.html
Path: chuka.playstation.co.uk!news
From: James Duffield <J.Duffield@btinternet.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Sat, 13 Feb 1999 16:56:27 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 72
Message-ID: <36C5AEB2.BE73A768@btinternet.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
NNTP-Posting-Host: host62-172-93-202.btinternet.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 (Macintosh; I; PPC)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1184
scee.yaroze.freetalk.english:3470

I agree with Nick,

You can't just have machine's capable of playing pirated
software availabe at any local shop, however this whole
argument goes back to the Amiga days, when most peoples
software collections usually had more pirates than legit games,
Commodore and many of the coders tried to stop this in
several different ways, including: hardware devices which
fitted into the joystick port, cards in the box with codes on and
parts in the games code which tried to fool disk copiers.
As far as i'am aware none of these measures were succesful,
as games were usually available in a cracked form within days
of release.
The rather long-winded point i'am trying to make here is that
piracy, in some form will always be with us, so any attempt
to stop piracy, is, ultimatley a waste of resourses. Unless
someone can come with a way to take software protection in
a completly new direction, there will always be copies readily
available.
I would also like to point out that i do have a chipped playstation
and only had it chipped to run imports, there is not one game
in my collection that is a copy.

James D

P.S whats up with the date on your computer Nick?
       the original posting was on friday, but you posted
       your message on wednesday! (some weird time travel going on?).

Nick Ferguson wrote:

> I disagree.

>
> Having NO protection just seems an invitation to piracy - imagine if EVERY
> PlayStation could run pirate games "out-the-box" - it would be a nightmare
> for Sony (and I can't see it doing the industry any good, either). Far
> better to let every PS run *legit* games from anywhere, in fact - I wish the
> NY was the "standard PS"! I would never have got my old grey PS chipped if I
> could have run SCEI and SCEA games on it from the off. I also think Sony's
> new copy-protection scheme is a slap in the face for importers who DON'T buy
> pirate software. But, I guess, maybe there aren't too many of them? :(
>
> These are just the wishful ramblings of a die-hard importer, I know :)
>
> Nick F
>
> Ben Siroshton wrote in message <7a2cd1$2i83@scea>...
> >
> >On the whole other side, I disagree with having ANY type of protection. I
> >for one make backup copies of my games, I one too many times have been
> >playing with originals, friends and beer and end up scratching a disc.
> This
> >ultimately sucks! I think by having disc media you MUST be able to back up
> >your stuff. Its too easily ruined.   If people are going to pirate stuff,
> >which they are and will never be stopped - why bother with the protection
> at
> >all. It doesnt stop anyone from copying anything, it just makes it more of
> >a pain for us to make backups. If (and there always is) a way around
> >something, it will be hacked, there is no question about it. By removing
> >any protection systems could be cheaper as well, ie,. no money going into
> >R&D for protection "schemes".
> >
> >my 2 cents.
> >
> >-ben
> >
> >
> >

--MESSAGE FILE 17974 END: ./2 SCEA/yaroze/freetalk/000001184html.html

--MESSAGE FILE 17975 START: ./2 SCEA/yaroze/freetalk/000001185html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Sat, 13 Feb 1999 23:09:20 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 82
Message-ID: <36C60620.2619884F@manc.u-net.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a26ck$2i82@scea> <36C4ADC7.E594EE7E@datasys.net>
<7a2nh2$7op9@chuka.playstation.co.uk> <36C4EAE9.7498D911@datasys.net>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: multipart/alternative;
 boundary="------------82FC3A731D2D3E2E324F602F"
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1185
scee.yaroze.freetalk.english:3474

--------------82FC3A731D2D3E2E324F602F

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Darco wrote:

> And you are right. There is no way to absolutely and completely stop
> piracy... But that's not the goal. The goal is to make it so difficult
> that it isn't worth it for someone to even try.
>
> 'Darco

I would just like to point out some (possibly) amusing irony in this discussion.
Sony (or more accurately SCEI/A/E, plus every other videogame software/hardware
manufacturer of course) are clearly adamant that no-one ever copies their
videogames, and who could ever argue -- none of us want our hard work ripped-off
by low-life scum.

But then Sony make the MiniDisc, which allows you to pirate CD-quality music as
easy as pressing a button with "rec" on it. THEN, they advertise flippantly (on
the radio) about "not copying your mates' CDs", when it's doing exactly that
that
will sell the thing in the first place.

I just wonder why all stereos come equipped with the capability of taping (ie
pirating) CDs, the radio or other tapes (and now onto perfect quality
Minidiscs);
but people have to get their consoles chipped to pirate games (which they will
do
if they want to pirate games). They [the music industry] say music piracy is
rife, but they talk as though it's just the bootleggers [those that mass produce
and sell copies of their CDs] who are costing them millions, not the petty
pirates. What's going on? Is this a double-standard or am I just being
completely stupid? Do they trust music lovers and not gamers or something?

Jim
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--------------82FC3A731D2D3E2E324F602F
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
Darco wrote:
<blockquote TYPE=CITE>And you are right. There is no way to absolutely
and completely stop

piracy... But that's not the goal. The goal is to make it so difficult

that it isn't worth it for someone to even try.
<p>'Darco</blockquote>
I would just like to point out some (possibly) amusing irony in this
discussion.
Sony (or more accurately SCEI/A/E, plus every other videogame software/hardware
manufacturer of course) are clearly adamant that no-one ever copies their
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<p>But then Sony make the MiniDisc, which allows you to pirate CD-quality
music as easy as pressing a button with "rec" on it. THEN, they advertise
flippantly (on the radio) about "not copying your mates' CDs", when it's
doing exactly that that will sell the thing in the first place.

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<p>Jim

--

<tt>--</tt>

<tt>James Shaughnessy   james@manc.u-net.com</tt>

<tt><A HREF="http://www.netyaroze-europe.com/~shaughnj">http://www.netyaroze-europe.com/~shaughnj</A></tt>

<tt>--</tt>

 </html>

--------------82FC3A731D2D3E2E324F602F--

--MESSAGE FILE 17975 END: ./2 SCEA/yaroze/freetalk/000001185html.html

--MESSAGE FILE 17976 START: ./2 SCEA/yaroze/freetalk/000001186html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Sun, 14 Feb 1999 01:14:22 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 121
Message-ID: <36C6236E.D0B1F5B@manc.u-net.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: multipart/alternative;
 boundary="------------9490D784CACED5E3A13263D5"
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1186
scee.yaroze.freetalk.english:3476

--------------9490D784CACED5E3A13263D5
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Sorry James but I have to point out that you seriously contradict yourself there -- firstly you agree with Nick saying you do need copy protection built into hardware, then you summarise by saying ultimately that it is a waste of time.

I fully agree with your points though -- in the Amiga days piracy was huge (most people I know only bought Amigas because they could get loads of "free games"). Example, I bought World Class Leaderboard (oh, I'm going back to Commodore 64 days
now.. ;)) which needed you to put a widget in the joystick port to run. What a massive pain in the arse -- it's us honest mugs that suffer. Like you said -- cracked version are available within DAYS of release, be it Amiga, ST and it even

happened in the C64 days if you were in the know. Cracking crews were only born when there was something to crack, and updating the encryption methods just gave them a new challenge.

So do you still agree that consoles shouldn't allow out-of-the-box copying, or do
you think they perhaps should be like your Hi-Fi-Stereo and TV/Satellite-Video setup that allows idiot-proof ways of copying (pirating) music and films? It's REALLY easy to copy music CDs, so why do they still sell so many? A game CD has to have the same philosophy surely? (er see other thread for more ranting from me
on this subject ;))

Jim

James Duffield wrote:

> I agree with Nick,
>
> You can't just have machine's capable of playing pirated
> software availabe at any local shop, however this whole
> argument goes back to the Amiga days, when most peoples
> software collections usually had more pirates than legit games,
> Commodore and many of the coders tried to stop this in
> several different ways, including: hardware devices which
> fitted into the joystick port, cards in the box with codes on and
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> As far as i'am aware none of these measures were succesful,
> as games were usually available in a cracked form within days
> of release.
> The rather long-winded point i'am trying to make here is that
> piracy, in some form will always be with us, so any attempt
> to stop piracy, is, ultimatley a waste of resourses. Unless
> someone can come with a way to take software protection in
> a completly new direction, there will always be copies readily
> available.
> I would also like to point out that i do have a chipped playstation
> and only had it chipped to run imports, there is not one game
> in my collection that is a copy.

--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--------------9490D784CACED5E3A13263D5
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
Sorry James but I have to point out that you seriously contradict yourself there -- firstly you agree with Nick saying you do need copy protection built into hardware, then you summarise by saying ultimately that it is a waste of time.
<p>I fully agree with your points though -- in the Amiga days piracy was huge (most people I know only bought Amigas because they could get loads of "free games"). Example, I bought World Class Leaderboard (oh, I'm going back to Commodore 64 days now.. ;)) which needed you to put a widget in the joystick port to run. What a massive pain in the arse -- it's us honest mugs that suffer. Like you said -- cracked

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setup that allows idiot-proof ways of copying (pirating) music and films?
It's REALLY easy to copy music CDs, so why do they still sell so many?
A game CD has to have the same philosophy surely? (er see other thread
for more ranting from me on this subject ;))
<p>Jim

<p>James Duffield wrote:
<blockquote TYPE=CITE>I agree with Nick,
<p>You can't just have machine's capable of playing pirated

software availabe at any local shop, however this whole

argument goes back to the Amiga days, when most peoples

software collections usually had more pirates than legit games,

Commodore and many of the coders tried to stop this in

several different ways, including: hardware devices which

fitted into the joystick port, cards in the box with codes on and

parts in the games code which tried to fool disk copiers.

As far as i'am aware none of these measures were succesful,

as games were usually available in a cracked form within days

of release.

The rather long-winded point i'am trying to make here is that

piracy, in some form will always be with us, so any attempt

to stop piracy, is, ultimatley a waste of resourses. Unless

someone can come with a way to take software protection in

a completly new direction, there will always be copies readily

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<p>
--

<tt>--</tt>

<tt>James Shaughnessy   james@manc.u-net.com</tt>

<tt><A
HREF="http://www.netyaroze-europe.com/~shaughnj">http://www.netyaroze-
europe.com/~shaughnj</A></tt>

<tt>--</tt>

 </html>

--------------9490D784CACED5E3A13263D5--

--MESSAGE FILE 17976 END: ./2 SCEA/yaroze/freetalk/000001186html.html

--MESSAGE FILE 17977 START: ./2 SCEA/yaroze/freetalk/000001187html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Sun, 14 Feb 1999 01:47:43 GMT
Organization: L4 Software
Lines: 17
Message-ID: <36c62a48.38166108@205.149.189.29>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com>
NNTP-Posting-Host: firewall-ext.hrtc.net

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1187
scee.yaroze.freetalk.english:3479

On Sat, 13 Feb 1999 16:56:27 +0000, James Duffield
<J.Duffield@btinternet.com> wrote:

>[snip]
>The rather long-winded point i'am trying to make here is that
>piracy, in some form will always be with us, so any attempt
>to stop piracy, is, ultimatley a waste of resourses. Unless
>someone can come with a way to take software protection in
>a completly new direction, there will always be copies readily
>available.

The ultimate form of anti-piracy protection was applied to both the
Amiga and Atari ST communities when both companies discontinued the
products and went out of business. A major cause of the demise of both
was rampant disregard of software copyrights.

Mario
--MESSAGE FILE 17977 END: ./2 SCEA/yaroze/freetalk/000001187html.html

--MESSAGE FILE 17978 START: ./2 SCEA/yaroze/freetalk/000001188html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Price of grey Playtstation
Date: Sun, 14 Feb 1999 00:12:15 GMT
Organization: SCEA News Server
Lines: 5
Message-ID: <36c614ab.83283444@news.scea.sony.com>
References: <36B59F7F.A7FFA8DD@immd9.informatik.uni-erlangen.de>
<36b584bf.32562781@news.scea.sony.com> <36B5D299.C32C3956@immd9.informatik.uni-
erlangen.de> <36b5f3ef.10200955@news.scea.sony.com>
<36B63C16.ACE950F8@vmlabs.com> <796ure$lbf3@scea>
NNTP-Posting-Host: client-151-198-141-26.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

I knew I saw a lower price... I stand corrected.

Have mercy, I am often lost within an information haze.

-Matt
--MESSAGE FILE 17978 END: ./2 SCEA/yaroze/freetalk/000001188html.html

--MESSAGE FILE 17979 START: ./2 SCEA/yaroze/freetalk/000001189html.html
Path: chuka.playstation.co.uk!news
From: will atkin <william_atkin@hotmail.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Sun, 14 Feb 1999 05:30:21 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 31
Message-ID: <36C65F6D.53849947@hotmail.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com> <36C6236E.D0B1F5B@manc.u-net.com>

NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1189
scee.yaroze.freetalk.english:3482

>
>
> So do you still agree that consoles shouldn't allow out-of-the-box
> copying, or do you think they perhaps should be like your Hi-Fi-Stereo
> and TV/Satellite-Video setup that allows idiot-proof ways of copying
> (pirating) music and films? It's REALLY easy to copy music CDs, so
> why do they still sell so many? A game CD has to have the same
> philosophy surely? (er see other thread for more ranting from me on
> this subject ;))
>
> Jim
>
>

Its not the hardware manufacturers(like the minidisc players) that are
the ones that are suffering the most. Its the record companies that are
the ones losing the money. Everyone is still going to need something to
play the stuff on anyway. Also now with the impact of .MP3 files, the
recording industry is being hit really hard. Losing money across the
board.

Sony will still make money because people need the hardware to play
games.. but the games publishers are the ones who have to push the
protection issue...

just putting in my two cents..

Will

--MESSAGE FILE 17979 END: ./2 SCEA/yaroze/freetalk/000001189html.html

--MESSAGE FILE 17980 START: ./2 SCEA/yaroze/freetalk/000001190html.html
Path: chuka.playstation.co.uk!news
From: James Duffield <J.Duffield@btinternet.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Sun, 14 Feb 1999 10:19:55 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 127
Message-ID: <36C6A344.67D0AF35@btinternet.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com> <36C6236E.D0B1F5B@manc.u-net.com>
NNTP-Posting-Host: host5-171-255-214.btinternet.com
Mime-Version: 1.0
Content-Type: multipart/alternative;
 boundary="------------0E4897D6188C597971E56940"
X-Mailer: Mozilla 4.5 (Macintosh; I; PPC)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1190
scee.yaroze.freetalk.english:3484

--------------0E4897D6188C597971E56940
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 7bit

In response to your ponts James,

The point i was trying to make was that, personally i think that games, or music copying for that matter is bad for any industry . You yourself should be able to appreceiate that being a Yaroze owner, lets face it if you wrote a great game and wanted to distribute it for your own financial gain, piracy would only erode any profits you could eventually make.

I know that in my last posting i contradicted myself, but i was trying to point out that any attempts to end piracy are almost guarnteed to fail.

So as i have said before, unless someone can take software protection in a new direction (which i for one hope someday will be the case), piracy will always be with us.

BTW having been the owner of a Vic 20, a C64, an Amiga, and an Atari ST, i also know how rife piracy was on all these formats. But lets face it, in the history of computer games none of them

have been killed of in such great style by piracy as the Amiga (my case

in point).

Cheers

James D

James Shaughnessy wrote:

> Sorry James but I have to point out that you seriously contradict
> yourself there -- firstly you agree with Nick saying you do need copy
> protection built into hardware, then you summarise by saying
> ultimately that it is a waste of time.
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> huge (most people I know only bought Amigas because they could get
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> (oh, I'm going back to Commodore 64 days now.. ;)) which needed you to
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> arse -- it's us honest mugs that suffer. Like you said -- cracked
> version are available within DAYS of release, be it Amiga, ST and it
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> were only born when there was something to crack, and updating the
> encryption methods just gave them a new challenge.
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>

--------------0E4897D6188C597971E56940
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>

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 </blockquote>
</html>

--------------0E4897D6188C597971E56940--

--MESSAGE FILE 17980 END: ./2 SCEA/yaroze/freetalk/000001190html.html

--MESSAGE FILE 17981 START: ./2 SCEA/yaroze/freetalk/000001191html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Sun, 14 Feb 1999 12:55:40 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 166
Message-ID: <36C6C7CC.F953EEC3@manc.u-net.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com> <36C6236E.D0B1F5B@manc.u-net.com>
<36C6A344.67D0AF35@btinternet.com>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: multipart/alternative;
 boundary="------------4F905276BADC4426FBB811C9"
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1191
scee.yaroze.freetalk.english:3485

--------------4F905276BADC4426FBB811C9
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

James Duffield wrote:

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I don't believe you said that -- you said that "any attempt to stop
piracy is, ultimately, a waste of resourses" which is not the same thing
as "it is almost guaranteed to fail" and you know it ;-)

So are you saying that it's not a waste of resources, and in fact a
necessity in order to keep one step ahead of the crackers? How come we
don't we need it on music CDs then?

Surely the fact that you have a chipped PlayStation and still manage to
fight the temptation of buying pirate games is proof enough that you
don't need nanny-hardware to prevent you from breaking the law, or are
you and I in a total minority in having this ability?

Cheers,
Jim

(Although by definition "grey imports" are not wholly legal
themselves..)

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> So as i have said before, unless someone can take software
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> be the case), piracy will always be with us.
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>
--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj
http://www.manc.u-net.com/home.htm
http://i.am/bart.simpson/

--------------4F905276BADC4426FBB811C9
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
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Jim
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 </blockquote>
</blockquote>

<p>--

James Shaughnessy   james@manc.u-net.com

<A HREF="http://www.netyaroze-europe.com/~shaughnj">http://www.netyaroze-
europe.com/~shaughnj</A>

<A HREF="http://www.manc.u-net.com/home.htm">http://www.manc.u-net.com/
home.htm</A>

<A HREF="http://i.am/bart.simpson/">http://i.am/bart.simpson/</A>

 </html>

--------------4F905276BADC4426FBB811C9--

--MESSAGE FILE 17981 END: ./2 SCEA/yaroze/freetalk/000001191html.html

--MESSAGE FILE 17982 START: ./2 SCEA/yaroze/freetalk/000001192html.html
Path: chuka.playstation.co.uk!news
From: James Duffield <J.Duffield@btinternet.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Sun, 14 Feb 1999 14:11:15 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 244
Message-ID: <36C6D97C.9D43D0A7@btinternet.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
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<36C6A344.67D0AF35@btinternet.com> <36C6C7CC.F953EEC3@manc.u-net.com>
NNTP-Posting-Host: host62-172-60-120.btinternet.com
Mime-Version: 1.0
Content-Type: multipart/alternative;
 boundary="------------5B7FC20C6228B9C72344A983"
X-Mailer: Mozilla 4.5 (Macintosh; I; PPC)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1192
scee.yaroze.freetalk.english:3486

--------------5B7FC20C6228B9C72344A983
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit

Hi Jim

In response:

James Shaughnessy wrote:

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> piracy is, ultimately, a waste of resourses" which is not the same
> thing as "it is almost guaranteed to fail" and you know it ;-)

Perhaps i should clarify my point. "Any attempt to stop piracy is
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> Cheers,
> Jim
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> (Although by definition "grey imports" are not wholly legal
> themselves..)

On this we are agreed, however the proceeds of such purchases still find
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If anyone else cares to join the Sony debating society, feel free.

Cheers

James

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>> James Shaughnessy wrote:

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>> > Sorry James but I have to point out that you seriously contradict
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>> > copy protection built into hardware, then you summarise by saying
>> > ultimately that it is a waste of time.
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>> > I fully agree with your points though -- in the Amiga days piracy
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>> > Leaderboard (oh, I'm going back to Commodore 64 days now.. ;))
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>> >
>> > Jim
>> >
>> >
>>
> --
> ----------------------------------------
> James Shaughnessy    james@manc.u-net.com
> http://www.netyaroze-europe.com/~shaughnj
> http://www.manc.u-net.com/home.htm
> http://i.am/bart.simpson/
> ----------------------------------------

--------------5B7FC20C6228B9C72344A983
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
Hi  Jim
<p>In response:
<p>James Shaughnessy wrote:
<blockquote TYPE=CITE>I don't believe you said that -- you said that "<i>any
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<p>BTW having been the owner of a Vic 20, a C64, an Amiga,

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<p>Jim

 </blockquote>
</blockquote>
--

James Shaughnessy   james@manc.u-net.com

http://www.netyaroze-europe.com/~shaughnj

http://www.manc.u-net.com/home.htm

http://i.am/bart.simpson/

----------</blockquote>
</html>

--------------5B7FC20C6228B9C72344A983--

--MESSAGE FILE 17982 END: ./2 SCEA/yaroze/freetalk/000001192html.html

--MESSAGE FILE 17983 START: ./2 SCEA/yaroze/freetalk/000001193html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Sun, 14 Feb 1999 20:41:46 +0100
Organization: Debri Productions
Lines: 18
Message-ID: <1dn7xln.n4jy191cwqotuN@[194.151.88.144]>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net> <7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net> <7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
NNTP-Posting-Host: 194.151.88.144
X-Newsreader: MacSOUP 2.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1193 scee.yaroze.freetalk.english:3489

Nick Ferguson <nickf@saqnet.co.uk> wrote:

> I also think Sony's
> new copy-protection scheme is a slap in the face for importers who DON'T buy
> pirate software. But, I guess, maybe there aren't too many of them? :(
>

It is a slap in the face of importers as well, but as far as I know, SONY is only happy with that. They don't want import-games! If they would, they would never have used the different area codes.

I still wonder why games can't check an area code during loading sessions. This way ou make swapping impossible as well, or at least harder.

Cheers,

DEnnis..
--MESSAGE FILE 17983 END: ./2 SCEA/yaroze/freetalk/000001193html.html

--MESSAGE FILE 17984 START: ./2 SCEA/yaroze/freetalk/000001194html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Sun, 14 Feb 1999 20:15:06 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 376
Message-ID: <7a7asf$6p33@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com> <36C6236E.D0B1F5B@manc.u-net.com>
<36C6A344.67D0AF35@btinternet.com> <36C6C7CC.F953EEC3@manc.u-net.com>
<36C6D97C.9D43D0A7@btinternet.com>
NNTP-Posting-Host: vil-63.village.gre.ac.uk
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_0049_01BE5856.B674EB20"
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1194
scee.yaroze.freetalk.english:3491

This is a multi-part message in MIME format.

------=_NextPart_000_0049_01BE5856.B674EB20
Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Right, I might as well say my piece.

1. I disagree with Will Atkin saying that Sony (or any other console =
manufacturers) do not suffer from piracy because they make their money =
on the hardware. They make very little if anything in terms of profits =
on their consoles. Software is where the moneys at.

2. I also disagree that "Any attempt to stop piracy is ultimatley a =
waste of resourses, because it is almost guarnteed to fail".
How many more people do you think would have pirate games on their =
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stop piracy 100% and I don't think there will ever be, but if piracy can =
be kept down to a minimum then it's well worth the resources.

3. As for the music industry I don't think you can really compare it to =
the games industry. For a start games cost much more than music cds, and =
since it costs the same amount to pirate a music cd as it does a game =
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Sure people tape things off cds and the radio but most people listen to =
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Look at it like this: new singles =3D 1.99, albums =3D 10.99, now you =
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Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

    James Duffield wrote in message =
<36C6D97C.9D43D0A7@btinternet.com>...
    Hi Jim=20
    In response:=20

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=20

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James Shaughnessy   james@manc.u-net.com=20
http://www.netyaroze-europe.com/~shaughnj=20
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------=_NextPart_000_0049_01BE5856.B674EB20
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Content-Transfer-Encoding: quoted-printable

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transitional//en">
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</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT color=3D#000000><FONT size=3D3>Right, I might as well say my=20
piece.</FONT></FONT><FONT size=3D3></FONT></DIV>
<DIV><FONT color=3D#000000><FONT size=3D3></FONT></FONT><FONT=20
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<BLOCKQUOTE=20
style=3D"BORDER-LEFT: #000000 solid 2px; MARGIN-LEFT: 5px; PADDING-LEFT: =
5px">
    <DIV>James Duffield<J.DUFFIELD@BTINTERNET.COM> wrote in message =
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                something to crack, and updating the encryption methods =
just=20
                gave them a new challenge.=20
                <P>So do you still agree that consoles shouldn't allow=20
                out-of-the-box copying, or do you think they perhaps =
should be=20
                like your Hi-Fi-Stereo and TV/Satellite-Video setup that =
allows=20
                idiot-proof ways of copying (pirating) music and =
films? =20
                It's REALLY easy to copy music CDs, so why do they still =
sell so=20
                many?  A game CD has to have the same philosophy=20
                surely?  (er see other thread for more ranting from =
me on=20
                this subject ;))=20
                <P>Jim <BR>  <BR></P></BLOCKQUOTE></BLOCKQUOTE>--=20
```

James=20
Shaughnessy   james@manc.u-net.com
<A=20
=
href=3D"http://www.netyaroze-europe.com/~shaughnj">http://www.netyaroze-e=
urope.com/~shaughnj</A>=20

<A=20
=
href=3D"http://www.manc.u-net.com/home.htm">http://www.manc.u-net.com/hom=
e.htm</A>=20

<A =
href=3D"http://i.am/bart.simpson/">http://i.am/bart.simpson/</A>=20
=

--</BLOCKQUOTE></BLOCKQUOTE></=
BODY></HTML>

------=_NextPart_000_0049_01BE5856.B674EB20--

--MESSAGE FILE 17984 END: ./2 SCEA/yaroze/freetalk/000001194html.html

--MESSAGE FILE 17985 START: ./2 SCEA/yaroze/freetalk/000001195html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: 14 Feb 1999 22:23:22 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 26
Message-ID: <slrn7cej6p.31s.tjs@longford.cs.monash.edu.au>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a26ck$2i82@scea> <36C4ADC7.E594EE7E@datasys.net>
<7a2nh2$7op9@chuka.playstation.co.uk> <36C4EAE9.7498D911@datasys.net>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1195
scee.yaroze.freetalk.english:3493

On Fri, 12 Feb 1999 22:00:57 -0500, Darco <rquat@datasys.net> wrote:
>Rad wrote:
>And you are right. There is no way to absolutely and completely stop
>piracy... But that's not the goal. The goal is to make it so difficult
>that it isn't worth it for someone to even try.

By making it harder, you just increase the challenge, and the kudos to the
person who does eventually defeat the protection. The fact is that there are
more people trying to defeat copy protection than there are trying to create
new copy protection schemes. It's not possible to stay all that far ahead.

New storage media is probably the best bet, but you can guarantee that it
won't take someone too long to do something like reverse engineer a data reader
from the consumer hardware, write the software to a DVD disk, and then modify
the consumer hardware to read dvd instead. And again, although you can make it
hard, it's not possible to make it impossible.

Network delivery of software, where some processing power is offloaded onto
another secure machine is a good way to defeat the majority of pirates, but
there'll still be someone who hacks the machine, or starts selling fake id's
and access codes.

Producers are fighting a losing war against consumers, and it seems that
maybe the only way to win is to change the rules.

Toby.

--MESSAGE FILE 17985 END: ./2 SCEA/yaroze/freetalk/000001195html.html

--MESSAGE FILE 17986 START: ./2 SCEA/yaroze/freetalk/000001196html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: 14 Feb 1999 22:42:04 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 39
Message-ID: <slrn7cek9r.31s.tjs@longford.cs.monash.edu.au>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1196
scee.yaroze.freetalk.english:3494

On Wed, 10 Feb 1999 12:00:24 -0000, Nick Ferguson <nickf@saqnet.co.uk> wrote:
>I disagree.
>
>Having NO protection just seems an invitation to piracy - imagine if EVERY
>PlayStation could run pirate games "out-the-box" - it would be a nightmare
>for Sony (and I can't see it doing the industry any good, either). Far

It hasn't _really_ hurt the majority of software/hardware vendors in the
past. It doesn't help, of course, that SONY have their fingers in the
software pie, but then so have other hardware manufacturers, throughout the
ages.

Ideally, one of two things should happen:

Game prices should fall to something comparable to the price of the raw media,
at which point people won't bother pirating software. Yes, I understand that
games developers have to make a crust somehow, but:
a) software sales would go up a lot
b) there are probably many indirect ways to make money from software
   (advertising is an example)
c) maybe it's better for our society that a small proportion of people don't
   make a large proportion of the money.

or

Games become free, but are distributed via a pay-tv like system, which allows
you to play anything you like for a fixed monthly cost. Developers are paid
money in proportion to the overall popularity of their software. Again,
there'll be piracy, but the vast majority of users will be happy to just
pay for what they want. Ideally, then, it would become possible for
independent developers to use the same kind of network to distribute stuff
that they'd written (although possibly subject to some form of censorship
rating, which, by the way, would be much more enforcable than little
stickers on the front of videogames). If it's no good, people won't download
it.

Just some thoughts,

Toby.
--MESSAGE FILE 17986 END: ./2 SCEA/yaroze/freetalk/000001196html.html

--MESSAGE FILE 17987 START: ./2 SCEA/yaroze/freetalk/000001197html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com

From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Sun, 14 Feb 1999 17:43:29 -0500
Organization: SCEA News Server
Lines: 83
Message-ID: <7a7jit$2i86@scea>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com> <36C6236E.D0B1F5B@manc.u-net.com>
<36C6A344.67D0AF35@btinternet.com> <36C6C7CC.F953EEC3@manc.u-net.com>
<36C6D97C.9D43D0A7@btinternet.com>
NNTP-Posting-Host: chnicholson.vassar.edu
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_0032_01BE5841.8821FD40"
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1197
scee.yaroze.freetalk.english:3496

This is a multi-part message in MIME format.

------=_NextPart_000_0032_01BE5841.8821FD40
Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Greets all.

I think that on a more practical note, it's importatnt to realize that =
the target audience for the PSX, as according to most magazines i've =
read, is the 15-year old boy. Now, I don't know about you, but I don't =
know too many 15 year old boys who a) have cdr's and b) have mod chips. =
Really, the only people that I've seen actually get games off the net =
and burn them out to discs are college kids, most of whom would =
otherwise NOT buy the actual game anyway. It just seems to me that the =
overlap between the two (ie the kids who DO burn games, but if they =
couldn't, would go out and buy them) is small enough that big game =
houses (SQUARE, namco, etc..) just don't waste their programmers' =
valuable time on copy protects. Look at FF7. What percent, of all of =
the people who played it, actually burned it off the net or otherwise =
had an illegal copy? Something like 1? Maybe 2%? A TRUCKLOAD of =
people bought that game, enough for them to not worry about the burners. =
 Square made their dollar, and while I do appreciate and understand the =
amiga/atari st pirating issues, i just don't think that the psx burn =
scene is of quite the same caliber.

take it easy all
-charles

------=_NextPart_000_0032_01BE5841.8821FD40
Content-Type: text/html;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">
<HTML>
<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =
http-equiv=3DContent-Type><!doctype html public "-//w3c//dtd html 4.0 =
transitional//en">

<META content=3D'"MSHTML 4.72.3612.1700"' name=3DGENERATOR>
</HEAD>
<BODY bgColor=3D#d8d0c8>
<DIV><FONT color=3D#000000 size=3D2>Greets all.</FONT></DIV>
<DIV><FONT color=3D#000000 size=3D2></FONT> </DIV>
<DIV><FONT color=3D#000000 size=3D2>I think that on a more practical =
note, it's=20
importatnt to realize that the target audience for the PSX, as according =
to most=20
magazines i've read, is the 15-year old boy. Now, I don't know =
about you,=20
but I don't know too many 15 year old boys who a) have cdr's and b) have =
mod=20
chips. Really, the only people that I've seen actually get games =
off the=20
net and burn them out to discs are college kids, most of whom would =
otherwise=20
NOT buy the actual game anyway. It just seems to me that the =
overlap=20
between the two (ie the kids who DO burn games, but if they couldn't, =
would go=20
out and buy them) is small enough that big game houses (SQUARE, namco, =
etc..)=20
just don't waste their programmers' valuable time on copy =
protects. Look=20
at FF7. What percent, of all of the people who played it, actually =
burned=20
it off the net or otherwise had an illegal copy? Something like =
1? =20
Maybe 2%? A TRUCKLOAD of people bought that game, enough for them =
to not=20
worry about the burners. Square made their dollar, and while I do=20
appreciate and understand the amiga/atari st pirating issues, i just =
don't think=20
that the psx burn scene is of quite the same caliber.</FONT></DIV>
<DIV><FONT color=3D#000000 size=3D2></FONT> </DIV>
<DIV><FONT color=3D#000000 size=3D2>take it easy all</FONT></DIV>
<DIV><FONT color=3D#000000 size=3D2>-charles</FONT></DIV></BODY></HTML>

------=_NextPart_000_0032_01BE5841.8821FD40--

--MESSAGE FILE 17987 END: ./2 SCEA/yaroze/freetalk/000001197html.html

--MESSAGE FILE 17988 START: ./2 SCEA/yaroze/freetalk/000001198html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: 14 Feb 1999 22:56:55 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <slrn7cel5m.31s.tjs@longford.cs.monash.edu.au>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com> <36C6236E.D0B1F5B@manc.u-net.com>
<36C65F6D.53849947@hotmail.com>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1198
scee.yaroze.freetalk.english:3497

On Sun, 14 Feb 1999 05:30:21 +0000, will atkin wrote:

>Its not the hardware manufacturers(like the minidisc players) that are
>the ones that are suffering the most. Its the record companies that are
>the ones losing the money. Everyone is still going to need something to
>play the stuff on anyway. Also now with the impact of .MP3 files, the
>recording industry is being hit really hard. Losing money across the
>board.

1) The lines between hardware vendors and software vendors are becoming more
   and more blurred. Personally I expect that to continue, as we construct a
   more and more pervasively networked world.
2) I'm positive that the record companies are not being hit hard; they're just
   seeing the potential for a new form of market that cuts them out of the
   deal, and that has them very scared.
3) Artists, as opposed to the bureaucracy, stand a very good choice of actually
   benefiting from digital music distribution, simply because they're given
   more control over what they do, how they do it, and the money they receive
   for doing so.
4) Piracy (software and music) will not destroy the industry. I still buy
   software and music, even though the means to get it 'free' (which is
   acknowledging that there are other costs associated with piracy; physically,
   socially and personally) is within my grasp. I do it primarially because
   I believe that good work should be rewarded and in this society, the way
   to do that is with money. I would like to be able to give more money to
   the artists and writers involved, and less to the publishers, and I hope
   that the ways in which the world is changing will allow me to do that.

>Sony will still make money because people need the hardware to play
>games.. but the games publishers are the ones who have to push the
>protection issue...

Sony loses money on their hardware, in order to recoup it in software sales
(see point 1). I'm sure they're being hit just as hard by piracy, and possibly
more hard.

Toby.
--MESSAGE FILE 17988 END: ./2 SCEA/yaroze/freetalk/000001198html.html

--MESSAGE FILE 17989 START: ./2 SCEA/yaroze/freetalk/000001199html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: 14 Feb 1999 23:07:10 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 29
Message-ID: <slrn7celot.31s.tjs@longford.cs.monash.edu.au>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com> <36C6236E.D0B1F5B@manc.u-net.com>
<36C6A344.67D0AF35@btinternet.com>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1199
scee.yaroze.freetalk.english:3498

On Sun, 14 Feb 1999 10:19:55 +0000, James Duffield wrote:
>BTW having been the owner of a Vic 20, a C64, an Amiga,
>and an Atari ST, i also know how rife piracy was on all these
>formats. But lets face it, in the history of computer games none of them
>
>have been killed of in such great style by piracy as the Amiga (my case
>

>in point).
>

Many people will dispute the suggestion that the amiga was killed off by piracy. As I see it, a number of things killed the amiga:

1) Commodore started with a product that was lightyears ahead of its competition, and then didn't bother trying to keep it that way.
2) Cheap PC clones, the Intel juggernaut, and the business software world made the amiga a less than appealng option for anything other than home use.
3) Commodore mismarketed the Amiga so dismally that it was essentially doomed to failure.

Yes, people stopped developing software for the Amiga, but I think you'll find that that was an effect, rather than a cause, of the Amiga downfall.

The argument that free software will necessarily kill the market for proprietary software has proven to be, and will continue to be proven to be, a fallacy.

Toby.
--MESSAGE FILE 17989 END: ./2 SCEA/yaroze/freetalk/000001199html.html

--MESSAGE FILE 17990 START: ./2 SCEA/yaroze/freetalk/000001200html.html
Path: chuka.playstation.co.uk!news
From: will atkin <william_atkin@hotmail.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Mon, 15 Feb 1999 02:55:49 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 9
Message-ID: <36C78CB5.85CD7DDC@hotmail.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<slrn7cek9r.31s.tjs@longford.cs.monash.edu.au>
NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1200
scee.yaroze.freetalk.english:3500

>
> b) there are probably many indirect ways to make money from software
>   (advertising is an example)
>

Do you mean in game advertising.. I hope not.. I don't think many people want Coke billboards in the middle of thier levels popping up. But maybe they could have clips run at boot up kind of like previews in Cinemas..

--MESSAGE FILE 17990 END: ./2 SCEA/yaroze/freetalk/000001200html.html

--MESSAGE FILE 17991 START: ./2 SCEA/yaroze/freetalk/000001201html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: 15 Feb 1999 03:08:42 GMT

Organization: PlayStation Net Yaroze (SCEE)
Lines: 21
Message-ID: <slrn7cf3to.33b.tjs@longford.cs.monash.edu.au>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<slrn7cek9r.31s.tjs@longford.cs.monash.edu.au> <36C78CB5.85CD7DDC@hotmail.com>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1201
scee.yaroze.freetalk.english:3501

On Mon, 15 Feb 1999 02:55:49 +0000, will atkin wrote:
>>
>> b) there are probably many indirect ways to make money from software
>>   (advertising is an example)
>>
>
>Do you mean in game advertising.. I hope not.. I don't think many people want
>Coke billboards in the middle of thier levels popping up. But maybe they could
>have clips run at boot up kind of like previews in Cinemas..

As an example, the advertising for Red Bull was pretty prominent throughout
Wipeout 2097 (or was it the original?). People put up with advertising at
sporting events already, without it detracting too much from the sport
itself; I'm sure the same could be done for videogames. (Doesn't hotmail
have advertising, by the way?)

I don't like the idea either, by the way. I merely feel like there's going
to have to be a reasonably massive paradigm shift across the board if
corporatism is to survive in an increasingly digital era.

Toby.
--MESSAGE FILE 17991 END: ./2 SCEA/yaroze/freetalk/000001201html.html

--MESSAGE FILE 17992 START: ./2 SCEA/yaroze/freetalk/000001202html.html
Path: chuka.playstation.co.uk!news
From: James Shaughnessy <james@manc.u-net.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: In-game advertising (was anti-mod chip / pirating / backups / etc.)
Date: Mon, 15 Feb 1999 11:49:06 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 97
Message-ID: <36C809B2.CA6FC2B0@manc.u-net.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<slrn7cek9r.31s.tjs@longford.cs.monash.edu.au> <36C78CB5.85CD7DDC@hotmail.com>
<slrn7cf3to.33b.tjs@longford.cs.monash.edu.au>
NNTP-Posting-Host: manc.u-net.com
Mime-Version: 1.0
Content-Type: multipart/alternative;
 boundary="------------0A4282EDA00B328E0D7717AB"
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1202
scee.yaroze.freetalk.english:3502

--------------0A4282EDA00B328E0D7717AB
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit

1080° Snowboarding on N64 has a similar thing -- billboarding and product placement. There's a 4-second pure-advertising title screen fror Lamar Snowboards
and Tommy Hilfiger. Tommy billboards appear throughout the game, and the snowboards
in the game all actually exist. None of this ruins the game -- in fact it adds a
certain kudos to the proceedings. I mean if they had Coke and Macdonalds billboards
all over the courses too it wouldn't bother me because it's realistic. A few games
have sponsors in the actual title: No Fear Downhill Mountainbiking for one (a clothing label of course)

The commercial potential when fully recognised will probably go way overboard (at
first anyhoo) -- I remember a PC coverdisk once has an advertising video that you
HAD to watch through before you could load the menu -- needless to say this "got everyone's goat" [mass understatement] and was soon scrapped, but in moderation in-game advertising is definitely worth it if it reduces the cost of games.

Jim (who's going to rush out and buy a "No Fear" T-shirt, have a "Big Mac" and "Coke" and then go and buy some "Tommy Hilfiger" jeans and then a "Tahoe 151" snowboard, but is still adamant that advertising has NO effect on him...)

PS Reminds me of that Simpsons episode *: when it's NEW BILLBOARD DAY.
Homer suddenly at dinner: "That's it! You people have stood in my way long enough -
I'm going to Clown College."
Bart: "I guess none of us expected him to say that."

* (er sorry, everything reminds me of A Simpsons episode, you should know that by
now..)

Toby Sargeant wrote:

> As an example, the advertising for Red Bull was pretty prominent throughout
> Wipeout 2097 (or was it the original?). People put up with advertising at
> sporting events already, without it detracting too much from the sport
> itself; I'm sure the same could be done for videogames. (Doesn't hotmail
> have advertising, by the way?)

--

James Shaughnessy   james@manc.u-net.com
http://www.netyaroze-europe.com/~shaughnj

--------------0A4282EDA00B328E0D7717AB
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
1080° Snowboarding on N64 has a similar thing -- billboarding and product placement. There's a 4-second pure-advertising title screen fror Lamar Snowboards and Tommy Hilfiger. Tommy billboards appear throughout the game, and the snowboards in the game all actually exist. None of this ruins the game -- in fact it adds a certain kudos to the proceedings. I mean if they had Coke and Macdonalds

billboards all over the courses too it wouldn't bother me because it's realistic. A few games have sponsors in the actual title: No Fear Downhill Mountainbiking for one (a clothing label of course)
<p>The commercial potential when fully recognised will probably go way overboard (at first anyhoo) -- I remember a PC coverdisk once has an advertising video that you HAD to watch through before you could load the menu -- needless to say this "got everyone's goat" [mass understatement] and was soon scrapped, but in moderation in-game advertising is definitely worth it if it reduces the cost of games.
<p>Jim (who's going to rush out and buy a "No Fear" T-shirt, have a "Big Mac" and "Coke" and then go and buy some "Tommy Hilfiger" jeans and then a "Tahoe 151" snowboard, but is still adamant that advertising has NO effect on him...)
<p>PS Reminds me of that Simpsons episode *: when it's NEW BILLBOARD DAY.

Homer suddenly at dinner: "That's it! You people have stood in my way long enough - I'm going to Clown College."

Bart: "I guess none of us expected him to say that."
<p>* (er sorry, everything reminds me of A Simpsons episode, you should know that by now..)

<p>Toby Sargeant wrote:
<blockquote TYPE=CITE>As an example, the advertising for Red Bull was pretty prominent throughout

Wipeout 2097 (or was it the original?). People put up with advertising at

sporting events already, without it detracting too much from the sport

itself; I'm sure the same could be done for videogames. (Doesn't hotmail

have advertising, by the way?)</blockquote>
--

<tt>--</tt>

<tt>James Shaughnessy   james@manc.u-net.com</tt>

<tt><A HREF="http://www.netyaroze-europe.com/~shaughnj">http://www.netyaroze-europe.com/~shaughnj</A></tt>

<tt>--</tt>

 </html>

--------------0A4282EDA00B328E0D7717AB--

--MESSAGE FILE 17992 END: ./2 SCEA/yaroze/freetalk/000001202html.html

--MESSAGE FILE 17993 START: ./2 SCEA/yaroze/freetalk/000001203html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: General public Yaroze FAQ - suggestions wanted
Date: Mon, 15 Feb 1999 14:31:20 +0100
Organization: Debri Productions
Lines: 34
Message-ID: <1dmz8te.135rub8yhq0u4N@a1-88-105.a1.nl>
References: <79out1$1do5@chuka.playstation.co.uk>
NNTP-Posting-Host: a1-88-105.a1.nl
X-Newsreader: MacSOUP 2.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1203 scee.yaroze.freetalk.english:3503

Mario Wynands <mario@sidhe.co.nz> wrote:

> I am throwing together a Yaroze FAQ for those people interested in joining
> the Yaroze program to be housed at our site. The list of questions I have
> so far is as below.
>
>

> What is the Net Yaroze?
> How do you pronounce Yaroze?
> What do I need to run it?
> Do I need to know C to use it?
> Will it run normal Playstation games?
> Will it run import Playstation games?
> Will it run copied Playstation games (CDRs)?
> I have an Action Replay Pro, a Comms Link, and some development tools. Why
> do I need a Yaroze?
> Can I use C++ with the Yaroze?
> Can I create bootable Playstation CDs of my Yaroze programs?
> Can I create commercial Playstation titles on a Yaroze?
> How do I distribute my programs to non-Yaroze members?
> Will commercial developers recognise my Yaroze experience when applying for
> a job?
> Where can I get one?
> Can I buy a second hand Yaroze off an existing Yaroze member?
>
>
> Does anyone else have any questions they are sick of answering?
>
>
>

A list like this already excists... but how do you pronoune Yaroze?

DEnnis..
--MESSAGE FILE 17993 END: ./2 SCEA/yaroze/freetalk/000001203html.html

--MESSAGE FILE 17994 START: ./2 SCEA/yaroze/freetalk/000001204html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@globalnet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: In-game advertising (was anti-mod chip / pirating / backups / etc.)
Date: Mon, 15 Feb 1999 14:40:31 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <7a9bk0$6p36@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<slrn7cek9r.31s.tjs@longford.cs.monash.edu.au> <36C78CB5.85CD7DDC@hotmail.com>
<slrn7cf3to.33b.tjs@longford.cs.monash.edu.au> <36C809B2.CA6FC2B0@manc.u-
net.com>
NNTP-Posting-Host: p4Cs02a01.client.global.net.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1204
scee.yaroze.freetalk.english:3504

As long as it isn't overly intrusive and is appropriate within the context
of the game, advertising is okay. Apart from sport and racing titles
though, it's difficult to see how advertisers will effectively intergrate
their ads within videogames. The subtle ;-) tactic of product placement
often used in movies will be difficult to implement.

Perhaps they'll just settle for coventional TV style 30 second breaks
between levels instead eh? :-) I'm sure they have their 'best people'
working on the problem right now...

Regarding piracy - reducing the price of games, emphasising the perceived
value of official products and improved copy-protection seem like the way to

go. Futile IDSA crackdowns do nothing to tackle the root cause of the problem.

Derek

---   ---   ---   ---   ---   ---
dasi@globalnet.co.uk

--MESSAGE FILE 17994 END: ./2 SCEA/yaroze/freetalk/000001204html.html

--MESSAGE FILE 17995 START: ./2 SCEA/yaroze/freetalk/000001205html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Mon, 15 Feb 1999 10:01:54 -0500
Organization: SCEA News Server
Lines: 35
Message-ID: <36C836E2.EDE3714@datasys.net>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a26ck$2i82@scea> <36C4ADC7.E594EE7E@datasys.net>
<7a2nh2$7op9@chuka.playstation.co.uk> <36C4EAE9.7498D911@datasys.net>
<slrn7cej6p.31s.tjs@longford.cs.monash.edu.au>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 286.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1205
scee.yaroze.freetalk.english:3505

Toby Sargeant wrote:
>
> By making it harder, you just increase the challenge, and the kudos to the
> person who does eventually defeat the protection. The fact is that there are
> more people trying to defeat copy protection than there are trying to create
> new copy protection schemes. It's not possible to stay all that far ahead.

I beg to differ. The difficulty will incrase exponentialy, not linearly.

>
> New storage media is probably the best bet, but you can guarantee that it
> won't take someone too long to do something like reverse engineer a data
reader
> from the consumer hardware, write the software to a DVD disk, and then modify
> the consumer hardware to read dvd instead. And again, although you can make it
> hard, it's not possible to make it impossible.
>

That's so full of it man... There is no way... Yeah, someone might just
be devoid of a personal life to actually go on such a crusade and be
sucessful, but the modifications to the drive would be so complex that
it would not be worth it for anyone else to try. So we have a handfull
of idiots wasteing their time trying to burn DVD's into GD's.... It's
not gonna work man.

There will be no piracy scene on the dreamcast like there is for the
PlayStation. Just watch. Sega did their homework.

>
> Producers are fighting a losing war against consumers, and it seems that
> maybe the only way to win is to change the rules.
>

What do you mean 'change the rules'?

'Darco
--MESSAGE FILE 17995 END: ./2 SCEA/yaroze/freetalk/000001205html.html

--MESSAGE FILE 17996 START: ./2 SCEA/yaroze/freetalk/000001206html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: In-game advertising (was anti-mod chip / pirating / backups / etc.)
Date: Mon, 15 Feb 1999 17:10:48 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 209
Message-ID: <7a9ken$6p37@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<slrn7cek9r.31s.tjs@longford.cs.monash.edu.au> <36C78CB5.85CD7DDC@hotmail.com>
<slrn7cf3to.33b.tjs@longford.cs.monash.edu.au> <36C809B2.CA6FC2B0@manc.u-
net.com>
NNTP-Posting-Host: vil-8.village.gre.ac.uk
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_002C_01BE5906.21FDA760"
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1206
scee.yaroze.freetalk.english:3507

This is a multi-part message in MIME format.

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Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Ok, I don't want to seem the negative person around hear, putting =
peoples ideas down and stuff but, er, think of me as your alarm clock =
waking you up in the morning, ruining that great dream of yours :)

I do think advertising in a game is a great idea if used correctly and =
like James said realistically, however I really can't see companies =
dropping their game prices just because they make extra money from =
advertising.
Example: XYZ Publishing Ltd double their profits from a game because of =
in-game advertising, do you really believe that they would pass on this =
benefit to the customers by halfing the price of their next game, =
leaving them with half as much profits as they could have had? No of =
course not. Ok, so that wasn't a great example since there are many =
other factors involved, but you get the idea.
Basically if companies find a new way (such as advertising) to make more =
money, I'm sure they'd rather keep it then give it back to the customer.

Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

p.s. Simpsons & Red Dwarf kick ass.
    James Shaughnessy wrote in message =
<36C809B2.CA6FC2B0@manc.u-net.com>...
    1080=B0 Snowboarding on N64 has a similar thing -- billboarding and =
product placement. There's a 4-second pure-advertising title screen =
fror Lamar Snowboards and Tommy Hilfiger. Tommy billboards appear =
throughout the game, and the snowboards in the game all actually exist. =
None of this ruins the game -- in fact it adds a certain kudos to the =
proceedings. I mean if they had Coke and Macdonalds billboards all over =
the courses too it wouldn't bother me because it's realistic. A few =
games have sponsors in the actual title: No Fear Downhill Mountainbiking =
for one (a clothing label of course)=20
    The commercial potential when fully recognised will probably go way =
overboard (at first anyhoo) -- I remember a PC coverdisk once has an =
advertising video that you HAD to watch through before you could load =
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understatement] and was soon scrapped, but in moderation in-game =
advertising is definitely worth it if it reduces the cost of games.=20

    Jim (who's going to rush out and buy a "No Fear" T-shirt, have a =
"Big Mac" and "Coke" and then go and buy some "Tommy Hilfiger" jeans and =
then a "Tahoe 151" snowboard, but is still adamant that advertising has =
NO effect on him...)=20

    PS Reminds me of that Simpsons episode *: when it's NEW BILLBOARD =
DAY.=20
    Homer suddenly at dinner: "That's it! You people have stood in my =
way long enough - I'm going to Clown College."=20
    Bart: "I guess none of us expected him to say that."=20

    * (er sorry, everything reminds me of A Simpsons episode, you should =
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     =20

    Toby Sargeant wrote:=20

        As an example, the advertising for Red Bull was pretty prominent =
throughout=20
        Wipeout 2097 (or was it the original?). People put up with =
advertising at=20
        sporting events already, without it detracting too much from the =
sport=20
        itself; I'm sure the same could be done for videogames. (Doesn't =
hotmail=20
        have advertising, by the way?)
    --=20
    --=20
    James Shaughnessy   james@manc.u-net.com=20
    http://www.netyaroze-europe.com/~shaughnj=20
    --=20
     =20

------=_NextPart_000_002C_01BE5906.21FDA760
Content-Type: text/html;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">
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<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =
http-equiv=3DContent-Type><!doctype html public "-//w3c//dtd html 4.0 =
transitional//en">

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<META content=3D'"MSHTML 4.72.2106.6"' name=3DGENERATOR>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT color=3D#000000><FONT size=3D3>Ok, I don't want to seem the =
negative=20
person around hear, putting peoples ideas down and stuff but, er, think =
of me as=20
your alarm clock waking you up in the morning, ruining that great dream =
of yours=20
:)</FONT></FONT></DIV>
<DIV><FONT color=3D#000000><FONT size=3D3></FONT></FONT><FONT=20
size=3D3></FONT> </DIV>
<DIV><FONT size=3D3>I do think advertising in a game is a great idea if =
used=20
correctly and like James said realistically, however I really can't see=20
companies dropping their game prices just because they make extra money =
from=20
advertising.</FONT></DIV>
<DIV><FONT size=3D3>Example: XYZ Publishing Ltd double their profits =
from a game=20
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this benefit to the customers by halfing the price of their next =
game, =20
leaving them with half as much profits as they could have had? No of =
course not.=20
Ok, so that wasn't  a great example since there are many other =
factors=20
involved, but you get the idea.</FONT></DIV>
<DIV><FONT size=3D3>Basically if companies find a new way (such as =
advertising) to=20
make more money, I'm sure they'd rather keep it then give it back to the =

customer.</FONT></DIV>
<DIV><FONT size=3D3></FONT> </DIV>
<DIV><FONT color=3D#000000><FONT size=3D3>Rad.<BR><A=20
href=3D"mailto:rad@cyberdude.com">rad@cyberdude.com</A><BR><A=20
href=3D"http://www.netyaroze-europe.com/~radpsx">http://www.netyaroze-eur=
ope.com/~radpsx</A></FONT></FONT></DIV>
<DIV><FONT color=3D#000000><FONT size=3D3></FONT></FONT><FONT=20
size=3D3></FONT> </DIV>
<DIV><FONT color=3D#000000 size=3D2>p.s. Simpsons &amp; Red Dwarf kick=20
ass.</FONT></DIV>
<BLOCKQUOTE=20
style=3D"BORDER-LEFT: #000000 solid 2px; MARGIN-LEFT: 5px; PADDING-LEFT: =
5px">
    <DIV>James Shaughnessy<JAMES@MANC.U-NET.COM> wrote in message &lt;<A =

    =
href=3D"mailto:36C809B2.CA6FC2B0@manc.u-net.com">36C809B2.CA6FC2B0@manc.u=
-net.com</A>&gt;...</DIV>1080&deg;=20
    Snowboarding on N64 has a similar thing -- billboarding and product=20
    placement.  There's a 4-second pure-advertising title screen =
fror=20
    <I>Lamar Snowboards</I> and <I>Tommy Hilfiger</I>.  Tommy =
billboards=20
    appear throughout the game, and the snowboards in the game all =
actually=20
    exist.  None of this ruins the game -- in fact it adds a =
certain kudos=20
    to the proceedings.  I mean if they had <I>Coke</I> and=20
    <I>Macdonalds</I> billboards all over the courses too it wouldn't =
bother me=20
    because it's realistic.  A few games have sponsors in the =
```

```
actual=20
    title:<I> No Fear Downhill Mountainbiking</I> for one (a clothing =
label of=20
    course)=20
    <P>The commercial potential when fully recognised will probably go =
way=20
    overboard (at first anyhoo) -- I remember a PC coverdisk once has an =

    advertising video that you HAD to watch through before you could =
load the=20
    menu -- needless to say this &quot;got everyone's goat&quot; [mass=20
    understatement] and was soon scrapped, but in moderation in-game =
advertising=20
    is definitely worth it if it reduces the cost of games.=20
    <P>Jim (who's going to rush out and buy a &quot;No Fear&quot; =
T-shirt, have=20
    a &quot;Big Mac&quot; and &quot;Coke&quot; and then go and buy some=20
    &quot;Tommy Hilfiger&quot; jeans and then a &quot;Tahoe 151&quot; =
snowboard,=20
    but is still adamant that advertising has NO effect on him...)=20
    <P>PS Reminds me of that Simpsons episode *: when it's NEW BILLBOARD =
DAY.=20
    <BR>Homer suddenly at dinner: &quot;That's it! You people have stood =
in my=20
    way long enough - I'm going to Clown College.&quot; <BR>Bart: =
&quot;I guess=20
    none of us expected him to say that.&quot;=20
    <P>* (er sorry, <I>everything</I> reminds me of <I>A</I> Simpsons =
episode,=20
    you should know that by now..) <BR> =20
    <P>Toby Sargeant wrote:=20
    <BLOCKQUOTE TYPE =3D CITE>As an example, the advertising for Red =
Bull was=20
        pretty prominent throughout <BR>Wipeout 2097 (or was it the =
original?).=20
        People put up with advertising at <BR>sporting events already, =
without=20
        it detracting too much from the sport <BR>itself; I'm sure the =
same=20
        could be done for videogames. (Doesn't hotmail <BR>have =
advertising, by=20
        the way?)</BLOCKQUOTE>--=20
    <BR><TT>----------------------------------------</TT> <BR><TT>James =

    Shaughnessy    james@manc.u-net.com</TT> <BR><TT><A=20
    =
href=3D"http://www.netyaroze-europe.com/~shaughnj">http://www.netyaroze-e=
urope.com/~shaughnj</A></TT>=20
    <BR><TT>----------------------------------------</TT> <BR> =20
</BLOCKQUOTE></BODY></HTML>

------=_NextPart_000_002C_01BE5906.21FDA760--

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--MESSAGE FILE 17997 START: ./2 SCEA/yaroze/freetalk/000001207html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@globalnet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: In-game advertising (was anti-mod chip / pirating / backups / etc.)
Date: Mon, 15 Feb 1999 20:39:28 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 84
```

Message-ID: <7aa0l8$6p313@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<slrn7cek9r.31s.tjs@longford.cs.monash.edu.au> <36C78CB5.85CD7DDC@hotmail.com>
<slrn7cf3to.33b.tjs@longford.cs.monash.edu.au> <36C809B2.CA6FC2B0@manc.u-
net.com> <7a9ken$6p37@chuka.playstation.co.uk>
NNTP-Posting-Host: pE1s06a01.client.global.net.uk
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_002E_01BE5923.4885AC80"
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1207
scee.yaroze.freetalk.english:3513

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Content-Type: text/plain;
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Content-Transfer-Encoding: quoted-printable

>Ok, I don't want to seem the negative person around hear, putting =
peoples=20
>ideas down and stuff but, er, think of me as your alarm clock waking =
you up=20
>in the morning, ruining that great dream of yours :)

>Basically if companies find a new way (such as advertising) to make =
more=20
>money, I'm sure they'd rather keep it then give it back to the =
customer.

>Rad.

=20

I think we all know this already. Like Toby Sargeant said, 'ideally', =
in an ideal world, publishers would reduce their prices - this won't =
ever happen of course, but we can still dream can't we? ;-)=20

Derek
---   ---   ---   ---   ---   --- =20
dasi@globalnet.co.uk

"Yawn. Where's my PS 2000 ?"

------=_NextPart_000_002E_01BE5923.4885AC80
Content-Type: text/html;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =
http-equiv=3DContent-Type>
<META content=3D'"MSHTML 4.72.3110.7"' name=3DGENERATOR>
</HEAD>
<BODY>
<DIV>>Ok, I don't want to seem the negative person around hear, =

```
putting=20
peoples </DIV>
<DIV>&gt;ideas down and stuff but, er, think of me as your alarm clock =
waking=20
you up </DIV>
<DIV>&gt;in the morning, ruining that great dream of yours :)<BR></DIV>
<DIV>&gt;Basically if companies find a new way (such as advertising) to =
make=20
more </DIV>
<DIV>&gt;money, I'm sure they'd rather keep it then give it back to the=20
customer.<BR><BR>&gt;Rad.<BR></DIV>
<DIV><FONT color=3D#000000 size=3D2> </FONT></DIV>
<DIV> </DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff">I think we all know this=20
already.  Like Toby Sargeant said, '<EM>ideally</EM>', in an ideal =
world,=20
publishers would reduce their prices - this won't ever happen of course, =
but we=20
can still dream can't we? ;-) </FONT></DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff"></FONT> </DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff">Derek</FONT></DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff">---   =
---  =20
---   ---   ---   =
---  </FONT></DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff"><A=20
href=3D"mailto:dasi@globalnet.co.uk">dasi@globalnet.co.uk</A></FONT></DIV=
>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff"></FONT> </DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff">&quot;Yawn.  Where's =
my PS=20
2000 ?&quot;</FONT></DIV>
<DIV> </DIV></BODY></HTML>

------=_NextPart_000_002E_01BE5923.4885AC80--

--MESSAGE FILE 17997 END: ./2 SCEA/yaroze/freetalk/000001207html.html


--MESSAGE FILE 17998 START: ./2 SCEA/yaroze/freetalk/000001208html.html
Path: chuka.playstation.co.uk!news
From: will atkin <william_atkin@hotmail.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Mon, 15 Feb 1999 22:40:29 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <36C8A25D.4FC77E9F@hotmail.com>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a26ck$2i82@scea> <36C4ADC7.E594EE7E@datasys.net>
<7a2nh2$7op9@chuka.playstation.co.uk> <36C4EAE9.7498D911@datasys.net>
<slrn7cej6p.31s.tjs@longford.cs.monash.edu.au> <36C836E2.EDE3714@datasys.net>
NNTP-Posting-Host: cran64.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1208
scee.yaroze.freetalk.english:3517

>
>
> There will be no piracy scene on the dreamcast like there is for the
```

> PlayStation. Just watch. Sega did their homework.

>

Enlighten us.. what did they do right this time? Cosidering they still use CD-rom
media.. how does their new copy protection work?

--MESSAGE FILE 17998 END: ./2 SCEA/yaroze/freetalk/000001208html.html

--MESSAGE FILE 17999 START: ./2 SCEA/yaroze/freetalk/000001209html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: General public Yaroze FAQ - suggestions wanted
Date: Tue, 16 Feb 1999 11:52:58 +1300
Organization: Sidhe Interactive
Lines: 35
Message-ID: <7aa82i$6p316@chuka.playstation.co.uk>
References: <79out1$1do5@chuka.playstation.co.uk> <1dmz8te.135rub8yhq0u4N@a1-88-105.a1.nl>
NNTP-Posting-Host: p23-max8.wlg.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1209 scee.yaroze.freetalk.english:3519

DEnnis Brinkhuis wrote in message <1dmz8te.135rub8yhq0u4N@a1-88-105.a1.nl>...
>Mario Wynands <mario@sidhe.co.nz> wrote:
>
>> I am throwing together a Yaroze FAQ for those people interested in joining
>> the Yaroze program to be housed at our site. The list of questions I have
>> so far is as below.
>>
>> ....
>
>A list like this already excists...

Where can I find it?

>but how do you pronoune Yaroze?

There was a wav file floating around that had the 'official' pronunciation of yah-roo-zee, although a lot of members pronounce it yah-rooze or yah-row-zee.

Cheers

Mario Wynands
Sidhe Interactive
mario@sidhe.co.nz
www.sidhe.co.nz

--MESSAGE FILE 17999 END: ./2 SCEA/yaroze/freetalk/000001209html.html

--MESSAGE FILE 18000 START: ./2 SCEA/yaroze/freetalk/000001210html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: 15 Feb 1999 22:52:49 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 62
Message-ID: <slrn7ch99s.5i0.tjs@longford.cs.monash.edu.au>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a26ck$2i82@scea> <36C4ADC7.E594EE7E@datasys.net>
<7a2nh2$7op9@chuka.playstation.co.uk> <36C4EAE9.7498D911@datasys.net>
<slrn7cej6p.31s.tjs@longford.cs.monash.edu.au> <36C836E2.EDE3714@datasys.net>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1210
scee.yaroze.freetalk.english:3521

On Mon, 15 Feb 1999 10:01:54 -0500, Darco <rquat@datasys.net> wrote:
>
>I beg to differ. The difficulty will incrase exponentialy, not linearly.

It doesn't matter how the difficulty increases. What one person can do, another can undo, and that'll never change. A while ago, people thought that you'd never be able to defeat physical holes in magnetic media. Then they thought that noone would ever bother pirating a game that came on cd, and took up 600 meg. Then they thought that copy protection schemes on CD would work. The difficulty has increased exponentially, and the fact is that pirates have kept pace, and are likely to keep doing so.

>That's so full of it man... There is no way... Yeah, someone might just
>be devoid of a personal life to actually go on such a crusade and be
>sucessful, but the modifications to the drive would be so complex that
>it would not be worth it for anyone else to try. So we have a handfull
>of idiots wasteing their time trying to burn DVD's into GD's.... It's
>not gonna work man.

It was merely one suggestion for getting around the problem of duplicating GD media, and not one without precedent, either. People have been copying cartridges to recordable media for quite some time now. Sure, this is more difficult, but there's also a lot of money to be made from getting ir right.

Depending on the physical nature of the media, it might prove to be possible to duplicate if you have access to an expensive fabrication plant. IF that's the case, all sega has done is push piracy squarely back into the hands of people who do it for money.

And as for people who would attempt things like that having no personal life, I'm pretty sure that there are people who consider piracy a 9-5 job, and still more who will pay bright engineers lots of money to do something along those lines, so that they can rake in the cash.

I'd love to be proven wrong, but I somehow doubt that I will be.

>There will be no piracy scene on the dreamcast like there is for the
>PlayStation. Just watch. Sega did their homework.

At the very least, it'll be delayed, which I agree is a good thing. You might also find that it will mean that sega's console flops, and a console that does 'allow' piracy succeeds where otherwise it would have failed. I'm almost positive that the perception that piracy is prohibitively difficult

has been one of the factors that's let the PSX beat the N64.

>What do you mean 'change the rules'?

As an example, take the rule that gaming is a passive experience. Already, this rule is changing. As games take on a more and more multiplayer aspect, piracy begins to lose out. Suddenly you're not paying for software, you're paying for the ability to compete against other humans.

Various organisations such as RedHat and the FSF have proven that it's possible to make money without selling _software_, but rather the services, support and distribution that surrounds it. A business model like RedHat's would probably be laughed at by any games publisher, and yet may quite possibly work, and indeed be very successful.

If you change the rules of the game so that pirates have nothing to do, then by necessity, piracy goes away. In the end, that's the only way of winning.

Toby.
--MESSAGE FILE 18000 END: ./2 SCEA/yaroze/freetalk/000001210html.html

--MESSAGE FILE 18001 START: ./2 SCEA/yaroze/freetalk/000001211html.html
Path: chuka.playstation.co.uk!news
From: "Frktl-X" <matt@frktl.freeserve.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: General public Yaroze FAQ - suggestions wanted
Date: Mon, 15 Feb 1999 23:59:09 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <7aac97$6p320@chuka.playstation.co.uk>
References: <79out1$1do5@chuka.playstation.co.uk> <1dmz8te.135rub8yhq0u4N@a1-88-105.a1.nl> <7aa82i$6p316@chuka.playstation.co.uk>
NNTP-Posting-Host: modem-27.cook.dialup.pol.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1211 scee.yaroze.freetalk.english:3523

>There was a wav file floating around that had the 'official' pronunciation
>of yah-roo-zee, although a lot of members pronounce it yah-rooze or
>yah-row-zee.

the 'e' is accented so isnt it: 'yah-row-zay', like anime is pronounced 'an-im-ay' ?

--MESSAGE FILE 18001 END: ./2 SCEA/yaroze/freetalk/000001211html.html

--MESSAGE FILE 18002 START: ./2 SCEA/yaroze/freetalk/000001212html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Tue, 16 Feb 1999 02:16:05 GMT
Organization: L4 Software
Lines: 27
Message-ID: <36c8d3e1.49694142@205.149.189.29>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net> <7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>

<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com> <36C6236E.D0B1F5B@manc.u-net.com>
<7aaii3$2i88@scea>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1212
scee.yaroze.freetalk.english:3524

On Mon, 15 Feb 1999 17:44:09 -0800, "Ben Siroshton" <ben@triax.com>
wrote:

>On this note, as to why they sell so many music cd's eventhough they are
>easy to copy. Reason #1 on the most important, they are only approx. $15
>each. When they are so cheap, why even go through the hassle of copying
>them (assuming that was your attitude). If games were only $15 I would
>probably end up spending MORE on them simply because it wouldnt seem like
>such a comitment and all the little purchases would end up adding to be
>more. When is someone going to start selling EVERY game under $20! THAT is
>the way of the future. Heck most Movies are under $20, Music is under $20
>why not games? The production cost is less than movies, and video games are
>the most lucrative buisness compared to every other form of entertainment.

Most video games come with a printed instruction manual, most music
CD's do not.

Most video games require extensive debugging and play testing before
they are released, most music CD's do not.

Most game publishers are required to provide technical support for
their games after they are released, most music publishers do not.

If you know of a way to pay for all this without raising the price I'm
sure a lot of game publishers would be interested.

Mario
--MESSAGE FILE 18002 END: ./2 SCEA/yaroze/freetalk/000001212html.html

--MESSAGE FILE 18003 START: ./2 SCEA/yaroze/freetalk/000001213html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ben Siroshton" <ben@triax.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Mon, 15 Feb 1999 17:44:09 -0800
Organization: SCEA News Server
Lines: 24
Message-ID: <7aaii3$2i88@scea>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<36C5AEB2.BE73A768@btinternet.com> <36C6236E.D0B1F5B@manc.u-net.com>
NNTP-Posting-Host: 1Cust130.tnt3.beaverton.or.da.uu.net
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1213
scee.yaroze.freetalk.english:3525

On this note, as to why they sell so many music cd's eventhough they are
easy to copy. Reason #1 on the most important, they are only approx. $15
each. When they are so cheap, why even go through the hassle of copying
them (assuming that was your attitude). If games were only $15 I would

probably end up spending MORE on them simply because it wouldnt seem like such a comitment and all the little purchases would end up adding to be more. When is someone going to start selling EVERY game under $20! THAT is the way of the future. Heck most Movies are under $20, Music is under $20 why not games? The production cost is less than movies, and video games are the most lucrative buisness compared to every other form of entertainment.

anyway........

-ben

    >James Shaughnessy wrote in message <36C6236E.D0B1F5B@manc.u-net.com>...
    > It's REALLY easy to copy music CDs, so why do they still sell so many?
A game CD has to have >the same philosophy surely? (er see other thread for more ranting from me on this subject ;))
    >Jim

--MESSAGE FILE 18003 END: ./2 SCEA/yaroze/freetalk/000001213html.html

--MESSAGE FILE 18004 START: ./2 SCEA/yaroze/freetalk/000001214html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Mon, 15 Feb 1999 22:08:14 -0500
Organization: SCEA News Server
Lines: 9
Message-ID: <36C8E11E.A539A25C@datasys.net>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a26ck$2i82@scea> <36C4ADC7.E594EE7E@datasys.net>
<7a2nh2$7op9@chuka.playstation.co.uk> <36C4EAE9.7498D911@datasys.net>
<slrn7cej6p.31s.tjs@longford.cs.monash.edu.au> <36C836E2.EDE3714@datasys.net>
<36C8A25D.4FC77E9F@hotmail.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 286.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1214
scee.yaroze.freetalk.english:3527

will atkin wrote:
> Enlighten us.. what did they do right this time? Cosidering they
> still use CD-rom media.. how does their new copy protection work?

Actually, they don't use CD-ROM media. They use GD-ROM drive developed by yamaha that holds up to a gig of information. Now how is some pirater gonna get their hands on a GD-ROM burner?

'Darco
--MESSAGE FILE 18004 END: ./2 SCEA/yaroze/freetalk/000001214html.html

--MESSAGE FILE 18005 START: ./2 SCEA/yaroze/freetalk/000001215html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <BitSlap_Software@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???

Date: Mon, 15 Feb 1999 22:20:40 -0500
Organization: BitSlap Software
Lines: 89
Message-ID: <7aao5f$2i810@scea>
References: <7a0a6u$714@scea>
Reply-To: "Steve Tolin" <BitSlap_Software@bigfoot.com>
NNTP-Posting-Host: sud-tcs1-port50.vianet.on.ca
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_0025_01BE5931.6BA07520"
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1215
scee.yaroze.freetalk.english:3528

This is a multi-part message in MIME format.

------=_NextPart_000_0025_01BE5931.6BA07520
Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Wow this turned into one of the longest threads I've ever seen in =
here...

  Steve Tolin <BitSlap_Software@bigfoot.com> wrote in message =
news:7a0a6u$714@scea...
  After reading an article on psx.ign.com =
http://psx.ign.com/news/6874.html
  about Final Fantasy 8 being released in Japan and Mod chipped =
PlayStation not being able to load the game got me thinking.... Can the =
Yaroze boot this new breed of anti import games...

  Since I've never imported a game (We don't get many things in Northern =
Ontario, CANADA) none the less even dream of learning to read Japanese =
... I won't have the chance to test for myself

  If anyone has the chance to "test" these new games with the Yaroze =
please post you findings.

  Steve Tolin
  BitSlap_Software@bigfoot.com

------=_NextPart_000_0025_01BE5931.6BA07520
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    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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<META content=3Dtext/html;charset=3Diso-8859-1 =
http-equiv=3DContent-Type><!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 =
HTML//EN">
<STYLE></STYLE>

<META content=3D'"MSHTML 5.00.0910.1309"' name=3DGENERATOR></HEAD>
<BODY background=3D"" bgColor=3D#ffffff>
<DIV><FONT size=3D2>Wow this turned into one of the longest threads I've =
ever seen=20

```
in here...</FONT></DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"BORDER-LEFT: #000000 2px solid; MARGIN-LEFT: 5px; MARGIN-RIGHT: =
0px; PADDING-LEFT: 5px; PADDING-RIGHT: 0px">
  <DIV>Steve Tolin &lt;<A=20
  =
href=3D"mailto:BitSlap_Software@bigfoot.com">BitSlap_Software@bigfoot.com=
</A>&gt;=20
  wrote in message <A=20
  href=3D"news:7a0a6u$714@scea">news:7a0a6u$714@scea</A>...</DIV>
  <DIV><FONT size=3D2>After reading an article on psx.ign.com <A=20
  =
href=3D"http://psx.ign.com/news/6874.html">http://psx.ign.com/news/6874.h=
tml</A><BR>about=20
  Final Fantasy 8 being released in Japan and Mod chipped PlayStation =
not being=20
  able to load the game got me thinking.... Can the Yaroze boot this new =
breed=20
  of anti import games...</FONT></DIV>
  <DIV> </DIV>
  <DIV><FONT size=3D2>Since I've never imported a game (We don't get =
many things=20
  in Northern Ontario, CANADA) none the less even dream of learning to =
read=20
  Japanese ... I won't have the chance to test for myself</FONT></DIV>
  <DIV> </DIV>
  <DIV><FONT size=3D2>If anyone has the chance to &quot;test&quot; these =
new games=20
  with the Yaroze please post you findings.</FONT></DIV>
  <DIV> </DIV>
  <DIV><FONT size=3D2>Steve Tolin</FONT></DIV>
  <DIV><FONT size=3D2><A=20
  =
href=3D"mailto:BitSlap_Software@bigfoot.com">BitSlap_Software@bigfoot.com=
</A></FONT></DIV>
  <DIV> </DIV>
  <DIV> </DIV></BLOCKQUOTE></BODY></HTML>

------=_NextPart_000_0025_01BE5931.6BA07520--

--MESSAGE FILE 18005 END: ./2 SCEA/yaroze/freetalk/000001215html.html


--MESSAGE FILE 18006 START: ./2 SCEA/yaroze/freetalk/000001216html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve_dunn@europe.mccann.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Tue, 16 Feb 1999 08:51:04 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <7abbhs$6p321@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a26ck$2i82@scea> <36C4ADC7.E594EE7E@datasys.net>
<7a2nh2$7op9@chuka.playstation.co.uk> <36C4EAE9.7498D911@datasys.net>
<slrn7cej6p.31s.tjs@longford.cs.monash.edu.au> <36C836E2.EDE3714@datasys.net>
<36C8A25D.4FC77E9F@hotmail.com> <36C8E11E.A539A25C@datasys.net>
NNTP-Posting-Host: 199.4.27.1
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
```

X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1216
scee.yaroze.freetalk.english:3529

>Now how is some pirater
>gonna get their hands on a GD-ROM burner?

Would you belive me if I said I see one advertised from a dodgy little shop
in Hong Kong?
Maybe you would laugh at me now, but how about in a year/two years time?
Very different story me suspects.

Steve

Darco <rquat@datasys.net> wrote in message
news:36C8E11E.A539A25C@datasys.net...
>will atkin wrote:
>> Enlighten us.. what did they do right this time? Cosidering they
>> still use CD-rom media.. how does their new copy protection work?
>
>Actually, they don't use CD-ROM media. They use GD-ROM drive developed
>by yamaha that holds up to a gig of information. Now how is some pirater
>gonna get their hands on a GD-ROM burner?
>
>'Darco

--MESSAGE FILE 18006 END: ./2 SCEA/yaroze/freetalk/000001216html.html

--MESSAGE FILE 18007 START: ./2 SCEA/yaroze/freetalk/000001217html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve_dunn@europe.mccann.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Does the Final Fantasy 8 anti-mod chip CD work on Yaroze???
Date: Tue, 16 Feb 1999 08:53:20 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 111
Message-ID: <7abbm4$6p322@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <7aao5f$2i810@scea>
NNTP-Posting-Host: 199.4.27.1
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_005E_01BE5989.CD64A7B0"
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1217
scee.yaroze.freetalk.english:3530

This is a multi-part message in MIME format.

------=_NextPart_000_005E_01BE5989.CD64A7B0
Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

>>Wow this turned into one of the longest threads I've ever seen in =
here...
    Certainly is! Did you ever get an answer?

Steve Tolin <BitSlap_Software@bigfoot.com> wrote in message =
news:7aao5f$2i810@scea...

```
  Wow this turned into one of the longest threads I've ever seen in =
here...


    Steve Tolin <BitSlap_Software@bigfoot.com> wrote in message =
news:7a0a6u$714@scea...
    After reading an article on psx.ign.com =
http://psx.ign.com/news/6874.html
    about Final Fantasy 8 being released in Japan and Mod chipped =
PlayStation not being able to load the game got me thinking.... Can the =
Yaroze boot this new breed of anti import games...

    Since I've never imported a game (We don't get many things in =
Northern Ontario, CANADA) none the less even dream of learning to read =
Japanese ... I won't have the chance to test for myself

    If anyone has the chance to "test" these new games with the Yaroze =
please post you findings.

    Steve Tolin
    BitSlap_Software@bigfoot.com



------=_NextPart_000_005E_01BE5989.CD64A7B0
Content-Type: text/html;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">
<HTML><HEAD>
<META content=3Dtext/html;charset=3Diso-8859-1 =
http-equiv=3DContent-Type><!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 =
HTML//EN"><!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">
<STYLE></STYLE>

<META content=3D'"MSHTML 5.00.0910.1309"' name=3DGENERATOR></HEAD>
<BODY background=3D"" bgColor=3D#ffffff>
<DIV><FONT size=3D2>
<DIV><FONT size=3D2>&gt;&gt;Wow this turned into one of the longest =
threads I've=20
ever seen in here...</FONT></DIV>
<DIV>    Certainly is!  Did you ever get an =
answer?</FONT></DIV>
<DIV> </DIV>
<DIV>Steve Tolin &lt;<A=20
href=3D"mailto:BitSlap_Software@bigfoot.com">BitSlap_Software@bigfoot.com=
</A>&gt;=20
wrote in message <A=20
href=3D"news:7aao5f$2i810@scea">news:7aao5f$2i810@scea</A>...</DIV></DIV>=

<BLOCKQUOTE=20
style=3D"BORDER-LEFT: #000000 2px solid; MARGIN-LEFT: 5px; MARGIN-RIGHT: =
0px; PADDING-LEFT: 5px; PADDING-RIGHT: 0px">
  <DIV><FONT size=3D2>Wow this turned into one of the longest threads =
I've ever=20
  seen in here...</FONT></DIV>
  <DIV> </DIV>
  <DIV> </DIV>
  <BLOCKQUOTE=20
  style=3D"BORDER-LEFT: #000000 2px solid; MARGIN-LEFT: 5px; =
MARGIN-RIGHT: 0px; PADDING-LEFT: 5px; PADDING-RIGHT: 0px">
    <DIV>Steve Tolin &lt;<A=20
    =
```

```
href=3D"mailto:BitSlap_Software@bigfoot.com">BitSlap_Software@bigfoot.com=
</A>&gt;=20
    wrote in message <A=20
    href=3D"news:7a0a6u$714@scea">news:7a0a6u$714@scea</A>...</DIV>
    <DIV><FONT size=3D2>After reading an article on psx.ign.com <A=20
    =
href=3D"http://psx.ign.com/news/6874.html">http://psx.ign.com/news/6874.h=
tml</A><BR>about=20
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this new=20
    breed of anti import games...</FONT></DIV>
    <DIV> </DIV>
    <DIV><FONT size=3D2>Since I've never imported a game (We don't get =
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    in Northern Ontario, CANADA) none the less even dream of learning to =
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    Japanese ... I won't have the chance to test for myself</FONT></DIV>
    <DIV> </DIV>
    <DIV><FONT size=3D2>If anyone has the chance to &quot;test&quot; =
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    games with the Yaroze please post you findings.</FONT></DIV>
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    <DIV><FONT size=3D2>Steve Tolin</FONT></DIV>
    <DIV><FONT size=3D2><A=20
    =
href=3D"mailto:BitSlap_Software@bigfoot.com">BitSlap_Software@bigfoot.com=
</A></FONT></DIV>
    <DIV> </DIV>
    <DIV> </DIV></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>

------=_NextPart_000_005E_01BE5989.CD64A7B0--

--MESSAGE FILE 18007 END: ./2 SCEA/yaroze/freetalk/000001217html.html


--MESSAGE FILE 18008 START: ./2 SCEA/yaroze/freetalk/000001218html.html
Path: chuka.playstation.co.uk!news
From: "John Blackburne" <johnb@hk.super.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: In-game advertising (was anti-mod chip / pirating / backups /
    etc.)
Date: Tue, 16 Feb 1999 20:57:43 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 80
Message-ID: <7acm12$btf2@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
    <7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
    <7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
    <slrn7cek9r.31s.tjs@longford.cs.monash.edu.au>
    <36C78CB5.85CD7DDC@hotmail.com>
    <slrn7cf3to.33b.tjs@longford.cs.monash.edu.au>
    <36C809B2.CA6FC2B0@manc.u-net.com> <7a9ken$6p37@chuka.playstation.co.uk>
NNTP-Posting-Host: th-pm02-34.ndirect.co.uk
Mime-Version: 1.0
Content-Type: multipart/alternative;
   boundary="MS_Mac_OE_3002043464_6600059_MIME_Part"
X-Newsreader: Microsoft Outlook Express Macintosh Edition - 4.5 (0410)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1218
scee.yaroze.freetalk.english:3537

> THIS MESSAGE IS IN MIME FORMAT. Since your mail reader does not understand
this format, some or all of this message may not be legible.
```

--MS_Mac_OE_3002043464_6600059_MIME_Part
Content-type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit

In article <7a9ken$6p37@chuka.playstation.co.uk>, "Rad" <rad@cyberdude.com>
wrote:

Example: XYZ Publishing Ltd double their profits from a game because of
in-game advertising, do you really believe that they would pass on this
benefit to the customers by halfing the price of their next game, leaving
them with half as much profits as they could have had? No of course not. Ok,
so that wasn't a great example since there are many other factors involved,
but you get the idea.

No way. If advertising does take off within games (& I can see it happening
a lot more) it will be a way all companies can make more money. Will they
then sit back and try and rake off the profits ? No, because it's a highly
competitive marekt place, and they will be forced to pass on the benefits to
the consumer to compete.

E.g. you might see more resources invested in developing a game with the
help of the additional revenue from advertising. You might see marginal
games released which would otherwise have been dropped as the advertising
money swings the decision. You might see cheaper games, upgrades or special
editions as marketing tie-ins (free Kelloggs sponsored platformer with every
packet of Corn-Flakes ?)

Any company that does just sit on extra advertising revenues will be risking
being overtaken by the many companies with more innovative,
customer-centric, policies. Maybe some will try it but they won't succeed
with it and so won't persist with it for long.

John
--MS_Mac_OE_3002043464_6600059_MIME_Part
Content-type: text/html; charset="US-ASCII"
Content-transfer-encoding: quoted-printable

<HTML>
<HEAD>
<TITLE>Re: In-game advertising (was anti-mod chip / pirating / backups / et=
c.)</TITLE>
</HEAD>
<BODY BGCOLOR=3D"#FFFFFF">
In article <7a9ken$6p37@chuka.playstation.co.uk>, "Rad" &lt=
;rad@cyberdude.com> wrote:

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</I>
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on't persist with it for long.

John
</BODY>
</HTML>

--MS_Mac_OE_3002043464_6600059_MIME_Part--

--MESSAGE FILE 18008 END: ./2 SCEA/yaroze/freetalk/000001218html.html

--MESSAGE FILE 18009 START: ./2 SCEA/yaroze/freetalk/000001219html.html
Path: chuka.playstation.co.uk!news
From: "Miles Buzzing" <miles@guildfrd.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: 16 Feb 1999 23:04:38 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <01be5a00$b988c240$0a3ddec2@guildfoc>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea>
NNTP-Posting-Host: guildfrd.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1219
scee.yaroze.freetalk.english:3539

Oh yes, 'backups', I understand ;-)

Ben Siroshton <ben@triax.com> wrote in article <7a2cd1$2i83@scea>...
>
> On the whole other side, I disagree with having ANY type of protection.
I
> for one make backup copies of my games, I one too many times have been
> playing with originals, friends and beer and end up scratching a disc.
--MESSAGE FILE 18009 END: ./2 SCEA/yaroze/freetalk/000001219html.html

--MESSAGE FILE 18010 START: ./2 SCEA/yaroze/freetalk/000001220html.html
Path: chuka.playstation.co.uk!trsoft.demon.co.uk!ARoss
From: Anthony Ross <ARoss@salmontrsoft.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Wed, 17 Feb 1999 00:14:49 +0000
Organization: I
Lines: 66
Sender: Anthony Ross <ARoss@trsoft.demon.co.uk>
Message-ID: <tletECA5ngy2EwXf@trsoft.demon.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
 <7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
 <7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
 <36C5AEB2.BE73A768@btinternet.com> <36C6236E.D0B1F5B@manc.u-net.com>
 <36C65F6D.53849947@hotmail.com>
NNTP-Posting-Host: trsoft.demon.co.uk
Mime-Version: 1.0
X-Newsreader: Turnpike (32) Version 4.01 <exP12GmtMdbiXSYwoARBCAMIJY>
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1220

scee.yaroze.freetalk.english:3542

In article <36C65F6D.53849947@hotmail.com>, will atkin
<william_atkin@hotmail.com> writes
>
>Its not the hardware manufacturers(like the minidisc players) that are
>the ones that are suffering the most. Its the record companies that are
>the ones losing the money. Everyone is still going to need something to
>play the stuff on anyway. Also now with the impact of .MP3 files, the
>recording industry is being hit really hard. Losing money across the
>board.
>
>Sony will still make money because people need the hardware to play
>games.. but the games publishers are the ones who have to push the
>protection issue...
>
Sony (and Phillips) spent a fortune in the 80's and 90's buying record companies so that they could sell us CD's of stuff that we already had on vinyl. They are losing money on music piracy but it is tiny compared to how much they are making in profits.

This is all about greed and maximizing profits.

The playstation is far easier and cheaper to mod than a saturn and yet it is enjoying unprecedented success (could it be that these two things are actually related).

I would be in favour of a no-frills option where you could buy the official CD on its own with only a basic typed set of instructions. If this could be offered as a direct sale by mail order with no middle-men then costs could be greatly reduced and the low price could put the pirates out of business.

Software is still far too expensive and this needs to be addressed.

I own about 40 or 50 original UK Saturn games and that represents a fairly big investment over about 2 years (I have only started collecting Playstation titles since I got my Yaroze). Now I am supposed to start again with the next gen, and the next, and the next. I don't really have a problem with this but when I think that a large part of the money went on manuals, packaging which have been in a box upstairs since the day of purchase (I keep all of my discs in a CD flip type holder) & marketing costs, I do feel a little ripped off.

So what about cheaper software in the same way that consoles came down in price (but still allowing for a profit).

Or what about price being related to production costs with say 5 bands for games in 5 categories.

Eg. A game which has just come across from arcade hardware which is virtually the same as the console will need much less work than an original title. This could be the starting scale.
Class 1 --> The easy port
Class 2 --> The port from foreign hardware
Class 3 --> The simple original title (based on production hours)
Class 4 --> The intermediate original title (more production hours)
Class 5 --> The difficult original title (even more production hours)

Sorry I forgot Class 0 --> Games which are total Sh... and therefore nobody wants anyway.

Rant over....disconnecting ranting circuits.....

Anthony Ross
(take the fish out to reply)
--MESSAGE FILE 18010 END: ./2 SCEA/yaroze/freetalk/000001220html.html

--MESSAGE FILE 18011 START: ./2 SCEA/yaroze/freetalk/000001221html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Me" <It@here.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: DGDC Update
Date: Wed, 17 Feb 1999 02:17:58 +0200
Organization: Here
Lines: 14
Message-ID: <7ad59i$4m84@scea>
References: <7a3cro$2i85@scea> <36C59892.61FCE822@datasys.net>
NNTP-Posting-Host: 134.235.149.250
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

>One thing... I haven't been keeping a log. However, I have virtually the
>next best thing. Everytime I made something new, added smoke trails or
>something else, I told my friend Dusty about it over ICQ. It keeps the
>date, time, and message intact. So this is a kind of log I could say. Is
>this valid?
>
>'Darco

Yeah, just assemble it to make it easy to read.

Nathan Miller

--MESSAGE FILE 18011 END: ./2 SCEA/yaroze/freetalk/000001221html.html

--MESSAGE FILE 18012 START: ./2 SCEA/yaroze/freetalk/000001222html.html
Path: chuka.playstation.co.uk!news
From: "Derek da Silva" <dasi@globalnet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: In-game advertising (was anti-mod chip / pirating / backups / etc.)
Date: Wed, 17 Feb 1999 14:46:28 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 147
Message-ID: <7aeknb$btf7@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<slrn7cek9r.31s.tjs@longford.cs.monash.edu.au> <36C78CB5.85CD7DDC@hotmail.com>
<slrn7cf3to.33b.tjs@longford.cs.monash.edu.au> <36C809B2.CA6FC2B0@manc.u-
net.com> <7a9ken$6p37@chuka.playstation.co.uk>
<7acm12$btf2@chuka.playstation.co.uk>
NNTP-Posting-Host: p5Ds09a01.client.global.net.uk
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_0018_01BE5A84.4CD409A0"
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1222
scee.yaroze.freetalk.english:3545

This is a multi-part message in MIME format.

------=_NextPart_000_0018_01BE5A84.4CD409A0
Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

>E.g. you might see more resources invested in developing a game with =
the
>help of the additional revenue from advertising.=20

As long as we don't get any more Cool Spot or Chester Cheetah games, eh? =
=20

>You might see marginal games released which would otherwise have been
>dropped as the advertising money swings the decision.=20

This would be a good thing, especially if it allowed the release of =
foreign or non-mainstream titles which would otherwise be deemed by =
publishers to be too risky.

>No way. If advertising does take off within games (& I can see it =
happening
>a lot more) it will be a way all companies can make more money. Will =
they
>then sit back and try and rake off the profits ? No, because it's a =
highly
>competitive marekt place, and they will be forced to pass on the =
benefits to
>the consumer to compete.

>John

This may prove true of re-releases and b-grade titles etc, but not in =
the market which matters - full price games.

Publishers aren't likely to pass on benefits (acquired through =
advertising or otherwise) to the consumer, because in the full price =
games market, publishers do not compete on price. Prices are set at =
what the consumer is prepared to pay, and no publisher would break ranks =
and drop the price of their latest triple-a title, as it would force =
everyone to follow suit and spoil the cosy little conspiracy they've got =
going. =20

I also expect there is strong pressure from Sony to maintain game prices =
at their current levels. =20

When the (console) industry switched from expensive silicon to CD, =
publisher's costs and the risks they faced were substantially reduced. =
Aside from paving the way for the introduction of budget labels, It had =
no effect on prices.

Derek
---   ---   ---   ---   ---   ---
dasi@globalnet.co.uk

"one-seven decimal two-eight"

------=_NextPart_000_0018_01BE5A84.4CD409A0
Content-Type: text/html;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">
<HTML>

<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =
http-equiv=3DContent-Type>
<META content=3D'"MSHTML 4.72.3110.7"' name=3DGENERATOR>
</HEAD>
<BODY>
<DIV>>E.g. you might see more resources invested in developing a game =
with=20
the</DIV>
<DIV>>help of the additional revenue from advertising. </DIV>
<DIV> </DIV>
<DIV>As long as we don't get any more<EM> Cool Spot or </EM><EM>Chester =
Cheetah=20
</EM>games, eh?<EM> </EM></DIV>
<DIV> </DIV>
<DIV>>You might see marginal games released which would otherwise =
have=20
been</DIV>
<DIV>>dropped as the advertising money swings the decision. </DIV>
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<DIV><FONT color=3D#000000><FONT size=3D3>This would be a good thing, =
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it allowed the release of foreign or </FONT></FONT><FONT =
color=3D#000000><FONT=20
size=3D3>non-mainstream titles which would otherwise be deemed by =
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too risky.</FONT></FONT><FONT size=3D3></FONT></DIV>
<DIV>
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to pass on the benefits to
>the consumer to compete.
</DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff">>John</FONT></DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff"></FONT> </DIV>
<DIV>This may prove true of re-releases and b-grade titles etc, but not =
in the=20
market which matters - full price games.</DIV>
<DIV> </DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff">Publishers aren't likely =
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because in=20
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conspiracy=20
they've got going. </FONT></DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff"></FONT> </DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff">I also expect there is =
strong=20
pressure from Sony to maintain game prices at their current =
levels. =20
</FONT></DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff"></FONT> </DIV>
<DIV><FONT style=3D"BACKGROUND-COLOR: #ffffff">When the (console) =

industry=20
switched from expensive silicon to CD, publisher's costs and the risks =
they=20
faced were substantially reduced. Aside from paving the way for =
the=20
introduction of budget labels, It had no effect on prices.</FONT></DIV>
<DIV> </DIV>
<DIV>Derek</DIV>
<DIV>---   ---   ---   --- =20
---   ---</DIV>
<DIV><A =
href=3D"mailto:dasi@globalnet.co.uk">dasi@globalnet.co.uk</A></DIV>
<DIV><FONT color=3D#000000 size=3D2></FONT> </DIV>
<DIV><FONT color=3D#000000 size=3D2>"one-seven decimal=20
two-eight"</FONT></DIV></BODY></HTML>

------=_NextPart_000_0018_01BE5A84.4CD409A0--

--MESSAGE FILE 18012 END: ./2 SCEA/yaroze/freetalk/000001222html.html

--MESSAGE FILE 18013 START: ./2 SCEA/yaroze/freetalk/000001224html.html
Path: chuka.playstation.co.uk!news
From: "Miles Buzzing" <miles@guildfrd.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: 17 Feb 1999 23:59:36 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 75
Message-ID: <01be5ad1$91723bc0$0a3ddec2@guildfoc>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
NNTP-Posting-Host: guildfrd.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1224
scee.yaroze.freetalk.english:3553

Piracy is part of the culture of video gaming. There will always be a sub-set of gamers who indulge in piracy and I doubt that will never change, whatever media us used. When I owned a BBC micro I had stacks diskettes full of pirate software and thank god for twin tape decks in the ZX-spectrum days.

Now, I'd no longer consider buying a pirate game than fly in the air. Why - I guess of grown out of it. I can afford to buy the games I want to play and I select what I buy carefully, why spend time trawling around boot fair's looking for dodgy gold-disks. And who would begrudge Komani $40 for Metal Gear Solid!!!!

Territory lock out has little to do with piracy and more to do with protecting markets. Is the FF8 mod chip about anti-piracy, I doubt it. Ir's more likely a response to the fact that you can connect to the internet and order legit games from the US for pretty much a 1:1 $:[illegible] ratio.

- Miles

Nick Ferguson <nickf@saqnet.co.uk> wrote in article
<7a3pvs$7op11@chuka.playstation.co.uk>...
> I disagree.
>
> Having NO protection just seems an invitation to piracy - imagine if
EVERY

> PlayStation could run pirate games "out-the-box" - it would be a
nightmare
> for Sony (and I can't see it doing the industry any good, either). Far
> better to let every PS run *legit* games from anywhere, in fact - I wish
the
> NY was the "standard PS"! I would never have got my old grey PS chipped
if I
> could have run SCEI and SCEA games on it from the off. I also think
Sony's
> new copy-protection scheme is a slap in the face for importers who DON'T
buy
> pirate software. But, I guess, maybe there aren't too many of them? :(
>
> These are just the wishful ramblings of a die-hard importer, I know :)
>
> Nick F
>
> Ben Siroshton wrote in message <7a2cd1$2i83@scea>...
> >
> >On the whole other side, I disagree with having ANY type of protection.
I
> >for one make backup copies of my games, I one too many times have been
> >playing with originals, friends and beer and end up scratching a disc.
> This
> >ultimately sucks! I think by having disc media you MUST be able to back
up
> >your stuff. Its too easily ruined.   If people are going to pirate
stuff,
> >which they are and will never be stopped - why bother with the
protection
> at
> >all. It doesnt stop anyone from copying anything, it just makes it more
of
> >a pain for us to make backups. If (and there always is) a way around
> >something, it will be hacked, there is no question about it. By
removing
> >any protection systems could be cheaper as well, ie,. no money going
into
> >R&D for protection "schemes".
> >
> >my 2 cents.
> >
> >-ben
> >
> >
> >
>
>
>
--MESSAGE FILE 18013 END: ./2 SCEA/yaroze/freetalk/000001224html.html

--MESSAGE FILE 18014 START: ./2 SCEA/yaroze/freetalk/000001225html.html
Path: chuka.playstation.co.uk!news
From: "John Blackburne" <johnb@hk.super.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: In-game advertising (was anti-mod chip / pirating / backups /
    etc.)
Date: Thu, 18 Feb 1999 23:23:19 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 101
Message-ID: <7ai79p$btf28@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
    <7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>

```
     <7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
     <slrn7cek9r.31s.tjs@longford.cs.monash.edu.au>
     <36C78CB5.85CD7DDC@hotmail.com>
     <slrn7cf3to.33b.tjs@longford.cs.monash.edu.au>
     <36C809B2.CA6FC2B0@manc.u-net.com> <7a9ken$6p37@chuka.playstation.co.uk>
     <7acm12$btf2@chuka.playstation.co.uk>
     <7aeknb$btf7@chuka.playstation.co.uk>
NNTP-Posting-Host: th-pm00-05.ndirect.co.uk
Mime-Version: 1.0
Content-Type: multipart/alternative;
   boundary="MS_Mac_OE_3002225000_137104_MIME_Part"
X-Newsreader: Microsoft Outlook Express Macintosh Edition - 4.5 (0410)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1225
scee.yaroze.freetalk.english:3566

> THIS MESSAGE IS IN MIME FORMAT. Since your mail reader does not understand
this format, some or all of this message may not be legible.

--MS_Mac_OE_3002225000_137104_MIME_Part
Content-type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit



----------
In article <7aeknb$btf7@chuka.playstation.co.uk>, "Derek da Silva"
<dasi@globalnet.co.uk> wrote:


Publishers aren't likely to pass on benefits (acquired through advertising
or otherwise) to the consumer, because in the full price games market,
publishers do not compete on price.  Prices are set at what the consumer is
prepared to pay, and no publisher would break ranks and drop the price of
their latest triple-a title, as it would force everyone to follow suit and
spoil the cosy little conspiracy they've got going.

Again I can't agree. Games do compete on price. What's one of the biggest
advantages of Playtation over N64 ? Game Price. What's one of the biggest
advatages of PC games over console games ? Price. Why did Deer Hunter do so
well on release in the US against most expectations ? In part it's $20
price.

More importantly game compete on price with everything else we spend our
money on: with books, CDs, videos, concert tickets, holidays, etc. The
growth in the PSX market in recent years has not been at the expense not of
other consoles or PC games, but at the expense of other non-game markets.

New PSX and N64 games are fixed price, but that is largely the policy of the
console companies that control the publishing of titles for their platforms.
The PC market is much more diverse, with prices ranges much more widely. And
there is competition between these markets, between them and (generally much
cheaper) games for hend-helds, and with future consoles such as the
Dreamcast.

The games market is not the UK car market, or the x86 applications market,
where a handful of manufacturers or a single publisher control a static
market which is closed to new entrants. The games market is a fast moving,
ever changing market, with new companies entering all the time, new
platforms and technologies appearing every few months.

John
--MS_Mac_OE_3002225000_137104_MIME_Part
Content-type: text/html; charset="US-ASCII"
Content-transfer-encoding: quoted-printable
```

<HTML>
<HEAD>
<TITLE>Re: In-game advertising (was anti-mod chip / pirating / backups / et=
c.)</TITLE>
</HEAD>
<BODY BGCOLOR=3D"#FFFFFF">

In article <7aeknb$btf7@chuka.playstation.co.uk>, "Derek da Silv=
a" <dasi@globalnet.co.uk> wrote:

<BLOCKQUOTE>Publishers aren't likely to pass on benefits (acquired through =
advertising or otherwise) to the consumer, because in the full price games m=
arket, publishers <B>do not</B> compete on price. Prices are set at wh=
at the consumer is prepared to pay, and no publisher would break ranks and d=
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R>

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 technologies appearing every few months.

John
</BODY>
</HTML>

--MS_Mac_OE_3002225000_137104_MIME_Part--

--MESSAGE FILE 18014 END: ./2 SCEA/yaroze/freetalk/000001225html.html

--MESSAGE FILE 18015 START: ./2 SCEA/yaroze/freetalk/000001226html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: In-game advertising (was anti-mod chip / pirating / backups / etc.)
Date: Fri, 19 Feb 1999 03:08:40 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 214
Message-ID: <7aikje$btf30@chuka.playstation.co.uk>

References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<slrn7cek9r.31s.tjs@longford.cs.monash.edu.au> <36C78CB5.85CD7DDC@hotmail.com>
<slrn7cf3to.33b.tjs@longford.cs.monash.edu.au> <36C809B2.CA6FC2B0@manc.u-
net.com> <7a9ken$6p37@chuka.playstation.co.uk>
<7acm12$btf2@chuka.playstation.co.uk> <7aeknb$btf7@chuka.playstation.co.uk>
<7ai79p$btf28@chuka.playstation.co.uk>
NNTP-Posting-Host: vil-41.village.gre.ac.uk
Mime-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_0037_01BE5BB5.26BECFC0"
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1226
scee.yaroze.freetalk.english:3567

This is a multi-part message in MIME format.

------=_NextPart_000_0037_01BE5BB5.26BECFC0
Content-Type: text/plain;
    charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Sorry John but Derek is right, games aren't sold on their price, its on =
their quality and marketing, period.
If you look at each games machine, whether its a games console, pc, =
handheld, whatever, you'll see that all the top/new games are roughly =
the same price for their respective machine. I mean look at Goldeneye, =
it's still =A350 and that was released in 1997, and probably still =
selling well.
Basically what you are saying is that if Nintendo released Zelda64 2 =
tommorow for =A350 and some other company released a total crap zelda =
ripoff the same day for =A330, Nintendo would lose out coz everybody =
would go flocking to buy the crap game which is cheaper, NO I don't =
think so. That is why you can't compare video games to "concert tickets, =
holidays, etc".
Top games will sell for as much as they can get away with. So what if =
there are other games cheaper, don't tell me that when <insert your =
favourite game yet to be released> comes out, you'll deciede not to buy =
it and instead opt for a cheaper game!
And like I said before you won't see a penny of any extra revenue games =
publishers get from the likes of advertising, especially since game =
development gets more and more expensive not to mention risky for these =
companies, but hay if you want to dream of the day that you can open up =
your kellogs cornflakes and pull out a free game thanks to advertising =
go right ahead, I don't want to be the one to ruin it for you :)

Nuff said,

Rad.
rad@cyberdude.com
http://www.netyaroze-europe.com/~radpsx

    John Blackburne wrote in message =
<7ai79p$btf28@chuka.playstation.co.uk>...
   =20
   =20

    In article <7aeknb$btf7@chuka.playstation.co.uk>, "Derek da Silva" =
<dasi@globalnet.co.uk> wrote:
   =20
   =20
   =20

Publishers aren't likely to pass on benefits (acquired through =
advertising or otherwise) to the consumer, because in the full price =
games market, publishers do not compete on price. Prices are set at =
what the consumer is prepared to pay, and no publisher would break ranks =
and drop the price of their latest triple-a title, as it would force =
everyone to follow suit and spoil the cosy little conspiracy they've got =
going. =20
=20
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markets.
=20
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for their platforms. The PC market is much more diverse, with prices =
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between them and (generally much cheaper) games for hend-helds, and with =
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=20
The games market is not the UK car market, or the x86 applications =
market, where a handful of manufacturers or a single publisher control a =
static market which is closed to new entrants. The games market is a =
fast moving, ever changing market, with new companies entering all the =
time, new platforms and technologies appearing every few months.
=20
John=20

------=_NextPart_000_0037_01BE5BB5.26BECFC0
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">
<HTML>
<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =
http-equiv=3DContent-Type><TITLE>Re: In-game advertising (was anti-mod =
chip / pirating / backups / etc.)</TITLE>
<META content=3D'"MSHTML 4.72.2106.6"' name=3DGENERATOR>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT color=3D#000000><FONT size=3D3>Sorry John but Derek is right, =
games=20
aren't sold on their price, its on their quality and marketing,=20
period.</FONT></FONT><FONT size=3D3></FONT></DIV>
<DIV><FONT color=3D#000000><FONT size=3D3></FONT></FONT><FONT =
size=3D3>If you look at=20
each games machine, whether its a games console, pc, handheld, whatever, =
you'll=20
see that all the top/new games are roughly the same price for their =
respective=20
machine. I mean look at Goldeneye, it's still £50 and that was =
released in=20
1997, and probably still selling well.</FONT></DIV>

<DIV><FONT size=3D3></FONT>Basically what you are saying is that if =
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don't=20
think so. That is why you can't compare video games to "concert =
tickets,=20
holidays, etc".</DIV>
<DIV>Top games will sell for as much as they can get away with. So what =
if there=20
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favourite game=20
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instead opt=20
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<DIV><FONT size=3D3>And like I said before you won't see a penny of any =
extra=20
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since=20
game development gets more and more expensive not to mention risky for =
these=20
companies, but hay if you want to dream of the day that you can open up =
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right=20
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<DIV><FONT size=3D3></FONT> </DIV>
<DIV>Nuff said,</DIV>
<DIV><FONT size=3D3></FONT> </DIV>
<DIV><FONT color=3D#000000><FONT size=3D3>Rad.
<A=20
href=3D"mailto:rad@cyberdude.com">rad@cyberdude.com</A>
<A=20
href=3D"http://www.netyaroze-europe.com/~radpsx">http://www.netyaroze-eur=
ope.com/~radpsx</A></FONT></FONT><FONT=20
size=3D3></FONT></DIV>
<DIV><FONT size=3D3></FONT> </DIV>
<BLOCKQUOTE=20
style=3D"BORDER-LEFT: #000000 solid 2px; MARGIN-LEFT: 5px; PADDING-LEFT: =
5px">
    <DIV>John Blackburne<JOHNB@HK.SUPER.NET> wrote in message <<A=20
    =
href=3D"mailto:7ai79p$btf28@chuka.playstation.co.uk">7ai79p$btf28@chuka.p=
laystation.co.uk</A>>...</DIV>

In=20
    article <<A=20
    =
href=3D"mailto:7aeknb$btf7@chuka.playstation.co.uk">7aeknb$btf7@chuka.pla=
ystation.co.uk</A>>,=20
    "Derek da Silva" <dasi@globalnet.co.uk> =
wrote:

    <BLOCKQUOTE>Publishers aren't likely to pass on benefits (acquired=20
        through advertising or otherwise) to the consumer, because in =
the full=20
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```
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price.<BR><BR>More=20
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    on: with books, CDs, videos, concert tickets, holidays, etc. The =
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    consoles or PC games, but at the expense of other non-game=20
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    the policy of the console companies that control the publishing of =
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    much more widely. And there is competition between these markets, =
between=20
    them and (generally much cheaper) games for hend-helds, and with =
future=20
    consoles such as the Dreamcast.<BR><BR>The games market is not the =
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    market, or the x86 applications market, where a handful of =
manufacturers or=20
    a single publisher control a static market which is closed to new =
entrants.=20
    The games market is a fast moving, ever changing market, with new =
companies=20
    entering all the time, new platforms and technologies appearing =
every few=20
    months.<BR><BR>John </BLOCKQUOTE></BODY></HTML>

------=_NextPart_000_0037_01BE5BB5.26BECFC0--

--MESSAGE FILE 18015 END: ./2 SCEA/yaroze/freetalk/000001226html.html


--MESSAGE FILE 18016 START: ./2 SCEA/yaroze/freetalk/000001229html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Me" <It@here.com>
Newsgroups: scea.yaroze.freetalk
Subject: "Hello, hello, hello...Is there anybody out there?..."
Date: Fri, 19 Feb 1999 17:08:18 +0200
Organization: Here
Lines: 6
Message-ID: <7ak279$6h55@scea>
NNTP-Posting-Host: 134.235.149.250
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

The title is from a song if you do not know.  Just checking, it has been a
slow 9 days or so...

Nathan Miller


--MESSAGE FILE 18016 END: ./2 SCEA/yaroze/freetalk/000001229html.html
```

--MESSAGE FILE 18017 START: ./2 SCEA/yaroze/freetalk/000001230html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Me" <It@here.com>
Newsgroups: scea.yaroze.freetalk
Subject: Looking for help!!!!!!!!
Date: Fri, 19 Feb 1999 17:15:31 +0200
Organization: Here
Lines: 24
Message-ID: <7ak2ko$6h56@scea>
NNTP-Posting-Host: 134.235.149.250
X-Newsreader: Microsoft Outlook Express 4.72.2106.4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

To all. I am tiered. I have been working hard on game ideas, theory and even a few 3D models. I need help now. I have come to the conclusion that I need some help from other members to make a game that will rival what is being pumped out of SCEI and SCEE. I want a 3D game that is something like an adventure game or war game or something. Something not too simple, but something not too hard.

I have heard this on the newsgroup before by other people, but I haven't seen anything come of it. I am looking for 2 or 3 other people that want to program and can devote a little time to emailing back and forth code and ideas that we can compile into a game.

THIS IS NOT A JOKE OR A FLEETING ATTEMPT. THIS IS THE REAL THING. I KNOW THERE ARE PEOPLE OUT THERE THAT WANT TO PROGRAM. I NEED PEOPLE WITH SKILL TO JOIN THE GROUP. I BELIEVE THAT I HAVE THE SKILLS TO PROGRAM WELL AND I CAN MAKE 3D MODELS AND EVEN A TEXTURE OR TWO. EMAIL ME IF YOU ARE INTERESTED.

NATHAN MILLER
KIRYU@AOL.COM

--MESSAGE FILE 18017 END: ./2 SCEA/yaroze/freetalk/000001230html.html

--MESSAGE FILE 18018 START: ./2 SCEA/yaroze/freetalk/000001231html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <sspiller@microsoft.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: "Hello, hello, hello...Is there anybody out there?..."
Date: Fri, 19 Feb 1999 09:29:10 -0800
Organization: SCEA News Server
Lines: 13
Message-ID: <7ak6uc$6h57@scea>
References: <7ak279$6h55@scea>
NNTP-Posting-Host: tide76.microsoft.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.1012.1001
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.1012.1001

Just nod if you can hear me... Is there anyone at home?

Nope, never heard that song before. *grin*

Me <It@here.com> wrote in message news:7ak279$6h55@scea...
> The title is from a song if you do not know. Just checking, it has been a
> slow 9 days or so...
>

> Nathan Miller
>
>

--MESSAGE FILE 18018 END: ./2 SCEA/yaroze/freetalk/000001231html.html

--MESSAGE FILE 18019 START: ./2 SCEA/yaroze/freetalk/000001232html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: "Hello, hello, hello...Is there anybody out there?..."
Date: Fri, 19 Feb 1999 23:39:16 GMT
Organization: SCEA News Server
Lines: 10
Message-ID: <36cdf5f0.8490468@news.scea.sony.com>
References: <7ak279$6h55@scea>
NNTP-Posting-Host: client-119-225.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

Yep.

-Matt

We are watching.

We are waiting.

That is all... for now.

--MESSAGE FILE 18019 END: ./2 SCEA/yaroze/freetalk/000001232html.html

--MESSAGE FILE 18020 START: ./2 SCEA/yaroze/freetalk/000001233html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scea.yaroze.freetalk
Subject: Terry Chang?
Date: Sun, 21 Feb 1999 11:57:05 -0500
Organization: Identical Software
Lines: 18
Message-ID: <36D03AE1.5E9CDF13@identicalsoftware.com>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)

Anyone know the email address of Terry Chang (SCEA member)?

Terry, you should put your email address on your web page or in your
readme files. I tried out NowhereLand and NowhereLand II. Since I'm
not familiar with Attack, NowhereLand was new to me. The documentation
should probably point out that you need to kill star thing and protect
the red thing. Also it might be nice if you displayed the current level
somewhere.

Also I suggest you put an notice on Nick's Net Yaroze Members' Demos
Hub.
  http://www.saqnet.co.uk/users/nickf/public_html/demos/demos.htm

Also any other SCEAers out there, try to post notices to Nick's site.
(I'm sick of being the only SCEA demo on there.)

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 18020 END: ./2 SCEA/yaroze/freetalk/000001233html.html

--MESSAGE FILE 18021 START: ./2 SCEA/yaroze/freetalk/000001234html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: GDC in San Jose
Date: Mon, 22 Feb 1999 12:25:50 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <7ari6t$erp25@chuka.playstation.co.uk>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1234
scee.yaroze.freetalk.english:3583

Hi all,

I posted a message a while back seeing if anyone except myself were thinking of going to the GDC in San Jose CA this year. I know that Will Atkin responded (Sorry I didn't speak to you about it Will, I've been v.busy).

So basically are any SCEA/SCEE members going to the GDC, and if so shall we meet up one day? What about any Sony SCEE/SCEA employees?

If we did meet up would it be the first meet between SCEA and SCEE members?

Bob Shand
298rcs@tay.ac.uk

--MESSAGE FILE 18021 END: ./2 SCEA/yaroze/freetalk/000001234html.html

--MESSAGE FILE 18022 START: ./2 SCEA/yaroze/freetalk/000001235html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Charles Nicholson" <chnicholson@vassar.edu>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose
Date: Mon, 22 Feb 1999 09:39:49 -0500
Organization: SCEA News Server
Lines: 23
Message-ID: <7arq96$6h513@scea>
References: <7ari6t$erp25@chuka.playstation.co.uk>
NNTP-Posting-Host: chnicholson.vassar.edu
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1235
scee.yaroze.freetalk.english:3585

When is it?
-charles

>I posted a message a while back seeing if anyone except myself were
thinking

>of going to the GDC in San Jose CA this year. I know that Will Atkin
>responded (Sorry I didn't speak to you about it Will, I've been v.busy).
>
>So basically are any SCEA/SCEE members going to the GDC, and if so shall we
>meet up one day? What about any Sony SCEE/SCEA employees?
>
>If we did meet up would it be the first meet between SCEA and SCEE members?
>
>Bob Shand
>298rcs@tay.ac.uk
>
>
>
>
>
>

--MESSAGE FILE 18022 END: ./2 SCEA/yaroze/freetalk/000001235html.html

--MESSAGE FILE 18023 START: ./2 SCEA/yaroze/freetalk/000001236html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose
Date: Mon, 22 Feb 1999 15:12:23 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <7arrvd$erp28@chuka.playstation.co.uk>
References: <7ari6t$erp25@chuka.playstation.co.uk> <7arq96$6h513@scea>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1236
scee.yaroze.freetalk.english:3586

Charles Nicholson wrote in message <7arq96$6h513@scea>...
>When is it?
>-charles
>

I think the dates are something like

15 March to the 19th March

For more info check out the web site
www.gdconf.com

Cheers
Bob

--MESSAGE FILE 18023 END: ./2 SCEA/yaroze/freetalk/000001236html.html

--MESSAGE FILE 18024 START: ./2 SCEA/yaroze/freetalk/000001237html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose

Date: Mon, 22 Feb 1999 09:11:03 -0800
Organization: SCEA News Server
Lines: 19
Message-ID: <36D18FA7.36BEBD3A@vmlabs.com>
References: <7ari6t$erp25@chuka.playstation.co.uk>
NNTP-Posting-Host: vmlabs58.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1237
scee.yaroze.freetalk.english:3588

I wasn't planning on attending GDC, but since I live in the area I'd
be willing to meet up. What day is it on?

Scott

> Hi all,
>
> I posted a message a while back seeing if anyone except myself were thinking
> of going to the GDC in San Jose CA this year. I know that Will Atkin
> responded (Sorry I didn't speak to you about it Will, I've been v.busy).
>
> So basically are any SCEA/SCEE members going to the GDC, and if so shall we
> meet up one day? What about any Sony SCEE/SCEA employees?
>
> If we did meet up would it be the first meet between SCEA and SCEE members?
>
> Bob Shand
> 298rcs@tay.ac.uk
--MESSAGE FILE 18024 END: ./2 SCEA/yaroze/freetalk/000001237html.html

--MESSAGE FILE 18025 START: ./2 SCEA/yaroze/freetalk/000001238html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose - DATES
Date: Mon, 22 Feb 1999 18:11:16 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7as6eq$erp29@chuka.playstation.co.uk>
References: <7ari6t$erp25@chuka.playstation.co.uk>
<36D18FA7.36BEBD3A@vmlabs.com>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1238
scee.yaroze.freetalk.english:3589

Check the message above. I think the conference runs from the 15th March to
the 19th, but dont quote me on that.

Bob
Scott Cartier wrote in message <36D18FA7.36BEBD3A@vmlabs.com>...
>I wasn't planning on attending GDC, but since I live in the area I'd
>be willing to meet up. What day is it on?
>
>Scott
>
>

--MESSAGE FILE 18025 END: ./2 SCEA/yaroze/freetalk/000001238html.html

--MESSAGE FILE 18026 START: ./2 SCEA/yaroze/freetalk/000001239html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose - DATES
Date: Mon, 22 Feb 1999 10:47:26 -0800
Organization: SCEA News Server
Lines: 10
Message-ID: <36D1A63E.6C40107C@vmlabs.com>
References: <7ari6t$erp25@chuka.playstation.co.uk>
<36D18FA7.36BEBD3A@vmlabs.com> <7as6eq$erp29@chuka.playstation.co.uk>
NNTP-Posting-Host: vmlabs58.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1239
scee.yaroze.freetalk.english:3590

> Check the message above. I think the conference runs from the 15th March to
> the 19th, but dont quote me on that.

I tried, but for some reason that message gave my news reader fits.

Hmm, since that's during the week I won't be able to take time off to
meet during the day. If it's done later in the evening I could make
it. The later the better as traffic is a pain until around 7pm.

Scott
--MESSAGE FILE 18026 END: ./2 SCEA/yaroze/freetalk/000001239html.html

--MESSAGE FILE 18027 START: ./2 SCEA/yaroze/freetalk/000001240html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: In-game advertising (was anti-mod chip / pirating / backups / etc.)
Date: Mon, 22 Feb 1999 22:12:57 -0600
Organization: Ed Federmeyer
Lines: 30
Message-ID: <7at9t5$8jb7@scea>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <7a3pvs$7op11@chuka.playstation.co.uk>
<slrn7cek9r.31s.tjs@longford.cs.monash.edu.au> <36C78CB5.85CD7DDC@hotmail.com>
<slrn7cf3to.33b.tjs@longford.cs.monash.edu.au> <36C809B2.CA6FC2B0@manc.u-
net.com> <7a9ken$6p37@chuka.playstation.co.uk>
<7acm12$btf2@chuka.playstation.co.uk> <7aeknb$btf7@chuka.playstation.co.uk>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1240
scee.yaroze.freetalk.english:3598

    > Derek da Silva wrote in message
<7aeknb$btf7@chuka.playstation.co.uk>..
    > >E.g. you might see more resources invested in developing a game with

the
    > >help of the additional revenue from advertising.
    >
    > As long as we don't get any more Cool Spot or Chester Cheetah games,
eh?

    Hmmm? I *liked* Cool Spot on the SNES. I just pulled it out
    the other weekend and played it as a matter of fact. It controls
    very well (it's very responsive, and intuitive). The little animations
    are very amusing and entertaining. (I love it when the Cool Spot
    sticks hit tongue out at the player! :-) The music is pretty
    good, certainly peppy and appropriate for a "bubbly" game
    like it's supposed to be.

    About the only thing I didn't like about it was the bathtub level
    where if you fall into the water, your die, and there were places
    where you'd have "leaps of faith". Leaps of faith are
    a very bad thing in platformers. (Rayman on the PSX is also
    very very bad with leaps of faith. ugh. The "music" worlds
    are awful that way. Too bad, otherwise PSX Rayman is
    an okay game).

    What did you not like about Cool Spot?

    EdF

--MESSAGE FILE 18027 END: ./2 SCEA/yaroze/freetalk/000001240html.html

--MESSAGE FILE 18028 START: ./2 SCEA/yaroze/freetalk/000001241html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: General public Yaroze FAQ & JapLish 101
Date: Tue, 23 Feb 1999 01:28:56 -0800
Organization: SCEA News Server
Lines: 33
Message-ID: <36D274D8.DF3E9170@znet.com>
References: <79out1$1do5@chuka.playstation.co.uk> <1dmz8te.135rub8yhq0u4N@a1-88-
105.a1.nl> <7afiiq$btf10@chuka.playstation.co.uk>
NNTP-Posting-Host: scts1-25.znet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1241
scee.yaroze.freetalk.english:3599

> DEnnis Brinkhuis wrote in message <1dmz8te.135rub8yhq0u4N@a1-88-
> >... but how do you pronoune Yaroze?
>
> The five Japanese vowels have only one pronunciation each - the ones that
concern us here:
>
> a as in father
> e as in edge or melody
> o as in solo or oasis
>
> Each syllable is given equal stress, so yeah, I'd say 'yah-row-zay' is pretty
close to the mark.
>
> Derek :^)

Yes, that's row like in row your boat.
As I understand it,
for the o, don't round your lips as much as in english, and raise
the back of tongue a little more than in english.
For the Japanese word yaroze, it is actually a long o, meaning
it is held for two counts, twice as long as the ah.
To indicate this, the romanization (conversion to roman letters
from japanese hirigana characters ya, ro, u, ze) should really be yarouze,
which is how it appears sometimes so people wrongly
pronounce it like pound or sour. Other romanization systems would
have it yaroze with a bar over the o, or yarooze.

I asked my Japanese teacher how it would be used and she said
it's a rough word, for example, the Japanese Yakuza gangsters
might say "yarouze" ("let's do it!") right before they kill someone.

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 18028 END: ./2 SCEA/yaroze/freetalk/000001241html.html

--MESSAGE FILE 18029 START: ./2 SCEA/yaroze/freetalk/000001242html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose - DATES
Date: Tue, 23 Feb 1999 17:39:21 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 19
Message-ID: <7auouq$erp40@chuka.playstation.co.uk>
References: <7ari6t$erp25@chuka.playstation.co.uk>
<36D18FA7.36BEBD3A@vmlabs.com> <7as6eq$erp29@chuka.playstation.co.uk>
<36D1A63E.6C40107C@vmlabs.com>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1242
scee.yaroze.freetalk.english:3600

Yeah cool, as I'm not sure what time I'll be working yet I'll have to let
you know later on. Will this be ok?

Bob

Scott Cartier wrote in message <36D1A63E.6C40107C@vmlabs.com>...
>> Check the message above. I think the conference runs from the 15th March
to
>> the 19th, but dont quote me on that.
>
>I tried, but for some reason that message gave my news reader fits.
>
>Hmm, since that's during the week I won't be able to take time off to
>meet during the day. If it's done later in the evening I could make
>it. The later the better as traffic is a pain until around 7pm.
>
>Scott

--MESSAGE FILE 18029 END: ./2 SCEA/yaroze/freetalk/000001242html.html

--MESSAGE FILE 18030 START: ./2 SCEA/yaroze/freetalk/000001243html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose - DATES
Date: Tue, 23 Feb 1999 10:53:34 -0800
Organization: SCEA News Server
Lines: 7
Message-ID: <36D2F92E.BB4EBAC5@vmlabs.com>
References: <7ari6t$erp25@chuka.playstation.co.uk>
<36D18FA7.36BEBD3A@vmlabs.com> <7as6eq$erp29@chuka.playstation.co.uk>
<36D1A63E.6C40107C@vmlabs.com> <7auouq$erp40@chuka.playstation.co.uk>
NNTP-Posting-Host: vmlabs24.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1243
scee.yaroze.freetalk.english:3602

> Yeah cool, as I'm not sure what time I'll be working yet I'll have to let
> you know later on. Will this be ok?

Yeah, no rush. Since it's during the week, chances are I won't make
any conflicting plans between now and then.

Scott
--MESSAGE FILE 18030 END: ./2 SCEA/yaroze/freetalk/000001243html.html

--MESSAGE FILE 18031 START: ./2 SCEA/yaroze/freetalk/000001244html.html
Path: chuka.playstation.co.uk!scea!NewsWatcher!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Wed, 24 Feb 1999 23:34:10 -0500
Organization: Wooden Tulip Ltd.
Lines: 17
Message-ID: <developer-2402992334100001@192.168.0.1>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea>
NNTP-Posting-Host: pro1-159.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1244
scee.yaroze.freetalk.english:3606

When Internet, and Gaming systems become Interactive Broadcvast Television
Media systems, where No Matter where you are, you can play anything, You
either A: Have to put up with pointless advertising, or B: Pay through the
nose for Ad-Less content. or C: Goto a media outlet and play a
"Limited-Use" technologies.

Only in Education, or as part of an Open Software Source group, will you
see content that does not need to be protected.

This means the target group that is focussing on Piracy, will have nothing
to do but develop code. This may help.

As for MP3, that was a opportunity lost by some distributors. But Look for
those that adapt well. Especially with Audio Advertising. They will be the
leaders well into the year 2000 and beyond.

-sean
--MESSAGE FILE 18031 END: ./2 SCEA/yaroze/freetalk/000001244html.html

--MESSAGE FILE 18032 START: ./2 SCEA/yaroze/freetalk/000001245html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Thu, 25 Feb 1999 12:28:13 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <36D541DC.3017DDA2@hinge.mistral.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <developer-2402992334100001@192.168.0.1>
NNTP-Posting-Host: 195.184.231.35
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1245
scee.yaroze.freetalk.english:3607

Sean Kennedy wrote:

> When Internet, and Gaming systems become Interactive Broadcvast Television
> Media systems, where No Matter where you are, you can play anything, You
> either A: Have to put up with pointless advertising, or B: Pay through the
> nose for Ad-Less content. or C: Goto a media outlet and play a
> "Limited-Use" technologies.

I used to work for an interactive TV company (mentioning no names, but they
are now part of Cable & Wireless). It's not all it's cracked up to
be.....unless
it's improved vastly in the last 6 monthes (if Che's reading this maybe he can

comment).

It's funny, but a lot of the old hard-core programming team from there got
a yaroze (myself, Mark, Jose, Steve Dunn, Stevie Barnes) - even if I'm the
only one who keeps up with it. Any of the old crew want to sing out about
Interactive TV.

> -sean

Craig.
(laughing now)

--MESSAGE FILE 18032 END: ./2 SCEA/yaroze/freetalk/000001245html.html

--MESSAGE FILE 18033 START: ./2 SCEA/yaroze/freetalk/000001246html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose
Date: Thu, 25 Feb 1999 18:46:44 -0800
Organization: SCEA News Server
Lines: 13
Message-ID: <1dnr792.euybzo1kjym64N@dnai-207-181-206-14.dialup.dnai.com>
References: <7ari6t$erp25@chuka.playstation.co.uk>

NNTP-Posting-Host: dnai-207-181-206-14.dialup.dnai.com
User-Agent: MacSOUP/2.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1246
scee.yaroze.freetalk.english:3611

ROBERT C SHAND <298rcs@tay.ac.uk> wrote:

> Hi all,
>
> I posted a message a while back seeing if anyone except myself were thinking
> of going to the GDC in San Jose CA this year. I know that Will Atkin
> responded (Sorry I didn't speak to you about it Will, I've been v.busy).

i'll be at the gdc this year, all week.

--
wayne a. lee <wal@blarg.net>
--MESSAGE FILE 18033 END: ./2 SCEA/yaroze/freetalk/000001246html.html

--MESSAGE FILE 18034 START: ./2 SCEA/yaroze/freetalk/000001247html.html
Path: chuka.playstation.co.uk!news
From: "Steve Dunn" <steve_dunn@europe.mccann.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: anti-mod chip / pirating / backups / etc.
Date: Tue, 2 Mar 1999 08:50:05 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 46
Message-ID: <7biqvr$9he9@chuka.playstation.co.uk>
References: <7a0a6u$714@scea> <36C40EC4.E4082468@datasys.net>
<7a187m$o0v10@chuka.playstation.co.uk> <36C488C0.8DF59CF0@datasys.net>
<7a2cd1$2i83@scea> <developer-2402992334100001@192.168.0.1>
<36D541DC.3017DDA2@hinge.mistral.co.uk>
NNTP-Posting-Host: 199.4.27.1
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.0810.800
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1247
scee.yaroze.freetalk.english:3646

I am now painting boats in Greece for a living.
With regards to interactive TV, I must say that the Euro 96 interactive
stuff was absolutely incredible.
I'd even compare this greatness to the quality of their Windows tools.

Craig, where's my wedding invite?

Steve
Boato Painto Corp.
Boats painted from as little as 100 drac

Craig Graham <c_graham@hinge.mistral.co.uk> wrote in message
news:36D541DC.3017DDA2@hinge.mistral.co.uk...
>
>
>Sean Kennedy wrote:
>
>> When Internet, and Gaming systems become Interactive Broadcvast
Television
>> Media systems, where No Matter where you are, you can play anything, You
>> either A: Have to put up with pointless advertising, or B: Pay through
the

>> nose for Ad-Less content. or C: Goto a media outlet and play a
>> "Limited-Use" technologies.
>
>I used to work for an interactive TV company (mentioning no names, but they
>are now part of Cable & Wireless). It's not all it's cracked up to
>be.....unless
>it's improved vastly in the last 6 monthes (if Che's reading this maybe he
can
>
>comment).
>
>It's funny, but a lot of the old hard-core programming team from there got
>a yaroze (myself, Mark, Jose, Steve Dunn, Stevie Barnes) - even if I'm the
>only one who keeps up with it. Any of the old crew want to sing out about
>Interactive TV.
>
>> -sean
>
>Craig.
>(laughing now)
>
>

--MESSAGE FILE 18034 END: ./2 SCEA/yaroze/freetalk/000001247html.html

--MESSAGE FILE 18035 START: ./2 SCEA/yaroze/freetalk/000001248html.html
Path: chuka.playstation.co.uk!news
From: Tom <tm7130@bristol.ac.uk>
Newsgroups:
scee.yaroze.programming.codewarrior,scea.yaroze.programming.codewarrior,scee.yar
oze.freetalk.english,scea.yaroze.freetalk
Subject: Hmmm
Date: Wed, 03 Mar 1999 09:35:51 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 7
Message-ID: <36DD0277.1447@bristol.ac.uk>
References: <79bvmi$djc2@chuka.playstation.co.uk>
NNTP-Posting-Host: n63.fen.bris.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (WinNT; I)
Xref: chuka.playstation.co.uk scee.yaroze.programming.codewarrior:446
scea.yaroze.programming.codewarrior:390 scee.yaroze.freetalk.english:3648
scea.yaroze.freetalk:1248

OK, at the risk of sounding like a complete moron, where is the update?
I've searched the Metrowerks site and found nothing, am I looking in the
wrong place, or has it not been released yet?

Cheers,

    Tom
--MESSAGE FILE 18035 END: ./2 SCEA/yaroze/freetalk/000001248html.html

--MESSAGE FILE 18036 START: ./2 SCEA/yaroze/freetalk/000001249html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups:
scee.yaroze.programming.codewarrior,scea.yaroze.programming.codewarrior,scee.yar
oze.freetalk.english,scea.yaroze.freetalk

Subject: Re: Hmmm
Date: Wed, 3 Mar 1999 13:03:08 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <7bjbos$9he14@chuka.playstation.co.uk>
References: <79bvmi$djc2@chuka.playstation.co.uk> <36DD0277.1447@bristol.ac.uk>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.codewarrior:447
scea.yaroze.programming.codewarrior:391 scee.yaroze.freetalk.english:3654
scea.yaroze.freetalk:1249

I check the site for the update every couple of days and I still haven't
seen it :-(

The guy at Metrowerks said he would mail me when the pacth was actually
released. All I can suggest is that we (as a collective group <grin>) mail
Metrowerks technical support to enquire where the patch has gone.
Apparently it has finished being tested.

Cheers
Bob

>OK, at the risk of sounding like a complete moron, where is the update?
>I've searched the Metrowerks site and found nothing, am I looking in the
>wrong place, or has it not been released yet?
>
>Cheers,
>
> Tom

--MESSAGE FILE 18036 END: ./2 SCEA/yaroze/freetalk/000001249html.html

--MESSAGE FILE 18037 START: ./2 SCEA/yaroze/freetalk/000001250html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Mathieu Tanguay <mtanguay@megatoon.ca>
Newsgroups: scea.yaroze.freetalk
Subject: problem linking
Date: Wed, 03 Mar 1999 17:47:17 -0500
Organization: SCEA News Server
Lines: 15
Message-ID: <36DDBBF5.38EA3CAB@megatoon.ca>
NNTP-Posting-Host: qtmtl1.megatoon.ca
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

i've writtin an app on the net yaroze using two library, the libps.lib
and the libsio.lib.
The problem is that when I execute make I get errors like this:

Main.c: undefined reference to '_sio_control'
Main.c:relocation truncated to fit: JMPADDR _sio_control

It seems that the linker takes by default libps.a and doesn't find that
function in it.
My question is how do i do to link new library to that file (if thats
the problem) or how can i include library in my makefile?

Thanks
Reiko

--MESSAGE FILE 18037 END: ./2 SCEA/yaroze/freetalk/000001250html.html

--MESSAGE FILE 18038 START: ./2 SCEA/yaroze/freetalk/000001251html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scea.yaroze.freetalk
Subject: Old Developments
Date: Wed, 03 Mar 1999 20:51:12 -0500
Organization: Identical Software
Lines: 10
Message-ID: <36DDE710.5C2429C1@identicalsoftware.com>
NNTP-Posting-Host: 207.60.36.51
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.33 i586)

While reading the conversations about the new playstation, I started
wondering what happens to the old development kits. Are they just held
onto by companies? For example what happened to NES, SuperNES and
Genesis development kits.

Instead of a Yaroze project why don't they just sell an older
generation's development kit?

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 18038 END: ./2 SCEA/yaroze/freetalk/000001251html.html

--MESSAGE FILE 18039 START: ./2 SCEA/yaroze/freetalk/000001252html.html
Path: chuka.playstation.co.uk!news
From: "Mario Wynands" <mario@sidhe.co.nz>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Old Developments
Date: Thu, 4 Mar 1999 16:34:08 +1300
Organization: Sidhe Interactive
Lines: 31
Message-ID: <7bkues$9he24@chuka.playstation.co.uk>
References: <36DDE710.5C2429C1@identicalsoftware.com>
NNTP-Posting-Host: p26-max2.wlg.ihug.co.nz
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Dennis Payne wrote in message <36DDE710.5C2429C1@identicalsoftware.com>...
>While reading the conversations about the new playstation, I started
>wondering what happens to the old development kits. Are they just held
>onto by companies? For example what happened to NES, SuperNES and
>Genesis development kits.
>
>Instead of a Yaroze project why don't they just sell an older
>generation's development kit?

I expect Sony will continue its professional development programme for the
first generation Playstation for a while yet. Given the current installed
market of 50 million Playstations I would still expect to see PSX titles
coming out long after the release of the PSX2 .

Besides, if Sony tried to flog dev kits cheaply they would be snapped up by

pro developers pretty fast (I know we could do with another one even after we get our hands on a PSX2 dev kit).

Regards

Mario Wynands
Sidhe Interactive
mario@sidhe.co.nz
www.sidhe.co.nz

--MESSAGE FILE 18039 END: ./2 SCEA/yaroze/freetalk/000001252html.html

--MESSAGE FILE 18040 START: ./2 SCEA/yaroze/freetalk/000001253html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups:
scee.yaroze.programming.codewarrior,scea.yaroze.programming.codewarrior,scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Hmmm - Good news
Date: Thu, 4 Mar 1999 10:45:58 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <7blo3k$9he26@chuka.playstation.co.uk>
References: <79bvmi$djc2@chuka.playstation.co.uk> <36DD0277.1447@bristol.ac.uk>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.codewarrior:448 scea.yaroze.programming.codewarrior:392 scee.yaroze.freetalk.english:3664 scea.yaroze.freetalk:1253

The update has now been released, I've just checked the Metrowerks site and it still doesn't show but it is on the SCEE Yaroze server, check under the news section for details. The pacth is under development in the tools section.

Hope this helps

Bob
298rcs@tay.ac.uk

>OK, at the risk of sounding like a complete moron, where is the update?
>I've searched the Metrowerks site and found nothing, am I looking in the
>wrong place, or has it not been released yet?
>
>Cheers,
>
> Tom

--MESSAGE FILE 18040 END: ./2 SCEA/yaroze/freetalk/000001253html.html

--MESSAGE FILE 18041 START: ./2 SCEA/yaroze/freetalk/000001254html.html
Path: chuka.playstation.co.uk!news
From: "Alan Marshall" <almars@breathemail.net>
Newsgroups:

scee.yaroze.programming.codewarrior,scea.yaroze.programming.codewarrior,scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: Hmmm
Date: Wed, 3 Mar 1999 18:19:23 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 37
Message-ID: <7bmi24$9he30@chuka.playstation.co.uk>
References: <79bvmi$djc2@chuka.playstation.co.uk> <36DD0277.1447@bristol.ac.uk> <7bjbos$9he14@chuka.playstation.co.uk>
NNTP-Posting-Host: VIP-205-3.vip.uk.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.programming.codewarrior:451 scea.yaroze.programming.codewarrior:393 scee.yaroze.freetalk.english:3667 scea.yaroze.freetalk:1254

I just went to www.metrowerks.com

followed the downloads link, chose Codewarrior for Net Yaroze in the list box, chose a link to download it from.

Did take me a few try though, server kept on timing out.

Also I don't know what difference it made!

Al

http://www.geocities.com/SunsetStrip/Palms/3657

ROBERT C SHAND <298rcs@tay.ac.uk> wrote in message
<7bjbos$9he14@chuka.playstation.co.uk>...
>I check the site for the update every couple of days and I still haven't
>seen it :-(
>
>The guy at Metrowerks said he would mail me when the pacth was actually
>released. All I can suggest is that we (as a collective group <grin>) mail
>Metrowerks technical support to enquire where the patch has gone.
>Apparently it has finished being tested.
>
>Cheers
>Bob
>
>>OK, at the risk of sounding like a complete moron, where is the update?
>>I've searched the Metrowerks site and found nothing, am I looking in the
>>wrong place, or has it not been released yet?
>>
>>Cheers,
>>
>> Tom
>
>

--MESSAGE FILE 18041 END: ./2 SCEA/yaroze/freetalk/000001254html.html

--MESSAGE FILE 18042 START: ./2 SCEA/yaroze/freetalk/000001255html.html
Path: chuka.playstation.co.uk!scea!NewsWatcher!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: General public Yaroze FAQ - suggestions wanted
Date: Tue, 09 Mar 1999 21:59:08 -0500
Organization: Wooden Tulip Ltd.
Lines: 20

Message-ID: <developer-0903992159080001@192.168.0.1>
References: <79out1$1do5@chuka.playstation.co.uk> <1dmz8te.135rub8yhq0u4N@a1-88-105.a1.nl> <7aa82i$6p316@chuka.playstation.co.uk> <7aac97$6p320@chuka.playstation.co.uk>
NNTP-Posting-Host: pro1-161.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1255 scee.yaroze.freetalk.english:3736

In article <7aac97$6p320@chuka.playstation.co.uk>, "Frktl-X" <matt@frktl.freeserve.co.uk> wrote:

> >There was a wav file floating around that had the 'official' pronunciation
> >of yah-roo-zee, although a lot of members pronounce it yah-rooze or
> >yah-row-zee.
>
>
> the 'e' is accented so isnt it: 'yah-row-zay', like anime is pronounced
> 'an-im-ay' ?

Yep, get the following file:

http://hal.humberc.on.ca/~kennedy/NetYar.wav

And you will find out how to pronounce the "Net Yaroze" to "Lets go Do Something." Literal in Japanese I think is "Let's go to it." Similar to "let's go do it"

-sean
--MESSAGE FILE 18042 END: ./2 SCEA/yaroze/freetalk/000001255html.html

--MESSAGE FILE 18043 START: ./2 SCEA/yaroze/freetalk/000001256html.html
Path: chuka.playstation.co.uk!scea!NewsWatcher!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: General public Yaroze FAQ - suggestions wanted
Date: Wed, 10 Mar 1999 12:58:07 -0500
Organization: Wooden Tulip Ltd.
Lines: 27
Message-ID: <developer-1003991258080001@192.168.0.1>
References: <79out1$1do5@chuka.playstation.co.uk> <1dmz8te.135rub8yhq0u4N@a1-88-105.a1.nl> <7aa82i$6p316@chuka.playstation.co.uk> <7aac97$6p320@chuka.playstation.co.uk> <developer-0903992159080001@192.168.0.1>
NNTP-Posting-Host: pro2-208.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1256 scee.yaroze.freetalk.english:3745

> > >There was a wav file floating around that had the 'official' pronunciation
> > >of yah-roo-zee, although a lot of members pronounce it yah-rooze or
> > >yah-row-zee.
> > the 'e' is accented so isnt it: 'yah-row-zay', like anime is pronounced
> > 'an-im-ay' ?
>
> Yep, get the following file:
> http://hal.humberc.on.ca/~kennedy/NetYar.wav
> And you will find out how to pronounce the "Net Yaroze" to "Lets go Do
> Something." Literal in Japanese I think is "Let's go to it." Similar to
> "let's go do it"
> -sean

For Yaroze Members try the following too:

http://www.scea.sony.com/net/yaroze/pages/ftp/skennedy/netyyar.wav

Did anyone get the recent EGM?

Neat Writeup about the Connectix VGS.
Connectix couldn't wait till the PSX went out of production.

Hate to be in their shoes.

-sean
--MESSAGE FILE 18043 END: ./2 SCEA/yaroze/freetalk/000001256html.html

--MESSAGE FILE 18044 START: ./2 SCEA/yaroze/freetalk/000001257html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: General public Yaroze FAQ - suggestions wanted
Date: Wed, 10 Mar 1999 18:29:51 GMT
Organization: L4 Software
Lines: 14
Message-ID: <36e6b967.12716699@205.149.189.29>
References: <79out1$1do5@chuka.playstation.co.uk> <1dmz8te.135rub8yhq0u4N@a1-88-105.a1.nl> <7aa82i$6p316@chuka.playstation.co.uk> <7aac97$6p320@chuka.playstation.co.uk> <developer-0903992159080001@192.168.0.1> <developer-1003991258080001@192.168.0.1>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1257 scee.yaroze.freetalk.english:3746

On Wed, 10 Mar 1999 12:58:07 -0500, developer@woodentulip.com (Sean Kennedy) wrote:

>For Yaroze Members try the following too:
>
>http://www.scea.sony.com/net/yaroze/pages/ftp/skennedy/netyyar.wav
>

Ooops, I had a typo when I released that file for Sean. You can now find it where it should really be:

http://www.scea.sony.com/net/yaroze/pages/ftp/skennedy/netyar.wav

Mario
--MESSAGE FILE 18044 END: ./2 SCEA/yaroze/freetalk/000001257html.html

--MESSAGE FILE 18045 START: ./2 SCEA/yaroze/freetalk/000001258html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose
Date: Wed, 10 Mar 1999 13:53:27 -0800
Organization: SCEA News Server
Lines: 8
Message-ID: <36E6E9D7.186F84C1@vmlabs.com>
References: <7ari6t$erp25@chuka.playstation.co.uk>
NNTP-Posting-Host: vmlabs52.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1258
scee.yaroze.freetalk.english:3748

Hello,

GDC is next week and Robert and I are going to try to meet up. Is
anyone else going to the conference, or live in the bay area?

I feel so left out after seeing the pics from the Edinburgh meet :)

Scott
--MESSAGE FILE 18045 END: ./2 SCEA/yaroze/freetalk/000001258html.html

--MESSAGE FILE 18046 START: ./2 SCEA/yaroze/freetalk/000001259html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose
Date: Thu, 11 Mar 1999 13:26:09 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 18
Message-ID: <7c8g40$cij14@chuka.playstation.co.uk>
References: <7ari6t$erp25@chuka.playstation.co.uk>
<36E6E9D7.186F84C1@vmlabs.com>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1259
scee.yaroze.freetalk.english:3751

Yeah, come on you SCEA members. Two people really isn't a get together.
The more the merrier.

Bob
SCEE member and photographer
298rcs@tay.ac.uk

Scott Cartier wrote in message <36E6E9D7.186F84C1@vmlabs.com>...
>Hello,
>
>GDC is next week and Robert and I are going to try to meet up. Is
>anyone else going to the conference, or live in the bay area?
>
>I feel so left out after seeing the pics from the Edinburgh meet :)
>
>Scott

--MESSAGE FILE 18046 END: ./2 SCEA/yaroze/freetalk/000001259html.html

--MESSAGE FILE 18047 START: ./2 SCEA/yaroze/freetalk/000001260html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: PS2 Backwards Compatibility
Date: Thu, 11 Mar 1999 09:52:40 -0800
Organization: SCEA News Server
Lines: 12
Message-ID: <36E802E8.C3A67A0C@vmlabs.com>

NNTP-Posting-Host: vmlabs36.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1260
scee.yaroze.freetalk.english:3753

I just thought of something. Since PS2 will be BC with the original
I will no longer have to disconnect my Yaroze from my computer so I
can play a game on the larger TV in my living room. Yay!

How do you all have your Yaroze's set up? I have a smaller TV in the
bedroom along with my computer - both connected to my Yaroze. The
larger TV is out in the main room of the apartment. When I was playing
Metal Gear I made a point of transporting the Yaroze out to the bigger
TV (and better stereo system). I might end up doing the same for
Silent Hill, but it's just not worth the trouble for other games.

Scott
--MESSAGE FILE 18047 END: ./2 SCEA/yaroze/freetalk/000001260html.html

--MESSAGE FILE 18048 START: ./2 SCEA/yaroze/freetalk/000001261html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <sspiller@microsoft.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: PS2 Backwards Compatibility
Date: Thu, 11 Mar 1999 10:00:21 -0800
Organization: SCEA News Server
Lines: 24
Message-ID: <7c907f$hup3@scea>
References: <36E802E8.C3A67A0C@vmlabs.com>
NNTP-Posting-Host: tide71.microsoft.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.203
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.203
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1261
scee.yaroze.freetalk.english:3754

I have my Yaroze hooked up to a TV Tuner card in my PC. So when I'm working
on the Yaroze, its display is in a window on my desktop. Very nice.

As for playing games, I have a regular gray PlayStation hooked up to the TV
in my living room along with my N64.

-Steve

Scott Cartier <scartier@vmlabs.com> wrote in message
news:36E802E8.C3A67A0C@vmlabs.com...
> I just thought of something. Since PS2 will be BC with the original
> I will no longer have to disconnect my Yaroze from my computer so I
> can play a game on the larger TV in my living room. Yay!
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> larger TV is out in the main room of the apartment. When I was playing
> Metal Gear I made a point of transporting the Yaroze out to the bigger
> TV (and better stereo system). I might end up doing the same for
> Silent Hill, but it's just not worth the trouble for other games.
>
> Scott

--MESSAGE FILE 18048 END: ./2 SCEA/yaroze/freetalk/000001261html.html

--MESSAGE FILE 18049 START: ./2 SCEA/yaroze/freetalk/000001262html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: PS2 Backwards Compatibility
Date: Thu, 11 Mar 1999 10:15:02 -0800
Organization: SCEA News Server
Lines: 13
Message-ID: <36E80826.2E2608D4@vmlabs.com>
References: <36E802E8.C3A67A0C@vmlabs.com> <7c907f$hup3@scea>
NNTP-Posting-Host: vmlabs36.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1262
scee.yaroze.freetalk.english:3755

Yeah, i guess most everyone probably has a normal gray Playstation too.
I sold mine to a friend once I got the Yaroze. Oh well.

Scott

> I have my Yaroze hooked up to a TV Tuner card in my PC. So when I'm working
> on the Yaroze, its display is in a window on my desktop. Very nice.
>
> As for playing games, I have a regular gray PlayStation hooked up to the TV
> in my living room along with my N64.
>
> -Steve
--MESSAGE FILE 18049 END: ./2 SCEA/yaroze/freetalk/000001262html.html

--MESSAGE FILE 18050 START: ./2 SCEA/yaroze/freetalk/000001263html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: PS2 Backwards Compatibility
Date: Thu, 11 Mar 1999 12:34:06 -0800
Organization: SCEA News Server
Lines: 15
Message-ID: <36E828BD.B4D71451@znet.com>
References: <36E802E8.C3A67A0C@vmlabs.com>
NNTP-Posting-Host: scts1-35.znet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1263
scee.yaroze.freetalk.english:3756

Scott Cartier wrote:

> How do you all have your Yaroze's set up?

I have it hooked up via an hacked RGB SCART cable to an
old Atari ST SC1224 monitor. The Atari monitor only

groks separate vertical and horizontal sync, so I made
a sync separator circuit with a National Semiconductor
LM1881 chip. The picture is unbelievably sharp, and
the colors are fantastic. Plus it works with both
PAL and NTSC modes, so I can run all those SCEE programs, heh.

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 18050 END: ./2 SCEA/yaroze/freetalk/000001263html.html

--MESSAGE FILE 18051 START: ./2 SCEA/yaroze/freetalk/000001264html.html
Path: chuka.playstation.co.uk!news
From: "John Blackburne" <johnb@hk.super.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: PS2 Backwards Compatibility
Date: Thu, 11 Mar 1999 21:18:10 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <7c9bti$cij16@chuka.playstation.co.uk>
References: <36E802E8.C3A67A0C@vmlabs.com>
NNTP-Posting-Host: th-pm04-38.ndirect.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-Transfer-Encoding: 7bit
X-Newsreader: Microsoft Outlook Express Macintosh Edition - 4.5 (0410)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1264
scee.yaroze.freetalk.english:3757

> How do you all have your Yaroze's set up?

Mine sits on top of my small TV in the lounge, just like anyone elses grey
version. The colour and the extra cable hanging off it terminating in a
serial connector give away its real purpose. To use if for other than
playing games I connect it to my laptop: a Mac PowerBook 3400 so I need an
extra cable to connect it, & so I can site half way across the room and work
in comfort.

John
--MESSAGE FILE 18051 END: ./2 SCEA/yaroze/freetalk/000001264html.html

--MESSAGE FILE 18052 START: ./2 SCEA/yaroze/freetalk/000001265html.html
Path: chuka.playstation.co.uk!news
From: "Gareth" <gareth@yaroze.force9.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: PS2 Backwards Compatibility
Date: 11 Mar 1999 21:51:54 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <01b9ee68$d730ac20$015e38d4@gareth>
References: <36E802E8.C3A67A0C@vmlabs.com> <7c907f$hup3@scea>
<36E80826.2E2608D4@vmlabs.com>
NNTP-Posting-Host: 212.56.94.1
X-Newsreader: Microsoft Internet News 4.70.1161
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1265
scee.yaroze.freetalk.english:3758

Yeah, I sold mine to a mate at work for the extra cash. I got a gret deal
on it, that guy was such a sucker!

I've got my Yaroze sat between my monitor and TV on my desk, no switching
cables or transporting units here and there. Nice.

Gareth!

Scott Cartier <scartier@vmlabs.com> wrote in article
<36E80826.2E2608D4@vmlabs.com>...
> Yeah, i guess most everyone probably has a normal gray Playstation too.
> I sold mine to a friend once I got the Yaroze. Oh well.
>
> Scott
--MESSAGE FILE 18052 END: ./2 SCEA/yaroze/freetalk/000001265html.html

--MESSAGE FILE 18053 START: ./2 SCEA/yaroze/freetalk/000001266html.html
Path: chuka.playstation.co.uk!scea!NewsWatcher!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: PS2 Backwards Compatibility
Date: Thu, 11 Mar 1999 22:56:35 -0500
Organization: Wooden Tulip Ltd.
Lines: 25
Message-ID: <developer-1103992256360001@192.168.0.1>
References: <36E802E8.C3A67A0C@vmlabs.com> <7c907f$hup3@scea>
<36E80826.2E2608D4@vmlabs.com> <01b9ee68$d730ac20$015e38d4@gareth>
NNTP-Posting-Host: pro1-150.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1266
scee.yaroze.freetalk.english:3759

> I've got my Yaroze sat between my monitor and TV on my desk, no switching
> cables or transporting units here and there. Nice.

Yaroze in Office Workstation arena:

3 Macs [IIfx, Pbook 190/68K, 6100/60 soon to be 2...]
2PC's   [WIN32/COMMAND.COM & Netware 3.12 --> Gone since HD crash now Linux]
1 SGI   [Gone, since it was so old.. Irix 5.1]

Yaroze is connected to Stereo converter to computer speakers, video is
connected to Commodore 1702 Garbage Pick-up :)) sweet images, can do PAL
in B&W.

Use 3 channel serial switcher to goto MacOS to Yaroze, one lead goes to
PC's where I have a two channel between mouse and Yaroze because GDB wants
COM1.

Linux I am just playing with now. I use MkLinux on the 6100 but I have to
get the siocons util built, and I haven't had the time.

N64 with MemPak, upstairs gathering dust with Telly [21" Sony.] no time
but watch TV. So no playing Rogue Squad till May.

-sean
--MESSAGE FILE 18053 END: ./2 SCEA/yaroze/freetalk/000001266html.html

--MESSAGE FILE 18054 START: ./2 SCEA/yaroze/freetalk/000001267html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: PS2 Backwards Compatibility
Date: Fri, 12 Mar 1999 22:17:46 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 28
Message-ID: <7cc3qo$cij19@chuka.playstation.co.uk>

References: <36E802E8.C3A67A0C@vmlabs.com>
NNTP-Posting-Host: dialup137-15.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1267
scee.yaroze.freetalk.english:3762

>How do you all have your Yaroze's set up

Mine *was* hooked up to a Hauppauge WinTV card, but if found the thing more trouble than it was worth, IRQ-wise, and so I've removed it. The picture was pretty poor, anyway. I now have a v. long (3m) AV connection to my bedroom TV, which is actually behind me as I stare at my monitor. Oh well... Also, I have to run NTSC signals thru a PAL converter (but that's still better than the Hauppauge picture). I know most WinTV users are happy, but I think it really had trouble with my system. Oh well.

I also have a grey PS (chipped) - a 1002 model on its last legs - which is what I run games on...it's hooked up to my 14-inch Sony TV/Video in 1 thing (along with my MD / SNES / N64 / SS). Hopefully my parents are going to bring me back a multi-system 21-inch TV from Hong Kong! :) When I get a cool enough game, I rig the PS up to the main 28 inch telly in the flat (which is SOOOO much better). Silent Hill next, I feel!

Now, didn't you need to know that?

Nick "off to see Mr Frosty in improvised comedy show" F
---
www.saqnet.co.uk/users/nickf
www.loonygames.com
www.netyaroze-europe.com/~rookie1

"You won't catch me on a spaceship!"

--MESSAGE FILE 18054 END: ./2 SCEA/yaroze/freetalk/000001267html.html

--MESSAGE FILE 18055 START: ./2 SCEA/yaroze/freetalk/000001268html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose
Date: Fri, 12 Mar 1999 16:44:07 -0800
Organization: SCEA News Server
Lines: 25
Message-ID: <36E9B4D7.A260382@znet.com>
References: <7ari6t$erp25@chuka.playstation.co.uk>
<36E6E9D7.186F84C1@vmlabs.com> <7c8g40$cij14@chuka.playstation.co.uk>
NNTP-Posting-Host: scts1-45.znet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1268
scee.yaroze.freetalk.english:3765

ROBERT C SHAND wrote:
>
> Yeah, come on you SCEA members. Two people really isn't a get together.
> The more the merrier.
>
> Bob
> SCEE member and photographer

> 298rcs@tay.ac.uk
>

I live in the Bay area, and I'll be there and can meet up.
I'll see if I can post digital camera pics on my site.
I just have a Starter pass-- lunch not included, but then
the food wasn't so great last year anyway.
Miyamoto keynote not included either :-(

Kirk
SCEA and Planetary Society member

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 18055 END: ./2 SCEA/yaroze/freetalk/000001268html.html

--MESSAGE FILE 18056 START: ./2 SCEA/yaroze/freetalk/000001269html.html
Path: chuka.playstation.co.uk!news
From: "Alan Marshall" <admars@rocketmail.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: PS2 Backwards Compatibility
Date: Fri, 12 Mar 1999 18:00:18 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 42
Message-ID: <7cdjip$cij24@chuka.playstation.co.uk>
References: <36E802E8.C3A67A0C@vmlabs.com>
NNTP-Posting-Host: ppp-1-12-19.access.telinco.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1269
scee.yaroze.freetalk.english:3766

In my bedroom(I live at with my parents still :( ) I originally had 14" TV
with regular
Playstation, then to play import games on grey PSX I got 19" TV, but I never
got rid of the 14", then I got a PC, then I got a Yaroze, so I have:

14" TV
19" TV
VCR
Stereo
regular Playstation
Playstation Yaroze
1 PC

+ a big mess of cables round my bedroom ;)

I got one of those scart cable boxes as well so that whichever PSX I'm using
and Video can plug into the TV and VCR.

Damn useful the other day when we had to do a presentation at Uni about our
projects, rather than piss about with computers an projectors, just recorded
my stuff onto video

Al

Scott Cartier wrote in message <36E802E8.C3A67A0C@vmlabs.com>...
>I just thought of something. Since PS2 will be BC with the original

>I will no longer have to disconnect my Yaroze from my computer so I
>can play a game on the larger TV in my living room. Yay!
>
>How do you all have your Yaroze's set up? I have a smaller TV in the
>bedroom along with my computer - both connected to my Yaroze. The
>larger TV is out in the main room of the apartment. When I was playing
>Metal Gear I made a point of transporting the Yaroze out to the bigger
>TV (and better stereo system). I might end up doing the same for
>Silent Hill, but it's just not worth the trouble for other games.
>
>Scott

--MESSAGE FILE 18056 END: ./2 SCEA/yaroze/freetalk/000001269html.html

--MESSAGE FILE 18057 START: ./2 SCEA/yaroze/freetalk/000001270html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Gregory A. Cook" <gregcook@bellsouth.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose
Date: Mon, 15 Mar 1999 20:24:42 -0500
Organization: SCEA News Server
Lines: 11
Message-ID: <7ckbv4$m4g1@scea>
References: <7ari6t$erp25@chuka.playstation.co.uk>
<36E6E9D7.186F84C1@vmlabs.com> <7c8g40$cij14@chuka.playstation.co.uk>
<36E9B4D7.A260382@znet.com>
NNTP-Posting-Host: host-209-214-82-99.ath.bellsouth.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1270
scee.yaroze.freetalk.english:3776

Kirk Bender wrote in message <36E9B4D7.A260382@znet.com>...
>I live in the Bay area, and I'll be there and can meet up.
>I'll see if I can post digital camera pics on my site.....

It's late notice for sure but I will be there on a Starter Pass.

Greg Cook

--MESSAGE FILE 18057 END: ./2 SCEA/yaroze/freetalk/000001270html.html

--MESSAGE FILE 18058 START: ./2 SCEA/yaroze/freetalk/000001271html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Gregory A. Cook" <gregcook@bellsouth.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose
Date: Mon, 15 Mar 1999 20:27:59 -0500
Organization: SCEA News Server
Lines: 16
Message-ID: <7ckbv6$m4g2@scea>
References: <7ari6t$erp25@chuka.playstation.co.uk>
NNTP-Posting-Host: host-209-214-82-99.ath.bellsouth.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1271

scee.yaroze.freetalk.english:3777

It's late notice for sure but, I will be at GDC on a starter pass.

Greg Cook

ROBERT C SHAND <298rcs@tay.ac.uk> wrote in message
<7ari6t$erp25@chuka.playstation.co.uk>...
>Hi all,
>
>I posted a message a while back seeing if anyone except myself were
thinking
>of going to the GDC in San Jose CA this year. I know that Will Atkin
>responded (Sorry I didn't speak to you about it Will, I've been v.busy).
>.........

--MESSAGE FILE 18058 END: ./2 SCEA/yaroze/freetalk/000001271html.html

--MESSAGE FILE 18059 START: ./2 SCEA/yaroze/freetalk/000001272html.html
Path: chuka.playstation.co.uk!scea!NewsWatcher!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: PS2 Backwards Compatibility
Date: Tue, 16 Mar 1999 20:43:59 -0500
Organization: Wooden Tulip Ltd.
Lines: 13
Message-ID: <developer-1603992044020001@192.168.0.1>
References: <36E802E8.C3A67A0C@vmlabs.com>
<7cc3qo$cij19@chuka.playstation.co.uk>
NNTP-Posting-Host: pro2-201.barrie.connex.net
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1272
scee.yaroze.freetalk.english:3786

> Mine *was* hooked up to a Hauppauge WinTV card, but if found the thing more
> trouble than it was worth, IRQ-wise, and so I've removed it. The picture was
> pretty poor, anyway. I now have a v. long (3m) AV connection to my bedroom
> TV, which is actually behind me as I stare at my monitor. Oh well... Also, I
> have to run NTSC signals thru a PAL converter (but that's still better than
> the Hauppauge picture). I know most WinTV users are happy, but I think it
> really had trouble with my system. Oh well.

Nope, had similar troubles with an evaluation WinTV card. Hated it.
Never allowed my boss to get it when the Creative labs Video blaster was a
better option.

-sean
--MESSAGE FILE 18059 END: ./2 SCEA/yaroze/freetalk/000001272html.html

--MESSAGE FILE 18060 START: ./2 SCEA/yaroze/freetalk/000001273html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Nathan Miller" <kiryu@aol.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Question for Tech Support
Date: Fri, 19 Mar 1999 23:24:55 -0600
Organization: SCEA News Server
Lines: 15
Message-ID: <7cvbh7$r2o3@scea>
NNTP-Posting-Host: 212-230-119.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1273
scee.yaroze.freetalk.english:3810

I was wondering if the Yaroze-side siocons program is still running when I run one of my programs? I assume that it is since messeges are posted to the siocons program. My second question is: if the above is so, does that still allow for binary reads and writes. I know that siocons doesn't allow you to use functions after the application is running, but if I was to write my own file server, would I be able to take advantage of the binary reads and writes?

I need to know so that I can either venture into this project or not.

Thanks,

Nathan Miller

--MESSAGE FILE 18060 END: ./2 SCEA/yaroze/freetalk/000001273html.html

--MESSAGE FILE 18061 START: ./2 SCEA/yaroze/freetalk/000001274html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Question for Tech Support
Date: Sat, 20 Mar 1999 13:33:36 GMT
Organization: L4 Software
Lines: 21
Message-ID: <36f3a2a3.913884@205.149.189.29>
References: <7cvbh7$r2o3@scea>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1274
scee.yaroze.freetalk.english:3811

On Fri, 19 Mar 1999 23:24:55 -0600, "Nathan Miller" <kiryu@aol.com>
wrote:

>I was wondering if the Yaroze-side siocons program is still running when I
>run one of my programs? I assume that it is since messeges are posted to
>the siocons program. My second question is: if the above is so, does that
>still allow for binary reads and writes. I know that siocons doesn't allow
>you to use functions after the application is running, but if I was to write
>my own file server, would I be able to take advantage of the binary reads
>and writes?

Nathan,

As you have already surmised, SIOCONS is still running when your
application (game) is running. It should be possible (it'd be a lot of
work) to do what you want since the Codewarrior dev kit allows similar
types of things to be done (I think.) Floating Worlds has written a
winsock application for the Net Yaroze that may come in handy if you
want to try this.

Mario
--MESSAGE FILE 18061 END: ./2 SCEA/yaroze/freetalk/000001274html.html

--MESSAGE FILE 18062 START: ./2 SCEA/yaroze/freetalk/000001275html.html

Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Kirk Bender <kbender@znet.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose - Pictures
Date: Sat, 20 Mar 1999 16:04:01 -0800
Organization: SCEA News Server
Lines: 24
Message-ID: <36F43771.ED81C43F@znet.com>
References: <7ari6t$erp25@chuka.playstation.co.uk>
NNTP-Posting-Host: scts1-40.znet.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.06 [en] (Win98; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1275
scee.yaroze.freetalk.english:3812

Well, a good time was had by all (me anyway) at the GDC,
I couldn't get in to see Miyamoto with my starter pass,
so I saw the IMAX Everest film at the tech museum around
the corner-- wow.
Lunch wasn't provided with my cheapo pass either, but this
turned out to be OK, as the GDC lunches every day
were cold mass produced plastic box things. I instead walked
downtown and had a couple of incredibly good tacos at Mucho's.
Too bad no entries in the Independent game festival were
yaroze, but some interesting things, nevertheless.
I saw the Playstation 2-- wow.

I met Robert and Scott briefly but unfortunately our
schedules weren't compatible to spend more time together.
I took some snapshots of the show, they're on my page at

http://sj.znet.com/~kbender/gallery/gdc99/gdc99.htm

kirk
--

Kirk Bender kbender@znet.com http://sj.znet.com/~kbender
http://www.scea.sony.com/net/yaroze/pages/kbender.html
--MESSAGE FILE 18062 END: ./2 SCEA/yaroze/freetalk/000001275html.html

--MESSAGE FILE 18063 START: ./2 SCEA/yaroze/freetalk/000001276html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Nathan Miller" <kiryu@aol.com>
Newsgroups: scea.yaroze.freetalk
Subject: PSX File Server
Date: Sat, 20 Mar 1999 19:39:29 -0600
Organization: SCEA News Server
Lines: 31
Message-ID: <7d1imf$r2o4@scea>
NNTP-Posting-Host: 208-221-162.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I am developing a file server for the Yaroze that will replace SIOCONS and I
have a few questions on exactely how people would like the system to work.
The concept is that you load your executable file and a file containing a
list of files to load. You use this list file (with a pfs extension) to
load in a list of files for each level or whatever. I was thinking of
setting it up to where you just malloc the memory you need, but I can see
that some people may have problems with this if they have existing dynamic

TMD code. So here are a few questions:

1) Would you prefer that the memory is allocated with malloc or by using the existing format (i.e. ship.tim 0x8009000)?

2) Another idea was to allow the loading of additional pfs files per level. That way your origional pfs file can just be a list of pfs files for each level. Do you think this would be a good function?

3) The current plan is to have an output window with no command line. Does anyone feel the need to have a command line? If so, why?

4) Is there anything else you would like from the program?

The program is going to be made for win95/98/NT with Microsoft Developer Studio 4.0. It is currently about 20% done with most of the dreaded com port coding to come! Anyway, you can respond directly to the thread, or you can email me at KiRyu@aol.com. I have worked out a very interesting com method with the help of Kenny Millar (SCEE member). Should work well, I will update as much as possible.

Nathan Miller

--MESSAGE FILE 18063 END: ./2 SCEA/yaroze/freetalk/000001276html.html

--MESSAGE FILE 18064 START: ./2 SCEA/yaroze/freetalk/000001277html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: GDC in San Jose - Pictures
Date: Mon, 22 Mar 1999 10:07:56 -0800
Organization: SCEA News Server
Lines: 29
Message-ID: <36F686FC.F99B74A0@vmlabs.com>
References: <7ari6t$erp25@chuka.playstation.co.uk> <36F43771.ED81C43F@znet.com>
NNTP-Posting-Host: vmlabs42.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1277
scee.yaroze.freetalk.english:3814

Heh. I was in that Microsoft line for much of the time Wednesday and Thursday. I should have done it Tuesday when there were more choices for prizes (and a shorter line).

Ah well, it was good to at least meet you guys. Maybe we'll have a larger turnout for E3?

Scott

> Well, a good time was had by all (me anyway) at the GDC,
> I couldn't get in to see Miyamoto with my starter pass,
> so I saw the IMAX Everest film at the tech museum around
> the corner-- wow.
> Lunch wasn't provided with my cheapo pass either, but this
> turned out to be OK, as the GDC lunches every day
> were cold mass produced plastic box things. I instead walked
> downtown and had a couple of incredibly good tacos at Mucho's.

> Too bad no entries in the Independent game festival were
> yaroze, but some interesting things, nevertheless.
> I saw the Playstation 2-- wow.
>
> I met Robert and Scott briefly but unfortunately our
> schedules weren't compatible to spend more time together.
> I took some snapshots of the show, they're on my page at
>
> http://sj.znet.com/~kbender/gallery/gdc99/gdc99.htm
>
> kirk
--MESSAGE FILE 18064 END: ./2 SCEA/yaroze/freetalk/000001277html.html

--MESSAGE FILE 18065 START: ./2 SCEA/yaroze/freetalk/000001278html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Nathan Miller" <kiryu@aol.com>
Newsgroups: scea.yaroze.freetalk
Subject: Uhhh... Hello?
Date: Wed, 24 Mar 1999 19:32:39 -0600
Organization: SCEA News Server
Lines: 3
Message-ID: <7dc3pq$2si10@scea>
NNTP-Posting-Host: 212-173-213.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Just checking if anyone is looking at these newsgroups?

--MESSAGE FILE 18065 END: ./2 SCEA/yaroze/freetalk/000001278html.html

--MESSAGE FILE 18066 START: ./2 SCEA/yaroze/freetalk/000001279html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Uhhh... Hello?
Date: Wed, 24 Mar 1999 18:03:59 -0800
Organization: SCEA News Server
Lines: 4
Message-ID: <36F9998F.AAF4B22A@vmlabs.com>
References: <7dc3pq$2si10@scea>
NNTP-Posting-Host: vmlabs50.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

Nope ;)

> Just checking if anyone is looking at these newsgroups?
--MESSAGE FILE 18066 END: ./2 SCEA/yaroze/freetalk/000001279html.html

--MESSAGE FILE 18067 START: ./2 SCEA/yaroze/freetalk/000001280html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Uhhh... Hello?
Date: Thu, 25 Mar 1999 04:29:52 GMT
Organization: L4 Software

Lines: 8
Message-ID: <36f9bbb8.44325943@205.149.189.29>
References: <7dc3pq$2si10@scea>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452

I am.

On Wed, 24 Mar 1999 19:32:39 -0600, "Nathan Miller" <kiryu@aol.com>
wrote:

>Just checking if anyone is looking at these newsgroups?
>

--MESSAGE FILE 18067 END: ./2 SCEA/yaroze/freetalk/000001280html.html

--MESSAGE FILE 18068 START: ./2 SCEA/yaroze/freetalk/000001281html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Elliott Lee <tenchi@shell.jps.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Uhhh... Hello?
Date: Wed, 24 Mar 1999 22:21:20 -0800
Organization: SCEA News Server
Lines: 12
Message-ID: <36F9D5E0.B7F34F2C@shell.jps.net>
References: <7dc3pq$2si10@scea>
NNTP-Posting-Host: svalliap-isdn3.cisco.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en

Occassionally.

Nathan Miller wrote:
>
> Just checking if anyone is looking at these newsgroups?

--
Mata ne, ...
- e!   ::'   tenchi@shell.jps.net   '::
  (Protocol)   :: ACiD -/- ACS -/- pHluid -/- Yaroze ::
  (Tenchikun)   ::.   http://www.jps.net/tenchi   .::
                    '''   '''
--MESSAGE FILE 18068 END: ./2 SCEA/yaroze/freetalk/000001281html.html

--MESSAGE FILE 18069 START: ./2 SCEA/yaroze/freetalk/000001282html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Spiller" <sspiller@microsoft.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Uhhh... Hello?
Date: Thu, 25 Mar 1999 12:59:30 -0800
Organization: SCEA News Server
Lines: 8
Message-ID: <7de7uq$2si12@scea>
References: <7dc3pq$2si10@scea>
NNTP-Posting-Host: tide79.microsoft.com
X-Priority: 3

X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

Lurkers of the world, unite!

Nathan Miller <kiryu@aol.com> wrote in message news:7dc3pq$2si10@scea...
> Just checking if anyone is looking at these newsgroups?
>
>

--MESSAGE FILE 18069 END: ./2 SCEA/yaroze/freetalk/000001282html.html

--MESSAGE FILE 18070 START: ./2 SCEA/yaroze/freetalk/000001283html.html
Path: chuka.playstation.co.uk!scea!NewsWatcher!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Uhhh... Hello?
Date: Thu, 25 Mar 1999 22:41:05 -0500
Organization: Wooden Tulip Ltd.
Lines: 11
Message-ID: <developer-2503992241060001@192.168.0.1>
References: <7dc3pq$2si10@scea> <7de7uq$2si12@scea>
NNTP-Posting-Host: pro1-163.barrie.connex.net

> Lurkers of the world, unite!
> Nathan Miller <kiryu@aol.com> wrote in message news:7dc3pq$2si10@scea...
> > Just checking if anyone is looking at these newsgroups?

Time to drop the proverbial bomb...
Not that anyone will be there to notice.

I watch every 3-4 days.

I fried my notebook, trouble was, it didn't taste as good with Ketchup...
-sean
--MESSAGE FILE 18070 END: ./2 SCEA/yaroze/freetalk/000001283html.html

--MESSAGE FILE 18071 START: ./2 SCEA/yaroze/freetalk/000001284html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <rprince@dircon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Question for Tech Support
Date: Sat, 27 Mar 1999 01:09:32 -0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <7dhb6e$lmc10@chuka.playstation.co.uk>
References: <7cvbh7$r2o3@scea> <36f3a2a3.913884@205.149.189.29>
NNTP-Posting-Host: th-en137-027.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1284
scee.yaroze.freetalk.english:3833

> As you have already surmised, SIOCONS is still running when your
> application (game) is running. It should be possible (it'd be a lot of
> work) to do what you want since the Codewarrior dev kit allows similar
> types of things to be done (I think.) Floating Worlds has written a

> winsock application for the Net Yaroze that may come in handy if you
> want to try this.
>
> Mario

Any link to Floating Worlds?

--MESSAGE FILE 18071 END: ./2 SCEA/yaroze/freetalk/000001284html.html

--MESSAGE FILE 18072 START: ./2 SCEA/yaroze/freetalk/000001285html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Question for Tech Support
Date: Sat, 27 Mar 1999 02:39:22 GMT
Organization: L4 Software
Lines: 28
Message-ID: <36fc436d.46832056@205.149.189.29>
References: <7cvbh7$r2o3@scea> <36f3a2a3.913884@205.149.189.29>
<7dhb6e$lmc10@chuka.playstation.co.uk>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1285
scee.yaroze.freetalk.english:3834

On Sat, 27 Mar 1999 01:09:32 -0000, "Rikki Prince"
<rprince@dircon.co.uk> wrote:

>
>> As you have already surmised, SIOCONS is still running when your
>> application (game) is running. It should be possible (it'd be a lot of
>> work) to do what you want since the Codewarrior dev kit allows similar
>> types of things to be done (I think.) Floating Worlds has written a
>> winsock application for the Net Yaroze that may come in handy if you
>> want to try this.
>>
>> Mario
>
>Any link to Floating Worlds?

First, I've been informed by Sony that my answer above is wrong. The
correct answer is: SIOCONS gives control over to the executable
application, and therefore would not be able to accept any commands
until the application finishes.

Sorry for any confusion I may have caused.

And second, Floating World Creations can be found in the Yaroze Member
index under "F" or you can go to:

http://www.scea.sony.com/net/yaroze/pages/jblack.html

Mario
--MESSAGE FILE 18072 END: ./2 SCEA/yaroze/freetalk/000001285html.html

--MESSAGE FILE 18073 START: ./2 SCEA/yaroze/freetalk/000001286html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>

Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: E3?
Date: Mon, 29 Mar 1999 12:05:23 -0800
Organization: SCEA News Server
Lines: 3
Message-ID: <36FFDD03.3351A1F0@vmlabs.com>
NNTP-Posting-Host: vmlabs74.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3851
scea.yaroze.freetalk:1286

So is it too early to ask who's going to E3?

Scott
--MESSAGE FILE 18073 END: ./2 SCEA/yaroze/freetalk/000001286html.html

--MESSAGE FILE 18074 START: ./2 SCEA/yaroze/freetalk/000001287html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: check this out
Date: Mon, 29 Mar 1999 16:18:18 -0500
Organization: SCEA News Server
Lines: 20
Message-ID: <36FFEE1A.AFDC82FC@datasys.net>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 594.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1287
scee.yaroze.freetalk.english:3852

BloodShed is coming along very well... I've put alot of work into it.
There's now some very preliminary AI routines implemented, so you can
now play the game without a friend. Anyway, I think it's worth checking
out. It's nowhere near finished, but you owe it to yourself to give it a
try. Yeah. That's it. :P

This is Version 0.03.0. It might take a while for the european mirrors
to be updated, so just make sure that the version you download is
version 0.03.0.

SCEA:
http://www.scea.sony.com/net/yaroze/pages/ftp/rquattlebaum/blodntsc.zip
http://www.scea.sony.com/net/yaroze/pages/ftp/rquattlebaum/blodpal.zip
SCEE:
http://www.netyaroze-europe.com/yaroze_scea/pages/ftp/rquattlebaum/blodntsc.zip
http://www.netyaroze-europe.com/yaroze_scea/pages/ftp/rquattlebaum/blodpal.zip

Tell me what ye thinkith.

'darco
--MESSAGE FILE 18074 END: ./2 SCEA/yaroze/freetalk/000001287html.html

--MESSAGE FILE 18075 START: ./2 SCEA/yaroze/freetalk/000001288html.html
Path: chuka.playstation.co.uk!news

From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: E3?
Date: Tue, 30 Mar 1999 11:14:39 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7dq80n$mtg6@chuka.playstation.co.uk>
References: <36FFDD03.3351A1F0@vmlabs.com>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3858
scea.yaroze.freetalk:1288

Scott Cartier wrote in message <36FFDD03.3351A1F0@vmlabs.com>...
>So is it too early to ask who's going to E3?

If you can persuade the source of my wealth (i.e. my mother) to pay then
I'll be there. Just say it is for educational use <g>

Bob
298rcs@tay.ac.uk

>
>Scott

--MESSAGE FILE 18075 END: ./2 SCEA/yaroze/freetalk/000001288html.html

--MESSAGE FILE 18076 START: ./2 SCEA/yaroze/freetalk/000001289html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: E3?
Date: Tue, 30 Mar 1999 20:35:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <7dr8te$mtg10@chuka.playstation.co.uk>
References: <36FFDD03.3351A1F0@vmlabs.com>
NNTP-Posting-Host: dialup137-33.saqnet.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3863
scea.yaroze.freetalk:1289

Scott Cartier wrote in message <36FFDD03.3351A1F0@vmlabs.com>...
>So is it too early to ask who's going to E3?

If it wasn't for the niggly problem of finals, I'd certainly be there.
Lastminute.com -> flights to LA from under 200 quid :)

As for accomodation, I'm sure I could arrange some place to crash. The
Loonygames guys are pretty friendly.

Anyway, I'm dreaming. It's a shame - I'll be in the US for a month from
early June, so i'm just missing it. Grrr. At least I'll get to see Star Wars
early out of it...

Nick F
---
www.saqnet.co.uk/users/nickf
www.loonygames.com

www.netyaroze-europe.com/~rookie1

"They will never get me onto one of
those dreadful starships!"

--MESSAGE FILE 18076 END: ./2 SCEA/yaroze/freetalk/000001289html.html

--MESSAGE FILE 18077 START: ./2 SCEA/yaroze/freetalk/000001290html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: E3?
Date: Tue, 30 Mar 1999 17:11:47 -0500
Organization: SCEA News Server
Lines: 15
Message-ID: <37014C23.73B32AAD@datasys.net>
References: <36FFDD03.3351A1F0@vmlabs.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 342.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3865
scea.yaroze.freetalk:1290

Scott Cartier wrote:
>
> So is it too early to ask who's going to E3?
>

Sorry, I could go if it was going to be in Atlanta this year, but LA is
on the other side of the continent. There's no way I'd be able to afford
it - besides, I've missed enough school days as it is.

I'd really like to go though... Geez... It's gonna rock this year with
all the new hardware that has come out recently.

Someone take pictures for me. :)

'Darco
--MESSAGE FILE 18077 END: ./2 SCEA/yaroze/freetalk/000001290html.html

--MESSAGE FILE 18078 START: ./2 SCEA/yaroze/freetalk/000001291html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Nathan Miller" <kiryu@aol.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.event,scee.yaroze.freetalk
.english
Subject: PLAYSTATION 2 RELEASED!!!!!!!
Date: Thu, 1 Apr 1999 14:26:37 -0600
Organization: SCEA News Server
Lines: 10
Message-ID: <7e0kjr$b4r2@scea>
NNTP-Posting-Host: 98CF30C5.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:124 scea.yaroze.freetalk:1291
scee.yaroze.event:109 scee.yaroze.freetalk.english:3872

www.next-generation.com HAS ANNOUNCED THAT SONY HAS DONE A SURPRISE RELEASE
OF THE PLAYSTATION 2 AND THAT IT SHOULD COME TO THE US IN THE FALL!!!!
THERE ARE 5 GAMES AVAILABLE FOR THE SYSTEM RIGHT NOW!!!!!!!!

CHECK IT OUT FOR ALL OF THE GOOD INFO!!!!!!!!!!

Nathan Miller

--MESSAGE FILE 18078 END: ./2 SCEA/yaroze/freetalk/000001291html.html

--MESSAGE FILE 18079 START: ./2 SCEA/yaroze/freetalk/000001292html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.event,scee.yaroze.freetalk
.english
Subject: Re: PLAYSTATION 2 RELEASED!!!!!!!
Date: Thu, 01 Apr 1999 17:50:04 -0500
Organization: SCEA News Server
Lines: 14
Message-ID: <3703F81C.6D542642@datasys.net>
References: <7e0kjr$b4r2@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 336.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.announce:125 scea.yaroze.freetalk:1292
scee.yaroze.event:111 scee.yaroze.freetalk.english:3875

Nathan Miller wrote:
>
> www.next-generation.com HAS ANNOUNCED THAT SONY HAS DONE A SURPRISE RELEASE
> OF THE PLAYSTATION 2 AND THAT IT SHOULD COME TO THE US IN THE FALL!!!!
> THERE ARE 5 GAMES AVAILABLE FOR THE SYSTEM RIGHT NOW!!!!!!!!
>
> CHECK IT OUT FOR ALL OF THE GOOD INFO!!!!!!!!!!

hehehehehe..... Check out the date man..... April 1st.....

IT'S AN APRIL FOOLS JOKE. hehe!

'Darco
--MESSAGE FILE 18079 END: ./2 SCEA/yaroze/freetalk/000001292html.html

--MESSAGE FILE 18080 START: ./2 SCEA/yaroze/freetalk/000001293html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Nathan Miller" <kiryu@aol.com>
Newsgroups:
scea.yaroze.announce,scea.yaroze.freetalk,scee.yaroze.event,scee.yaroze.freetalk
.english
Subject: PLAYSTATION 2
Date: Thu, 1 Apr 1999 17:25:57 -0600
Organization: SCEA News Server
Lines: 4
Message-ID: <7e0v43$b4r4@scea>
NNTP-Posting-Host: 98ADA61A.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.announce:126 scea.yaroze.freetalk:1293
scee.yaroze.event:112 scee.yaroze.freetalk.english:3876

Well, I guess I forgot what day it was!!!!!!!!!! Hmmm..... back to
programming!!!!!!!!!

--MESSAGE FILE 18080 END: ./2 SCEA/yaroze/freetalk/000001293html.html

--MESSAGE FILE 18081 START: ./2 SCEA/yaroze/freetalk/000001294html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Ed Federmeyer" <fedeedw@charlie.cns.iit.edu>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Uhhh... Hello?
Date: Fri, 2 Apr 1999 10:08:25 -0600
Organization: Ed Federmeyer
Lines: 8
Message-ID: <7e2ptn$b4r5@scea>
References: <7dc3pq$2si10@scea>
NNTP-Posting-Host: charlie.cns.iit.edu
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Nathan Miller wrote in message <7dc3pq$2si10@scea>...
>Just checking if anyone is looking at these newsgroups?

I am!
EdF

--MESSAGE FILE 18081 END: ./2 SCEA/yaroze/freetalk/000001294html.html

--MESSAGE FILE 18082 START: ./2 SCEA/yaroze/freetalk/000001295html.html
Path: chuka.playstation.co.uk!bell.demon.co.uk!peter
From: Peter Bell <peter@bell.demon.co.uk>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Uhhh... Hello?
Date: Sat, 3 Apr 1999 02:52:52 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <79T5bGA0RXB3Ew4K@bell.demon.co.uk>
References: <7dc3pq$2si10@scea>
NNTP-Posting-Host: bell.demon.co.uk
Mime-Version: 1.0
X-Newsreader: Turnpike (32) Version 4.01 <MQhrEkN4b0zQm7AVupczZl7KUD>

In article <7dc3pq$2si10@scea>, Nathan Miller <kiryu@aol.com> writes
>Just checking if anyone is looking at these newsgroups?

I'm not. I suspect that nobody ever does :-)

Pete
--
Peter Bell
SCSI is *not* magic. There are *fundamental technical reasons* why you
have to sacrifice a young goat to your SCSI chain every now and then.
-- jfw@proteon.com (John Woods)
--MESSAGE FILE 18082 END: ./2 SCEA/yaroze/freetalk/000001295html.html

--MESSAGE FILE 18083 START: ./2 SCEA/yaroze/freetalk/000001296html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Patrick Macdonald <patrickm@cygnus.com>
Newsgroups: scee.yaroze.freetalk.english,scea.yaroze.freetalk
Subject: Re: E3?
Date: Tue, 06 Apr 1999 14:46:52 -0400
Organization: SCEA News Server
Lines: 11
Message-ID: <370A569C.10E051DA@cygnus.com>
References: <36FFDD03.3351A1F0@vmlabs.com>
NNTP-Posting-Host: torture.to.cygnus.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (X11; U; Linux 2.0.31 i686)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scee.yaroze.freetalk.english:3885
scea.yaroze.freetalk:1296

Scott Cartier wrote:
>
> So is it too early to ask who's going to E3?

I'll be there. E3 was exciting last year and
should prove to be very interesting this year.

Patrick

--
Patrick Macdonald - patrickm@cygnus.com
--MESSAGE FILE 18083 END: ./2 SCEA/yaroze/freetalk/000001296html.html

--MESSAGE FILE 18084 START: ./2 SCEA/yaroze/freetalk/000001297html.html
Path: chuka.playstation.co.uk!scea!NewsWatcher!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Yaroze Tickler.
Date: Thu, 08 Apr 1999 22:00:35 -0400
Organization: Wooden Tulip Ltd.
Lines: 54
Message-ID: <developer-0804992201060001@192.168.0.1>
NNTP-Posting-Host: pro1-176.barrie.connex.net

Hi Everyone.

Now that Sony has announced that the PSX 2 is coming later on in 2000,
don't give up on the PSX 1 yet.

Especially us Yaroze folk..

Here is why:

One we have aready spend a considerable amount of money for a PSX that can
A: Play Any Foreign or Domestic game. B: can program using Programming
tools that one can maintain off the internet, and C: we have a Loyal group
of adherents who have done some, and don't do any {like me} continous
programming on a game console.

The Connectix VGS will probably not go away. Since it will emulate the
PSX1 and not the 2.

And it would be cool if Electronic Gaming Monthly would stop bashing
Emulators in General. Enough already, just say that running Emulator

systems with Illegally obtained {CD} OR {EP} ROM software is a bad thing and get on with it.

The ONLY Legally usable emulator system is for the Vectrex.
Hasbro has set an Interesting Precedent with the staff of Smith Engineering and the GPL agreement they have released an Now Out of Production suite of software and Hardware for the enjoyment of Gaming enthusiasts who have the capability of putting together the nessesary data to be able to enjoy the Vectrex system.

Back to the PSX2 and PSX1, the PSX2 will be fully back-ward compatible with PSX1 gaming technology. This is a good thing. We can enjoy our legacy games and Sony has provided a mechanism to do this.

As Yarozers we can leverage this aspect by keeping in the development loop for the Net Yaroze. Sony has been winding down the PSX_NY project since Bill R. and Greg L. had left. They feel that the Yaroze program was a bitt too much too late.

I disagree.

I was pleased that Sony bit the bullet and advertised for me to Join In. I did, and have not looked back. The Yarose and the regular PSX are great learning tools for Gaming enthusiasts.

I would like to ask, if possible, for a census of users who feel that we can still have a viable group effort to expand the Yaroze program to allow Yarozers access to more formidable tools the the existing ones at our disposal.

Reply to this posting, but do not quote it, and give us your feelings on the matter.

-sean
--MESSAGE FILE 18084 END: ./2 SCEA/yaroze/freetalk/000001297html.html

--MESSAGE FILE 18085 START: ./2 SCEA/yaroze/freetalk/000001298html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Tickler.
Date: Mon, 19 Apr 1999 21:10:26 -0400
Organization: SCEA News Server
Lines: 36
Message-ID: <371BD402.CA4F736E@datasys.net>
References: <developer-08049922010600001@192.168.0.1>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 208.206.129.1
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Ouch! No quotes? I'll have to struggle. :)

The fact that the PSX2 will be backwards compatible ensures that the regular PSX platform will remain quite popular and in demand for years to come. This is great news, as it means that we aren't totally outdated.

I have learned so much from my Net Yaroze kit. It has no doubt changed my life. It has given me the skills to become competitive. I have no doubt that if it were not for the Net Yaroze system, then I would have

probably not decided to go into the gaming industry. And look what I've accomplished! I'm hooked. I love this stuff. I can't imagine doing anything else. And isn't that what the Net Yaroze program was for in the first place? To find and nurture new talent? If this is so then it has been a huge success. Dozens of people have gotten great jobs because they had a PSX portfolio under their right arm, and a black playstation under their left.

This is the true goal of the Net Yaroze program. It is the ultimate talent search. A way for people to express themselves and their ideas without worrying about deadlines and marketing statistics.

I don't think we can look forward to expanded set of development libraries. Honestly, I'm doing great with just these. I've just programed a really great 3D sound system that supports stereo sound, and even doppler shifting! It sounds GREAT, and it really sounds 3D!

Which brings me to my point. The lack of depth for the system forces people to find creative ways to work around it's limitations. Once you have mastered this, then you can take the PSX hardware to it's fullest potential when you get hired by a professional company and work on a true-blue pro PSX dev kit.

Well, enough rambling. Any comments?

'darco
--MESSAGE FILE 18085 END: ./2 SCEA/yaroze/freetalk/000001298html.html

--MESSAGE FILE 18086 START: ./2 SCEA/yaroze/freetalk/000001299html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Tickler.
Date: Thu, 22 Apr 1999 15:50:30 +0200
Organization: Debri Productions
Lines: 30
Message-ID: <1dqmwnl.1n8bitfcqhzxyN@[194.151.88.141]>
References: <developer-08049922010600001@192.168.0.1>
<371BD402.CA4F736E@datasys.net>
NNTP-Posting-Host: 194.151.88.141
X-Newsreader: MacSOUP 2.3

Darco <rquat@datasys.net> wrote:

> Ouch! No quotes? I'll have to struggle. :)
>.........
> Well, enough rambling. Any comments?
>
> 'darco

Better quality does not always mean better system! Look at GameBoy vs GameGear, PC vs Mac, PSX vs N64, BetaMax vs VHS, etc...
The better quality of a system can course the next problem;
-More options to use => more options to learn => longer development time
-Higher graphical quality => more detailed graphics => more time

(I must say that low res graphics are time consuming as well)

What happens; Players demand the best quality that can be gotten from a system and games will become that expensive that only large companies can affort to develop games. A lot of original idea's will never see daylight since they won't get a chance.

They will get a chance on the Net Yaroze, but probably a big company
will steal the cool concepts..

But this is all again some views from the glass boll... We'll just have
to see..

Cheers,

DEnnis..
--MESSAGE FILE 18086 END: ./2 SCEA/yaroze/freetalk/000001299html.html

--MESSAGE FILE 18087 START: ./2 SCEA/yaroze/freetalk/000001300html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Tickler.
Date: Fri, 23 Apr 1999 07:52:18 -0400
Organization: SCEA News Server
Lines: 49
Message-ID: <37205EF2.99441328@datasys.net>
References: <developer-08049922010600001@192.168.0.1>
<371BD402.CA4F736E@datasys.net> <1dqmwnl.1n8bitfcqhzxyN@[194.151.88.141]>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 280.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

DEnnis Brinkhuis wrote:
> Better quality does not always mean better system!

True, But.......

> Look at GameBoy vs GameGear,

Battery life of the gamegear sucked. Plus it couldn't fit in your pocket
unless you wore JNCOs.....

> PC vs Mac

Commercialization of the PC lead to its success.

> PSX vs N64

I can sum this up with one word: CD-ROM.

> BetaMax vs VHS, etc...

Allright you got me. BetaMax was better than VHS. I don't know why the
heck VHS became the standard.

> The better quality of a system can course the next problem;
> -More options to use => more options to learn => longer development time
> -Higher graphical quality => more detailed graphics => more time
>
> (I must say that low res graphics are time consuming as well)

True. But that's why you have rendering stations that can punch out all
of those graphics in just a few minutes after a few weeks of modeling.
:)

>

> What happens; Players demand the best quality that can be gotten from a
> system and games will become that expensive that only large companies
> can affort to develop games. A lot of original idea's will never see
> daylight since they won't get a chance.
> They will get a chance on the Net Yaroze, but probably a big company
> will steal the cool concepts..

That's honestly what I'm afraid of for my game, Blaze of Glory. :(I don't mean to sound full of myself, but this game will rock when it's finished. It might not look like anything special now, but the plans that I have for it will make it like no other game on the PSX to date. That I know of anyway. (Curious? Think Pokemon meets Mechwarrior. Even more puzzled? Well, then you'll just have to wait and see. :)

'darco
--MESSAGE FILE 18087 END: ./2 SCEA/yaroze/freetalk/000001300html.html

--MESSAGE FILE 18088 START: ./2 SCEA/yaroze/freetalk/000001301html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Tickler.
Date: Sat, 24 Apr 1999 00:22:43 +0200
Organization: Debri Productions
Lines: 26
Message-ID: <1dqpzph.1acxzoz2ojx06N@a1-88-121.a1.nl>
References: <developer-08049922010600001@192.168.0.1>
<371BD402.CA4F736E@datasys.net> <1dqmwnl.1n8bitfcqhzxyN@[194.151.88.141]>
<37205EF2.99441328@datasys.net>
NNTP-Posting-Host: a1-88-121.a1.nl
X-Newsreader: MacSOUP 2.3

Darco <rquat@datasys.net> wrote:

> > BetaMax vs VHS, etc...
>
> Allright you got me. BetaMax was better than VHS. I don't know why the
> heck VHS became the standard.

In Holland was another system very populair as well, that was V2000 from Philips. This even blew Betamax away. Some friends of mine still use this system and the tapes are still of good quality. The problem with V2000 was that Philips was the only developer of the system and did not want to licence any other company. AND.... Philips did not alow commercial porn on their tapes. In videoshops you could only get "decent" movies on V2000. That realy got V2000 down. So Philips knew that they would have to set a new "format" free on the market the next time, and they did. The actual CD was invented and first developed by Philips.

Anyhow.. I still didn't give you the answer... I don't know Why VHS won..

Cheers,

DEnnis..
--MESSAGE FILE 18088 END: ./2 SCEA/yaroze/freetalk/000001301html.html

--MESSAGE FILE 18089 START: ./2 SCEA/yaroze/freetalk/000001302html.html
Path: chuka.playstation.co.uk!news

From: will atkin <william_atkin@hotmail.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Tickler.
Date: Sat, 24 Apr 1999 12:20:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <3721A8E6.F870DF8C@hotmail.com>
References: <developer-08049922010600001@192.168.0.1>
<371BD402.CA4F736E@datasys.net> <1dqmwnl.1n8bitfcqhzxyN@[194.151.88.141]>
<37205EF2.99441328@datasys.net> <1dqpzph.1acxzoz2ojx06N@a1-88-121.a1.nl>
NNTP-Posting-Host: nat04.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (WinNT; I)

>
>
> Anyhow.. I still didn't give you the answer... I don't know Why VHS
> won..
>
> Cheers,
>
> DEnnis..

I heard a story that it was good 'ol American Football that carried the day for VHS. Turned out that VHS has a setting for Extended Play on the tapes which lengthened the recording time of a two hour tape to 6 hours. Now we all know that football games go over two hours and how important they are to every red-blooded american (usually the same market who is buying the VHS in the firstplace). Joe Public wanted to be able to plop a tape in, set record, and hit the road to do whatever and not have to worry about makin it back on time switch tapes. He was able to get the whole game on one tape and still have room left over for cousin Betsy's wedding. Beta, as far as I know, offers no such option.. hence VHS ruled the day,

Put that in your pipe and smoke it,

Will

--MESSAGE FILE 18089 END: ./2 SCEA/yaroze/freetalk/000001302html.html

--MESSAGE FILE 18090 START: ./2 SCEA/yaroze/freetalk/000001303html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: matth@bellatlantic.net (Matthew Hulett)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Tickler.
Date: Sat, 24 Apr 1999 14:36:34 GMT
Organization: SCEA News Server
Lines: 98
Message-ID: <3721d14e.46257594@news.scea.sony.com>
References: <developer-08049922010600001@192.168.0.1>
NNTP-Posting-Host: client-119-19.bellatlantic.net
X-Newsreader: Forte Free Agent 1.11/32.235

On Thu, 08 Apr 1999 22:00:35 -0400, developer@woodentulip.com (Sean Kennedy) wrote:

>Hi Everyone.

   Hi Sean, I have not stopped by in a bit. Have you read the actual performance stats on the Emotion Engine for PSX II? Wow... 100 times more powerful than PSX 1. Impressive. Nintendo sure did piss someone

off at Sony real bad back in 1994.

>Now that Sony has announced that the PSX 2 is coming later on in 2000,
>don't give up on the PSX 1 yet.
>
>Especially us Yaroze folk..

I have always tried to make the point that Digipen students work on 16-bit Super Nintendo systems. We are learning great skills, on a system capable of producing great games. What more could people want?
I suspect, the swift intelligent folk at Sony will create a development environment for PSX II that is as similar to PSX I as possible, to enable the easiest transference of skills, and the quickest production of quality titles. A lesson Sega STILL has not learned. Slap 'em silly Sony.

>Back to the PSX2 and PSX1, the PSX2 will be fully back-ward compatible
>with PSX1 gaming technology. This is a good thing. We can enjoy our legacy
>games and Sony has provided a mechanism to do this.

Thank you Sony, I was hoping they would do this. Be damned, the concern that developers will develop to the lowest common denominator.

>As Yarozers we can leverage this aspect by keeping in the development loop
>for the Net Yaroze. Sony has been winding down the PSX_NY project since
>Bill R. and Greg L. had left. They feel that the Yaroze program was a bitt
>too much too late.

This is the paragraph that peeked my attention. Bill and Greg left the program practically when it started. Essentially, you could start ordering your yaroze in 5/97. They left Sony in August of '97. It would be accurate to state they were gone after five months, and not much was happening, besides lots of chatter, in that time.
I would like to inquire as to your sourcing for your last comment concerning the "too much, too late" statement. I find that interesting, and I wonder from where it came. It appears to have a misty meaning behind it... I mean, would things have been utopian if the program had started a year earlier? Would we have somehow benefitted more? Or, did Sony bite off more than they were willing to chew? Hence, the rather hands-off atmosphere that they appear to take towards the program.

>I disagree.

So do I. I can envision a number of things that would increase productivity, but I have stated all that stuff before. Now, I do what I please, and don't pay much attention to what goes on with the "community".

>I was pleased that Sony bit the bullet and advertised for me to Join In.
>I did, and have not looked back. The Yarose and the regular PSX are great
>learning tools for Gaming enthusiasts.

Bite the bullet? I am not trying to be disagreeable, but Sony made money here. And, cornered a lot of young people into their development environment. I don't see the sacrifice on the part of Sony. This program does not ask a great deal of Sony, it is very low maintenance. Which is why I will be very angry if they cancel our web support after Jan. 2000.
Are you listening Sony? If you do decide to cancel our web activities, at the very least, take all the good information and files available on the website, and charge us a fair fee for a CD Rom.
I have been considering buying a CD-RW just for this purpose.

It would be far better if you charged us a nominal fee to continue participation, said fee based on interest, and your minimal activities.
   If we had that info on CD, we could easily set up a usenet discussion group. We could even replicate the entire newsgroup structure, if we chose.

>I would like to ask, if possible, for a census of users who feel that we >can still have a viable group effort to expand the Yaroze program to allow >Yarozers access to more formidable tools the the existing ones at our >disposal.

   If it hasn't happened by now, I don't think it will. Who knows what goes on behind the scenes, and why? No one tells us very much. We aren't in the loop. Sure would be interesting if we were.
   We did alright for $750, I do not think tool updates are coming.

>Reply to this posting, but do not quote it, and give us your feelings on >the matter.

   Oh, did I quote you? Oops. :-)

>-sean

-Matt, who is wondering why NG is so quiet and mute about FFVIII...

--MESSAGE FILE 18090 END: ./2 SCEA/yaroze/freetalk/000001303html.html

--MESSAGE FILE 18091 START: ./2 SCEA/yaroze/freetalk/000001304html.html
Path: chuka.playstation.co.uk!macsuppor
From: macsuppor@a1.nl (DEnnis Brinkhuis)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Tickler.
Date: Mon, 26 Apr 1999 13:02:04 +0200
Organization: Debri Productions
Lines: 6
Message-ID: <1dqs0ea.ybzrm04xjrxwN@a1-88-112.a1.nl>
References: <developer-08049922010600001@192.168.0.1>
<371BD402.CA4F736E@datasys.net> <1dqmwnl.1n8bitfcqhzxyN@[194.151.88.141]>
<37205EF2.99441328@datasys.net> <1dqpzph.1acxzoz2ojx06N@a1-88-121.a1.nl>
<3721A8E6.F870DF8C@hotmail.com>
NNTP-Posting-Host: a1-88-112.a1.nl
X-Newsreader: MacSOUP 2.3

I like these kind of tales. A soccergame (populair in Holland) takes 2 times 45 minutes so Betamax would be no problem.

Cheers,

DEnnis..
--MESSAGE FILE 18091 END: ./2 SCEA/yaroze/freetalk/000001304html.html

--MESSAGE FILE 18092 START: ./2 SCEA/yaroze/freetalk/000001305html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Dennis Payne <dulsi@identicalsoftware.com>
Newsgroups: scea.yaroze.freetalk
Subject: Import suggestions
Date: Mon, 26 Apr 1999 22:56:21 -0400
Organization: Identical Software
Lines: 7
Message-ID: <37252755.649C1779@identicalsoftware.com>
NNTP-Posting-Host: 207.60.36.51

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (X11; I; Linux 2.0.35 i486)

I was wondering if anyone had any suggestions of good Japan action games that aren't coming out in the USA. I'm interested in trying out the ability to play imports but don't know what to get. I can't read Japanese so RPG are out.

Dennis Payne
dulsi@identicalsoftware.com
--MESSAGE FILE 18092 END: ./2 SCEA/yaroze/freetalk/000001305html.html

--MESSAGE FILE 18093 START: ./2 SCEA/yaroze/freetalk/000001306html.html
Path: chuka.playstation.co.uk!scea!NewsWatcher!user
From: developer@woodentulip.com (Sean Kennedy)
Newsgroups: scea.yaroze.freetalk
Subject: Re: Yaroze Tickler.
Date: Tue, 27 Apr 1999 00:58:44 -0400
Organization: Wooden Tulip Ltd.
Lines: 92
Message-ID: <developer-2704990058440001@192.168.0.1>
References: <developer-0804992201060001@192.168.0.1>
<371BD402.CA4F736E@datasys.net> <1dqmwnl.1n8bitfcqhzxyN@[194.151.88.141]>
<37205EF2.99441328@datasys.net> <1dqpzph.1acxzoz2ojx06N@a1-88-121.a1.nl>
<3721A8E6.F870DF8C@hotmail.com> <1dqs0ea.ybzrm04xjrxwN@a1-88-112.a1.nl>
NNTP-Posting-Host: pro1-170.barrie.connex.net

> I like these kind of tales. A soccergame (populair in Holland) takes 2
> times 45 minutes so Betamax would be no problem.
> Cheers, DEnnis..
VHS/Beta:
Yep, that sums it up pretty much.

VHS was VERY popular in the USA bacuse of 2 things: Football and TV movies.

6 hours got 2 NBC/CBS/ABC/FOX movies in a neat package.

BetaMAX did live video to kill, and VHS could not.

Europeans liked Beta due to High PAL quality. VHS never really got the 50 Hz right without jitter.

VHS kicked Beta Butt due to the ease of repair. 20 minutes ranther than 2_1/2 hours.

Pc Vs Mac:
An interesting article for Macs VS PC's {Sean runs to find nearest raincoat...} it was from a PC Performance gamer looking at the PC Vs Mac thing, and how surprised he was at the Mac people for not "Rubbing" it in the face of PC people when Apple made its comeback.

Considering he never REALLY understood why it was in the first place that Mac People got so excited about in the first place.

Then he heard that ID Software was puting its Quake 3 on-line system to support its MacOS gaming platform technology rather than PC's.

I think it was a Personal thing to like a Charismatic Zealot {Steve Jobs} rather than an Untrustworthy snake/oil *!* aHEM!@ ah err... Computer Nerd Salesman {A man who will remain namelessly BILL GATES} .

Besides Who other than Volkswagen, can re-introduce a closed system and sell more than PC's

I guess it is a question of Who do you Trust...

Finally the Mysticism about Yaroze.
Yes SCEA found out that the Yaroze pilot gave them a lead-in with Development branding.
Trouble is: they did not expect the "zealotry" as was found here and in the UK.
We were like the "Better-ones" or Mac people when it came to PSX stuff.
We quickly found the limits of the platform in terms of Raw power and the tools.
When we asked for more, and the 4 key personell that got it off the ground left what could Sony do.?

Very Little.

Sony didn't want to throw out the baby with the bathwater. So they kept a cool approach to the NY dev enviroment, and allowed us to do our own thing.
In retrospect, this was better then getting our hopes up and then Dashing them at the end.. Now we still have hope in the works. [PSX1 compatible with PSX2]

I am a bit more "Rah Rah" kind of developer. Apple gives us something to aspire to, an so does Microsoft {Oddly Enough When it is Software} and a few other platform developers. 3Com and PalmPilot anyone?

This was a Big Beef for me Until I heard about the SCEA and SONY Consumer re-org of the WHOLE Company. That was really the main reason why the Yaroze was left to wither a bit in the wind for so long. I really have to eat some Crow and say that J. Patton does the best he can. {Although I would still like to see an occasional bit of text to keep us "Stirred" }
As of late I haven't done much of anything with any of my Dev systems. I just lost the capacity to do it when I am teaching. {Different focus of education} It will come back to me around the mid-part-of-may as usual...

P.S. At Humber College there is a Workshop offered by the Humber School for Writers. It is an educational course in "Writing for Animation"

It is put on by the Best 2 Schools in the province in their respective areas:

Sheridan College for the Animation Education.
Humber College for the Writers School.

http://www.humberc.on.ca/~writers/animation/index.html

Check it out.

Meanwhile I am saving money to speak at a Presentation in Reston, Virginia.
So I will not be attending E3 in L.A. this year. :(((

-ttfn
-sean
--MESSAGE FILE 18093 END: ./2 SCEA/yaroze/freetalk/000001306html.html

--MESSAGE FILE 18094 START: ./2 SCEA/yaroze/freetalk/000001307html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>

Newsgroups: scea.yaroze.freetalk
Subject: IGN PSX
Date: Tue, 27 Apr 1999 13:52:39 -0700
Organization: SCEA News Server
Lines: 30
Message-ID: <37262397.E2C6ED7E@vmlabs.com>
NNTP-Posting-Host: vmlabs38.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

In today's Q&A, a Yaroze member TreyTable asked if there'll be a Net Yaroze 2. Here's the text:

> Q:
> Springs? Mod Chips? Who cares. Those are for lamers anyway. I play imports like a man, on a Net Yaroze. So my question is, do you think there's a snowball's chance in hell that there will be a Net Yaroze 2 to go along with the PlayStation 2?
>
> TreyTable
>
> A:
> It's unlikely, since the Net Yaroze project was kind of a disappointment for Sony. They quietly let it die. They'll probably look into it again for the next PlayStation, but judging by the reception of the original Net Yaroze in the US, they'll probably turn it down. That's just a guess, though.

For one thing, TT, think you can tone down the elitism next time?

Anyway, it seems they think the Yaroze community is dead. Guess they've never heard of the cover disks for UK mags. Maybe if we had an equivalent venue in the U.S. to show our games they'd think otherwise. <deep breath> Must...not...start...rant...

Scott
--MESSAGE FILE 18094 END: ./2 SCEA/yaroze/freetalk/000001307html.html

--MESSAGE FILE 18095 START: ./2 SCEA/yaroze/freetalk/000001308html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk
Subject: Re: IGN PSX
Date: Tue, 27 Apr 1999 18:19:53 -0400
Organization: SCEA News Server
Lines: 13
Message-ID: <37263809.D4F9264B@datasys.net>
References: <37262397.E2C6ED7E@vmlabs.com>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 293.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)

Scott Cartier wrote:

>
> For one thing, TT, think you can tone down the elitism next time?
>
> Anyway, it seems they think the Yaroze community is dead. Guess
> they've never heard of the cover disks for UK mags. Maybe if we had
> an equivalent venue in the U.S. to show our games they'd think
> otherwise. <deep breath> Must...not...start...rant...
>

I'll give them something to talk about. In a few months. Just wait.

'Darco
--MESSAGE FILE 18095 END: ./2 SCEA/yaroze/freetalk/000001308html.html

--MESSAGE FILE 18096 START: ./2 SCEA/yaroze/freetalk/000001309html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk
Subject: FGN Online
Date: Thu, 29 Apr 1999 09:39:12 -0700
Organization: SCEA News Server
Lines: 25
Message-ID: <37288B30.9DF8420B@vmlabs.com>
NNTP-Posting-Host: vmlabs51.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

From FGN Online this morning. Note the last sentence:

   New PSX2 Info?

   PlayStation: According to the Gaming Intelligence
   Agency, Phil Harrison, vice president of third-party
   relations and research and development for SCEA,
   recently visited Stanford University to demo the next
   generation PlayStation for a group of electrical
   engineering students. Harrison informed that the
   machine already had "two of three components
   necessary for DVD playback. A DVD drive and an
   MPEG-2 decoder." The third component was a
   "software interface," which Sony is working on but
   has not announced and will not be announced for a
   while. He then confirmed PlayStation 2 will support
   an "enhanced memory card, as well as additional
   media options." Harrison also said that Sony was
   "strongly considering" extending the Yaroze program
   to its new machine.

While recently I have been doubting FGN Online's journalistic integrity,
this still gives us hope.

Scott
--MESSAGE FILE 18096 END: ./2 SCEA/yaroze/freetalk/000001309html.html

--MESSAGE FILE 18097 START: ./2 SCEA/yaroze/freetalk/000001310html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <BitSlap_Software@bigfoot.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: FGN Online

Date: Thu, 29 Apr 1999 20:35:39 -0400
Organization: SCEA News Server
Lines: 42
Message-ID: <7gatul$2mq2@scea>
References: <37288B30.9DF8420B@vmlabs.com>
NNTP-Posting-Host: sud-tcs1-port98.vianet.on.ca
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

I was pretty excited about this announcement as well....
This is not made up.... It is also on Standford's website..

http://www.stanford.edu/class/ee380/lect05.html

Seems legit...

I will start a new thread to show support for the Net Yaroze 2 project.
Please add your comments to the thread and hopefully we can help make Sony's
decision.

Steve Tolin

Scott Cartier <scartier@vmlabs.com> wrote in message
news:37288B30.9DF8420B@vmlabs.com...
> From FGN Online this morning. Note the last sentence:
>
>   New PSX2 Info?
>
>   PlayStation: According to the Gaming Intelligence
>   Agency, Phil Harrison, vice president of third-party
>   relations and research and development for SCEA,
>   recently visited Stanford University to demo the next
>   generation PlayStation for a group of electrical
>   engineering students. Harrison informed that the
>   machine already had "two of three components
>   necessary for DVD playback. A DVD drive and an
>   MPEG-2 decoder." The third component was a
>   "software interface," which Sony is working on but
>   has not announced and will not be announced for a
>   while. He then confirmed PlayStation 2 will support
>   an "enhanced memory card, as well as additional
>   media options." Harrison also said that Sony was
>   "strongly considering" extending the Yaroze program
>   to its new machine.
>
> While recently I have been doubting FGN Online's journalistic integrity,
> this still gives us hope.
>
> Scott

--MESSAGE FILE 18097 END: ./2 SCEA/yaroze/freetalk/000001310html.html

--MESSAGE FILE 18098 START: ./2 SCEA/yaroze/freetalk/000001311html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <BitSlap_Software@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Net Yaroze 2 ? Please.
Date: Thu, 29 Apr 1999 20:44:56 -0400
Organization: SCEA News Server
Lines: 20

Message-ID: <7gaug1$2mq3@scea>
NNTP-Posting-Host: sud-tcs1-port98.vianet.on.ca
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1311
scee.yaroze.freetalk.english:3934

As most of you are probably aware there are some rumors and some
confirmations about Net Yaroze 2.

The latest comes from http://www.gaming-intelligence.com/news/n990428f.html
with news from Phil Harrision about the possibilities of a Net Yaroze 2 at a
development press conference at Stanford University.

I'm hoping that the support of current Net Yaroze members will influence
Sony's decision to proceed with a follow up program.

If you plan on continuing with the next Yaroze and would like Sony to know
about it please add your name and comments to this thread.

Steve Tolin SCEA Member

--MESSAGE FILE 18098 END: ./2 SCEA/yaroze/freetalk/000001311html.html

--MESSAGE FILE 18099 START: ./2 SCEA/yaroze/freetalk/000001312html.html
Path: chuka.playstation.co.uk!news
From: "Johan MacLeod" <j-mac@lineone.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Fri, 30 Apr 1999 03:32:18 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <7gb4po$ftl5@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: host5-99-60-227.btinternet.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1312
scee.yaroze.freetalk.english:3935

>>If you plan on continuing with the next Yaroze and would like Sony to know
>>about it please add your name and comments to this thread.

    Yup, I'm definitely interested in yaroze 2. I would get one if Sony
decide to release it. All that lovely new hardware, yummy!

Mac
j-mac@lineone.net

--MESSAGE FILE 18099 END: ./2 SCEA/yaroze/freetalk/000001312html.html

--MESSAGE FILE 18100 START: ./2 SCEA/yaroze/freetalk/000001313html.html

Path: chuka.playstation.co.uk!news
From: Tom <tm7130@bristol.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Fri, 30 Apr 1999 09:28:47 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <372969BF.52A@bristol.ac.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: n73.fen.bris.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1313
scee.yaroze.freetalk.english:3936

Steve Tolin wrote:
>
> If you plan on continuing with the next Yaroze and would like Sony to know
> about it please add your name and comments to this thread.

Well I certainly wouldn't say no, the EE looks pretty cool and with all
that processing power, I could write as badly coded routines as like ;-)

Cheers,

    Tom

I hope existing members would get a discount!
--MESSAGE FILE 18100 END: ./2 SCEA/yaroze/freetalk/000001313html.html

--MESSAGE FILE 18101 START: ./2 SCEA/yaroze/freetalk/000001314html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Fri, 30 Apr 1999 09:57:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 16
Message-ID: <7gbr2m$ftl6@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1314
scee.yaroze.freetalk.english:3937

"Harrison said that, given the machine's popularity, Sony was looking to
eventually support non-gaming industries and academia with hardware and
APIs"

I think this has to be the most intresting bit in the article. Great for us
at Uni <g>

Bob
Robert Shand
Class Rep - First Year BSc Computer Games Technology
University of Abertay-Dundee
298rcs@tay.ac.uk

--MESSAGE FILE 18101 END: ./2 SCEA/yaroze/freetalk/000001314html.html

--MESSAGE FILE 18102 START: ./2 SCEA/yaroze/freetalk/000001315html.html
Path: chuka.playstation.co.uk!news
From: Javier Ventoso <javier0003@mundivia.es>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Fri, 30 Apr 1999 15:02:05 +0200
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <3729A9CD.6A7433C8@mundivia.es>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: info1955520412.mundivia.es
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1315
scee.yaroze.freetalk.english:3939

Yaroze 2... umm... YES!, I want one!

And it would be great if Sony give us hardware docs to code
low-level functions in assembler. But maybe (with that
"megafastersuperhardware") wouldn't be necessary, would be?

Xavi.

--MESSAGE FILE 18102 END: ./2 SCEA/yaroze/freetalk/000001315html.html

--MESSAGE FILE 18103 START: ./2 SCEA/yaroze/freetalk/000001316html.html
Path: chuka.playstation.co.uk!news
From: Mark Green <Mark.Green@reading.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Fri, 30 Apr 1999 14:06:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <3729AADA.491DE75@reading.ac.uk>
References: <7gaug1$2mq3@scea> <3729A9CD.6A7433C8@mundivia.es>
NNTP-Posting-Host: ssfmse3.rdg.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (WinNT; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1316
scee.yaroze.freetalk.english:3940

Javier Ventoso wrote:
>
> Yaroze 2... umm... YES!, I want one!
> And it would be great if Sony give us hardware docs to code
> low-level functions in assembler. But maybe (with that
> "megafastersuperhardware") wouldn't be necessary, would be?

  I'd definately want to get a Yaroze 2. Although a lot of good points
have been made here regarding the fact that existing projects haven't

exploited the existing Yaroze to its fullest, the Yaroze has been effective at enabling people who had not previously attempted anything like that to gain experience of console development. (I don't know if this is common, but whenever I program Yaroze stuff, I'm hardly ever thinking of actually attempting to write a game, but just "I wonder if I can do <suchandsuch-an-effect-or-whatever>"...)

When the PSX2 supersedes the PSX, a similar way of gaining experience at PSX2 coding will be extremely valuable - PSX1 experience will be of limited applicability.

One other - slightly OT - note. When the PocketStation comes out in this country, will Yarozers ever get the libraries for it?
--MESSAGE FILE 18103 END: ./2 SCEA/yaroze/freetalk/000001316html.html

--MESSAGE FILE 18104 START: ./2 SCEA/yaroze/freetalk/000001317html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Fri, 30 Apr 1999 14:00:56 +0000
Organization: Data Uncertain
Lines: 16
Message-ID: <3729B798.1EFE9DE8@hinge.mistral.co.uk>
References: <7gaug1$2mq3@scea> <3729A9CD.6A7433C8@mundivia.es>
NNTP-Posting-Host: d3-s4-160-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (X11; I; Linux 2.2.0 i586)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1317
scee.yaroze.freetalk.english:3941

Javier Ventoso wrote:
>
> Yaroze 2... umm... YES!, I want one!
>
> And it would be great if Sony give us hardware docs to code
> low-level functions in assembler. But maybe (with that
> "megafastersuperhardware") wouldn't be necessary, would be?

They didn't even do that for the pro's on the original PSX, they're even less likely to do it for PSX2 - esp. given the situation with emulators (and the existence of a PSX2 emulator already).

> Xavi.

Craig.
--MESSAGE FILE 18104 END: ./2 SCEA/yaroze/freetalk/000001317html.html

--MESSAGE FILE 18105 START: ./2 SCEA/yaroze/freetalk/000001318html.html
Path: chuka.playstation.co.uk!news
From: David T Johnston <johnstdt@dcs.gla.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sat, 01 May 1999 10:46:01 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <372ACD59.2C43@dcs.gla.ac.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: carlisle.dcs.gla.ac.uk
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.0 (X11; I; SunOS 5.5.1 sun4m)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1318
scee.yaroze.freetalk.english:3942

I would definately be getting a Yaroze 2 if they released one. Put my
name down!

David Johnston
--MESSAGE FILE 18105 END: ./2 SCEA/yaroze/freetalk/000001318html.html

--MESSAGE FILE 18106 START: ./2 SCEA/yaroze/freetalk/000001319html.html
Path: chuka.playstation.co.uk!news
From: "pete.black" <pete.black@eidosnet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sun, 02 May 1999 11:32:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <372C29C6.4BA9941C@eidosnet.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: tnt-3-200.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1319
scee.yaroze.freetalk.english:3946

Net Yaroze II
    Ummmm yes please!
    All that power!
    And if there are going to be limited numbers can existing members have
preference?

Steve Tolin wrote:

> As most of you are probably aware there are some rumors and some
> confirmations about Net Yaroze 2.
>
> The latest comes from http://www.gaming-intelligence.com/news/n990428f.html
> with news from Phil Harrision about the possibilities of a Net Yaroze 2 at a
> development press conference at Stanford University.
>
> I'm hoping that the support of current Net Yaroze members will influence
> Sony's decision to proceed with a follow up program.
>
> If you plan on continuing with the next Yaroze and would like Sony to know
> about it please add your name and comments to this thread.
>
> Steve Tolin   SCEA Member

--MESSAGE FILE 18106 END: ./2 SCEA/yaroze/freetalk/000001319html.html

--MESSAGE FILE 18107 START: ./2 SCEA/yaroze/freetalk/000001320html.html
Path: chuka.playstation.co.uk!news
From: "Nigel Critten" <Nigel@gameware.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sun, 2 May 1999 13:16:08 +0100

Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <7ghfju$piv5@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: gameware.demon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1320
scee.yaroze.freetalk.english:3947

I think it's fairly obvious we all want a Net Yaroze 2

I certainly do, especially if we can hook it up to the PC/Mac using USB or FireWire.

Nigel

--MESSAGE FILE 18107 END: ./2 SCEA/yaroze/freetalk/000001320html.html

--MESSAGE FILE 18108 START: ./2 SCEA/yaroze/freetalk/000001321html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: mperdue@l4software.com (Mario Perdue)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sun, 02 May 1999 15:15:12 GMT
Organization: L4 Software
Lines: 4
Message-ID: <372c6bdc.2567305@205.149.189.29>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: firewall-ext.hrtc.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.452
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1321
scee.yaroze.freetalk.english:3948

I may just be stating the obvious here, but I want one.

Mario

--MESSAGE FILE 18108 END: ./2 SCEA/yaroze/freetalk/000001321html.html

--MESSAGE FILE 18109 START: ./2 SCEA/yaroze/freetalk/000001322html.html
Path: chuka.playstation.co.uk!news
From: "Warren Khan" <warren@nelson.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sun, 2 May 1999 18:45:15 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <7gi2o8$he31@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: nelson.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1322
scee.yaroze.freetalk.english:3949

Me too, will there be a discount for existing owners?

--

Warren Khan
  warren@nelson.demon.co.uk
  www.nelson.demon.co.uk

--MESSAGE FILE 18109 END: ./2 SCEA/yaroze/freetalk/000001322html.html

--MESSAGE FILE 18110 START: ./2 SCEA/yaroze/freetalk/000001323html.html
Path: chuka.playstation.co.uk!news
From: "Miles Buzzing" <miles@guildfrd.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: 2 May 1999 18:01:04 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <01be94c5$da00b460$0a3ddec2@sonia>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: guildfrd.demon.co.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1323
scee.yaroze.freetalk.english:3950

> If you plan on continuing with the next Yaroze and would like Sony to
know
> about it please add your name and comments to this thread.

Yes please.
--MESSAGE FILE 18110 END: ./2 SCEA/yaroze/freetalk/000001323html.html

--MESSAGE FILE 18111 START: ./2 SCEA/yaroze/freetalk/000001324html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Darco <rquat@datasys.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sun, 02 May 1999 13:54:50 -0400
Organization: SCEA News Server
Lines: 12
Message-ID: <372C916A.77AF8E5B@datasys.net>
References: <7gaug1$2mq3@scea>
Reply-To: darco@bigfoot.com
NNTP-Posting-Host: 292.dialup.datasys.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1324
scee.yaroze.freetalk.english:3951

Steve Tolin wrote:
> If you plan on continuing with the next Yaroze and would like Sony to know
> about it please add your name and comments to this thread.

Count me in. The net yaroze kit was the best investment I've ever made -
It has given me the experience to be compeditive in this industry. If I
ever end up making it big, I owe my sucess to the Net Yaroze program.

Sony definately has a loyal follower here.

'Darco
--MESSAGE FILE 18111 END: ./2 SCEA/yaroze/freetalk/000001324html.html

--MESSAGE FILE 18112 START: ./2 SCEA/yaroze/freetalk/000001325html.html
Path: chuka.playstation.co.uk!news
From: will atkin <william_atkin@hotmail.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sun, 02 May 1999 19:43:49 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <372C9CE5.DAC75DD3@hotmail.com>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: nat60.bournemouth.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.07 [en] (WinNT; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1325
scee.yaroze.freetalk.english:3952

add me to thte list as well...

Will

--MESSAGE FILE 18112 END: ./2 SCEA/yaroze/freetalk/000001325html.html

--MESSAGE FILE 18113 START: ./2 SCEA/yaroze/freetalk/000001326html.html
Path: chuka.playstation.co.uk!news
From: "Nathan Miller" <KiRyu@aol.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Finally here, my site is up with some info on what I have been doing
Date: Sun, 2 May 1999 15:10:46 -0500
Organization: PlayStation Net Yaroze (SCEE)
Lines: 13
Message-ID: <7gibh1$he32@chuka.playstation.co.uk>
NNTP-Posting-Host: 98AAB0E0.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1326
scee.yaroze.freetalk.english:3953

It has taken me forever to put this site together, mostly because I haven't
had the time to do it. Some pictures of my projects are comming soon, but
don't let that discourage you, there is good info on what is happening
around here!

Click-> www.scea.sony.com/net/yaroze/pages/nmiller.html and find out what it
is that I am SO busy on.

Nathan Miller

Linux is the best OS!!!!

--MESSAGE FILE 18113 END: ./2 SCEA/yaroze/freetalk/000001326html.html

--MESSAGE FILE 18114 START: ./2 SCEA/yaroze/freetalk/000001327html.html

Path: chuka.playstation.co.uk!news
From: "Kezza <swiseltd@" <"remove no spam>aol.com">
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Mon, 03 May 1999 01:08:13 +0100
Organization: StreetWise Consulting Limited.
Lines: 22
Message-ID: <7gipem$he33@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea>
Reply-To: "swiseltd@ aol.com" <"remove no spam">
NNTP-Posting-Host: 98AC7437.ipt.aol.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.51 [en] (Win98; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1327
scee.yaroze.freetalk.english:3954

Count me in too!

-Kenny Millar
swiseltd@aol.remove_for_spam.com

Steve Tolin wrote:

> As most of you are probably aware there are some rumors and some
> confirmations about Net Yaroze 2.
>
> The latest comes from http://www.gaming-intelligence.com/news/n990428f.html
> with news from Phil Harrision about the possibilities of a Net Yaroze 2 at a
> development press conference at Stanford University.
>
> I'm hoping that the support of current Net Yaroze members will influence
> Sony's decision to proceed with a follow up program.
>
> If you plan on continuing with the next Yaroze and would like Sony to know
> about it please add your name and comments to this thread.
>
> Steve Tolin   SCEA Member

--MESSAGE FILE 18114 END: ./2 SCEA/yaroze/freetalk/000001327html.html

--MESSAGE FILE 18115 START: ./2 SCEA/yaroze/freetalk/000001328html.html
Path: chuka.playstation.co.uk!news
From: "Nathan Miller" <KiRyu@aol.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sun, 2 May 1999 19:56:57 -0500
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <7gis9f$he34@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: 98A756DC.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1328
scee.yaroze.freetalk.english:3955

Like I need to say it... I want one too!! If it could come out less than a
year after the PS2 comes out, it would be even better!!! :-)

Nathan

--MESSAGE FILE 18115 END: ./2 SCEA/yaroze/freetalk/000001328html.html

--MESSAGE FILE 18116 START: ./2 SCEA/yaroze/freetalk/000001329html.html
Path: chuka.playstation.co.uk!news
From: "Alex Herbert" <aherbert@ndirect.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Mon, 3 May 1999 11:50:17 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 4
Message-ID: <7gjv53$he36@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: th-usr00-61.ndirect.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1329
scee.yaroze.freetalk.english:3956

Oh go on then... You've twisted my arm. ;)

--MESSAGE FILE 18116 END: ./2 SCEA/yaroze/freetalk/000001329html.html

--MESSAGE FILE 18117 START: ./2 SCEA/yaroze/freetalk/000001330html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Mon, 3 May 1999 12:55:15 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 11
Message-ID: <7gk2v9$he37@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: th-gt142-140.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1330
scee.yaroze.freetalk.english:3958

> If you plan on continuing with the next Yaroze and would like Sony to know
> about it please add your name and comments to this thread.
>

It seems a large majority of people (including me) are yearning for a NY2,
but is it worth petitioning for one before, firstly, the actual PSX2 has
been released, and more importantly, before Sony have decided otherwise....

Rikki

--MESSAGE FILE 18117 END: ./2 SCEA/yaroze/freetalk/000001330html.html

--MESSAGE FILE 18118 START: ./2 SCEA/yaroze/freetalk/000001331html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english

Subject: Re: Net Yaroze 2 ? Please.
Date: Mon, 3 May 1999 15:21:32 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <7gkb6k$he38@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gk2v9$he37@chuka.playstation.co.uk>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1331
scee.yaroze.freetalk.english:3959

>It seems a large majority of people (including me) are yearning for a NY2,
>but is it worth petitioning for one before, firstly, the actual PSX2 has
>been released, and more importantly, before Sony have decided otherwise....

Nothing ventured, nothing gained ;-)

Oh and BTW I'll take one

Bob
298rcs@tay.ac.uk

--MESSAGE FILE 18118 END: ./2 SCEA/yaroze/freetalk/000001331html.html

--MESSAGE FILE 18119 START: ./2 SCEA/yaroze/freetalk/000001332html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: DFSUSER <lamont.washington@db.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Mon, 03 May 1999 14:02:29 -0400
Organization: SCEA News Server
Lines: 44
Message-ID: <372DE4B5.B49B235C@db.com>
References: <7gaug1$2mq3@scea> <7gk2v9$he37@chuka.playstation.co.uk>
<7gkb6k$he38@chuka.playstation.co.uk>
NNTP-Posting-Host: oak1.dfsc.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (WinNT; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1332
scee.yaroze.freetalk.english:3961

I agree. I think the best way to convince Sony to extend the NY program to the new hardware is to exploit the YAROZE even further. I bet half of the people on this pettition list don't even have a demo to show on the old yaroze including myself.
Once I saw how great 3dfx was on the pc I decided to program for pc.
But after letting my yaroze collect dust for a whole year I decided that it is the perfect machine to create games for. you get to concentrate on creating gameplay and dont have to worry about creating videos and 3d engines. you just design your game logic and your i/o is there in respect to the input, your audio system and 3d system is there. you can do some amazing things. Right now I am remaking a classic sega game on this machine in 3D and the development process has been very exciting. I believe if sony sees that more and more people are actively creating content on the yaroze (not to be confused with just talking in the newsgroups)

they would be more inclined to enable us to work with a NY2. I say exploit the yaroze now, and then get the new hardware and port your stuff.
Some people just want the ny2 to learn the new architecture. Some people just want to create content on the latest dev platform. I hope everyone realizes that your basic game engine stays the same. If you dont have anything to show on the yaroze, what makes you think that you'll have something to show on the yaroze2? I fell into this trap on the pc swithing between voodoo1,voodoo2,voodoo3,DIRECTX OPENGL, GLIDE, and the bottom line is
create your game engine, your environment your "world" from an game and logic sense and your graphics / audio / video can be built around that. Im willing to be if someone created a NY game with extensive game logic that was challanging and fun and had crappy graphics/sound that Sony or a 3rd part developer/publisher would sign that talent and allow that talent to work on the psx2 or whatever new platform emerges..... Sorry for the long post...
I hope sony does not ask for the ny1 back when/if we apply for NY2.
I would still like to see what you guys think of my Yaroze Creations....

ROBERT C SHAND wrote:

> >It seems a large majority of people (including me) are yearning for a NY2,
> >but is it worth petitioning for one before, firstly, the actual PSX2 has
> >been released, and more importantly, before Sony have decided otherwise....
>
> Nothing ventured, nothing gained ;-)
>
> Oh and BTW I'll take one
>
> Bob
> 298rcs@tay.ac.uk

--MESSAGE FILE 18119 END: ./2 SCEA/yaroze/freetalk/000001332html.html

--MESSAGE FILE 18120 START: ./2 SCEA/yaroze/freetalk/000001333html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Lemont Washington" <defiantsoft@yahoo.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Mon, 3 May 1999 16:47:08 -0400
Organization: SCEA News Server
Lines: 4
Message-ID: <7gl220$rfj3@scea>
References: <7gaug1$2mq3@scea> <372c6bdc.2567305@205.149.189.29>
NNTP-Posting-Host: oak1.dfsc.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1333
scee.yaroze.freetalk.english:3965

I would like one as well. I hope that the transfer of data and code is no longer serial, lets start using those usb ports...

--MESSAGE FILE 18120 END: ./2 SCEA/yaroze/freetalk/000001333html.html

--MESSAGE FILE 18121 START: ./2 SCEA/yaroze/freetalk/000001334html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Mon, 03 May 1999 15:06:03 -0700

Organization: SCEA News Server
Lines: 3
Message-ID: <372E1DCB.5C0FF075@vmlabs.com>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: vmlabs73.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1334
scee.yaroze.freetalk.english:3966

Naturally, count me in!

Scott
--MESSAGE FILE 18121 END: ./2 SCEA/yaroze/freetalk/000001334html.html

--MESSAGE FILE 18122 START: ./2 SCEA/yaroze/freetalk/000001335html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "Steve Tolin" <BitSlap_Software@bigfoot.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Mon, 3 May 1999 19:55:27 -0400
Organization: SCEA News Server
Lines: 12
Message-ID: <7gld3e$rfj4@scea>
References: <7gaug1$2mq3@scea> <372E1DCB.5C0FF075@vmlabs.com>
NNTP-Posting-Host: sud-tcs1-port8.vianet.on.ca
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1335
scee.yaroze.freetalk.english:3967

The support for this is better that what I thought it would be I figured
most were not paying any attention to this newsgroups anymore...

Hopefully we can get almost everybody to place their name here. Keep them
coming.

Hopefully Sony is watching...

Steve Tolin SCEA Member
BitSlap Software

--MESSAGE FILE 18122 END: ./2 SCEA/yaroze/freetalk/000001335html.html

--MESSAGE FILE 18123 START: ./2 SCEA/yaroze/freetalk/000001336html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: 4 May 1999 04:48:15 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <slrn7isv0e.hh.tjs@longford.cs.monash.edu.au>
References: <7gaug1$2mq3@scea> <372E1DCB.5C0FF075@vmlabs.com> <7gld3e$rfj4@scea>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)

Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1336
scee.yaroze.freetalk.english:3968

On Mon, 3 May 1999 19:55:27 -0400, Steve Tolin wrote:
>Hopefully we can get almost everybody to place their name here. Keep them
>coming.

I guess I shouldn't lurk any more on this one. I'd be more than a little
interested to experience what an NY2 could do first hand.

Toby.
--MESSAGE FILE 18123 END: ./2 SCEA/yaroze/freetalk/000001336html.html

--MESSAGE FILE 18124 START: ./2 SCEA/yaroze/freetalk/000001337html.html
Path: chuka.playstation.co.uk!news
From: Tones <slick@yaroze2000.freeserve.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Tue, 04 May 1999 18:37:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <372F3061.71671BC7@yaroze2000.freeserve.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: 193.82.133.201
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1337
scee.yaroze.freetalk.english:3971

NY2?

Most Definately - yum yum!

Tones 8)

--MESSAGE FILE 18124 END: ./2 SCEA/yaroze/freetalk/000001337html.html

--MESSAGE FILE 18125 START: ./2 SCEA/yaroze/freetalk/000001338html.html
Path: chuka.playstation.co.uk!news
From: Alex Blamey <alex@blamey.freeserve.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Tue, 04 May 1999 21:03:42 +0000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 6
Message-ID: <372F60AE.35827CF1@blamey.freeserve.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: blamey.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1338
scee.yaroze.freetalk.english:3972

> If you plan on continuing with the next Yaroze and would like Sony to know
> about it please add your name and comments to this thread.

YES YES YES YES

I've started saving already ...
--MESSAGE FILE 18125 END: ./2 SCEA/yaroze/freetalk/000001338html.html

--MESSAGE FILE 18126 START: ./2 SCEA/yaroze/freetalk/000001339html.html
Path: chuka.playstation.co.uk!news
From: "Daniel Abels" <dra@no_spum_alphalink.com.au>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Wed, 5 May 1999 20:25:31 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 8
Message-ID: <7gp65b$iko1@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <372C29C6.4BA9941C@eidosnet.co.uk>
NNTP-Posting-Host: guard.invetech.com.au
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1339
scee.yaroze.freetalk.english:3974

Who wouldn't be interested? :-)

Now, lets see if the machine will actually live up to the hype...

Daniel Abels

--MESSAGE FILE 18126 END: ./2 SCEA/yaroze/freetalk/000001339html.html

--MESSAGE FILE 18127 START: ./2 SCEA/yaroze/freetalk/000001340html.html
Path: chuka.playstation.co.uk!news
From: "Mark Theyer" <theyergfx@ozemail.com.au>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Wed, 5 May 1999 23:15:39 +1000
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <7gpfti$iko2@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: slgol52p57.ozemail.com.au
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1340
scee.yaroze.freetalk.english:3975

NY2 would be great but I do not assume that the NY program
has met the goals Sony wanted to achieve.

Mark
theyergfx@ozemail.com.au

--MESSAGE FILE 18127 END: ./2 SCEA/yaroze/freetalk/000001340html.html

--MESSAGE FILE 18128 START: ./2 SCEA/yaroze/freetalk/000001341html.html
Path: chuka.playstation.co.uk!news
From: yaroze@theburrow.co.uk (Barry & Robert Swan)

Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Wed, 05 May 1999 14:04:15 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 49
Message-ID: <37304b8c.2367490@www.netyaroze-europe.com>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
NNTP-Posting-Host: p25s11a01.client.global.net.uk
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1341
scee.yaroze.freetalk.english:3976

Lets play devil's advocate...

we all want NY2, but would we benefit from it? I reckon not. First of all, there isn't one Yaroze demo Ive seen that would benefit from the 'rumoured' 5000% increase in speed. What it would allow would be for us to take a simple game and add hundreds more incidental graphics (eg, racing + 100s of trees whizzing past the side) which wouldn't fulfill the criteria of the original NY brief (and presumably what the 2nd would be based on) which was to help allow amateurs to develop and fulfill their creative ambitions. I personally am not really sure that 100s more trees shows any advance in what we would be trying to acheive. The power of the NY2 would allow advancement in graphics and the game engine, but so far I cant really think of anyone who has followed the writing a complex game engine thread. That isn't a putdown at all; the resources available to us are miniscule compared to full dev houses, and the gap is only widening.

Will be interesting to see what the Unis make of it; I want to see the first results from Abertay Uni which covers the Yaroze more extensively than the coutrse I did, and I have a sneaking suspicion how they will turn out. I cant see how it is reasonable to teach the NY2 even during a 3 year course as there is so much to know. At Sony, not everyone knows everything about PS; people specialise quite heavily. The idea of trying to know and do evreything for the NY2 would be rather jolly scary. Not that this means they shouldnt try in the Unis, just that I wouldnt expect them to be as productive as you might think.

The best chance of getting the NY2 would be to do what somebody previously mentioned; really stretch the NY to show that we could cope with the extra performance in rgw areas such as dynamics , collision detection, AI behaviour etc etc.

I was thinking about doing a PDA game for the Yaroze. I havent checked up on it at work but the answer would probably be a big slap in the face. Cant gaurantee it (considering it will be extremely to dissassemble whats on the PDAs anyway) but I dont think so somehow. Might ask if can be arsed. I have to admit one thing recently made me laugh; the quote from a guy at Codemasters saying that he didnt think the PS2 would accept PDAs (oh, pocketstations if youre wondering). Made me laugh a treat that one!) They are pretty sweet. Just nothing worthwhile playing really, considering its all in Japanese. Wow, must get a picture of Crash in the bath, wahey. (cough)

Most of the games Ive seen so far are pretty limited and trivial, but Im sure you could do a half decent Zelda-like game on it. And because the levels take so small memory (and you could even download new levels from the PS) it could be huge. Or perhaps thats what Square are doing for FF8. ah well.
--MESSAGE FILE 18128 END: ./2 SCEA/yaroze/freetalk/000001341html.html

--MESSAGE FILE 18129 START: ./2 SCEA/yaroze/freetalk/000001342html.html
Path: chuka.playstation.co.uk!news
From: Mark Green <Mark.Green@reading.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Wed, 05 May 1999 17:56:37 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 61
Message-ID: <37307845.F9B56B43@reading.ac.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
NNTP-Posting-Host: ssfmse3.rdg.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (WinNT; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1342
scee.yaroze.freetalk.english:3978

Barry & Robert Swan wrote:
>
> Lets play devil's advocate...
> we all want NY2, but would we benefit from it? I reckon not. First of
> all, there isn't one Yaroze demo Ive seen that would benefit from the
> 'rumoured' 5000% increase in speed. What it would allow would be for
> us to take a simple game and add hundreds more incidental graphics
> (eg, racing + 100s of trees whizzing past the side) which wouldn't
> fulfill the criteria of the original NY brief (and presumably what the
> 2nd would be based on) which was to help allow amateurs to develop and
> fulfill their creative ambitions.

  I don't see why the Yaroze 2 doesn't meet this. What is the real point is that once the Playstation 2 is established, the existing Yaroze will no longer serve one of the most useful functions it has now - providing a way of gaining current console development experience without having to get a job in the industry (which normally requires current console development experience to get, loop loop loop).
  (Although I do note that when the Yaroze came out, employers stopped looking for "current console experience" and started looking for "previously published titles", the *new* thing that you couldn't get without having the job you needed to get it for. Geez, why not just put "on the old-boy network" on the ad?)

> I personally am not really sure that
> 100s more trees shows any advance in what we would be trying to
> acheive. The power of the NY2 would allow advancement in graphics and
> the game engine, but so far I cant really think of anyone who has
> followed the writing a complex game engine thread. That isn't a
> putdown at all; the resources available to us are miniscule compared
> to full dev houses, and the gap is only widening.

  And no NY2 will widen it even further.

> The best chance of getting the NY2 would be to do what somebody
> previously mentioned; really stretch the NY to show that we could cope
> with the extra performance in rgw areas such as dynamics , collision
> detection, AI behaviour etc etc.

  "Stretching the NY" is going to be a fairly difficult task for anyone. Even you mentioned that there's no evidence that the PSX has been fully stretched yet. The other point about the non-graphics thing is.. well...
  Err...

Ok, I'm going to have to duck here and say something that I hope people won't take offense to. I haven't followed that many of the Net Yaroze competitions. But most of the ones I have have not been won by innovative game designs, but by new versions of old-established designs. I don't recall seeing any really new designs on the Yaroze demo disk. What I do see winning a lot of the competitions are.. uhh.. games with good graphics.

> I was thinking about doing a PDA game for the Yaroze. I havent checked
> up on it at work but the answer would probably be a big slap in the
> face. Cant gaurantee it (considering it will be extremely to
> dissassemble whats on the PDAs anyway) but I dont think so somehow.

I think if you disassemble stuff Sony send the guy in the suit around. It would be nice to get at the PDA libraries, but I'm not sure it'll happen - a friend told me that it's a whole seperate devkit for professionals.
--MESSAGE FILE 18129 END: ./2 SCEA/yaroze/freetalk/000001342html.html

--MESSAGE FILE 18130 START: ./2 SCEA/yaroze/freetalk/000001343html.html
Path: chuka.playstation.co.uk!news
From: "Jon Prestidge (alias Moose)" <zmoose@premier.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: 5 May 1999 20:59:21 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 5
Message-ID: <01be973a$65f4ec40$LocalHost@default>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: p3Fs13a01.client.global.net.uk
X-Newsreader: Microsoft Internet News 4.70.1155
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1343
scee.yaroze.freetalk.english:3979

I'd be mad not to want an NY 2. The only problem with the current NY is that it was released so long after the playstation.... it would be great if the NY2 was realeased not long after the playstation2 is.

Jon Prestidge
--MESSAGE FILE 18130 END: ./2 SCEA/yaroze/freetalk/000001343html.html

--MESSAGE FILE 18131 START: ./2 SCEA/yaroze/freetalk/000001344html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Thu, 6 May 1999 00:43:48 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 75
Message-ID: <7gqkr0$iko4@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
NNTP-Posting-Host: dialup137-51.saqnet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1344
scee.yaroze.freetalk.english:3980

Hey all, :)

I'm with Rob on this one. It strikes me as pretty rich that so many people clamouring for a NY2 on this group haven't really turned out a substantial demo on their current Yaroze. If you're struggling (either due to your technical ability, or the amount of time you have to spend on it) with the current machine, what makes you think having a PlayStation 2 to fool about with will make things any easier? If anything, it will only be more difficult!

As a brief aside (i.e. rant) - although new technology drives the industry forward, there are really only a handful of developers who push for advances in game design, rather than just make old games with prettier visuals. Unfortunately, there seems to be plenty of evidence that the same disease of "pure techno-lust without intelligent application" exists on this newsgroup. Maybe that's just a result of the sort of people drawn to Yaroze..?

This oft-cited argument along the lines of "the PS will soon no longer be a viable platform for developers so we need NY2 to stay up to speed" is the only decent reason I've heard for getting a NY2, but I'm not entirely convinced it will make any real difference in the quality of the demos we see. And by "quality" I don't mean knocking off a clone of some game with nicer graphics (or 100 trees), but coming up with something new and different that you would never see in the commercial scene anymore. Rob's "Adventure Game" (with its knowing piss-take of the action-RPG genre and the Yaroze in-jokes) was the sort of thing I expected to see more of when I first got the machine. Snowball Fight has always struck me as a good, fun two-player game - a bit of an undiscovered NES classic (I had 100's of NES games and it's a shitload better than most of them - and I'm not just saying all this coz James R's my mate). All SBF needs is a few more maps (I fear the much-needed multitap support will never happen) and it would be an OPSM cert. I single these games out not because they are the best-looking or the most ambitious or indeed anything other than the fact that they had a strong impression on me. I wish we saw more games these days and less demos, but I know that's just my preference. I also know I can't talk either - my priorities this year WRT games and Yaroze have, by necessity, not always been what I'd have liked them to have been. Still, I believe I have a valid point which deserves to be made :)

With Phil Harrison's recent statements, I think NY2 is likely to happen in the next 2 years. I hope that we see a lot more from the European and US scenes; the quality of the demos is certainly beginning to give the Japanese stuff (which looked to be waaay ahead of us 12-18 months ago) a run for its money. My own wish is for people - once they get to grips with the basics of writing a game - to use the machine's abilities to come up with something new and original, rather than a souped-up clone of an old game (or inferior version of a current one). Surely having a demo which is brave and unusual and clever is only a good thing? I really, really hope the Edinburgh team happen to turn out a storming original game this summer... make us proud, guys!

I'd like a Net Yaroze 2, sure - but mainly so I could have a multi-system PlayStation 2 and thus not have to worry about the whole chipping malarkey... a prime benefit of the original NY! :) If anything, the most important thing the Yaroze teaches you is how much bloody work it takes to write a good game these days...

Nick F

> we all want NY2, but would we benefit from it? I reckon not. First of
> all, there isn't one Yaroze demo Ive seen that would benefit from the
> 'rumoured' 5000% increase in speed. What it would allow would be for
> us to take a simple game and add hundreds more incidental graphics
> (eg, racing + 100s of trees whizzing past the side) which wouldn't
> fulfill the criteria of the original NY brief (and presumably what the
> 2nd would be based on) which was to help allow amateurs to develop and

> fulfill their creative ambitions. I personally am not really sure that
> 100s more trees shows any advance in what we would be trying to
> acheive. The power of the NY2 would allow advancement in graphics and
> the game engine, but so far I cant really think of anyone who has
> followed the writing a complex game engine thread. That isn't a
> putdown at all; the resources available to us are miniscule compared
> to full dev houses, and the gap is only widening.

--MESSAGE FILE 18131 END: ./2 SCEA/yaroze/freetalk/000001344html.html

--MESSAGE FILE 18132 START: ./2 SCEA/yaroze/freetalk/000001345html.html
Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: 6 May 1999 07:09:55 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 43
Message-ID: <slrn7j2g1t.n2g.tjs@longford.cs.monash.edu.au>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1345
scee.yaroze.freetalk.english:3981

On Thu, 6 May 1999 00:43:48 +0100, Nick Ferguson <nickf@saqnet.co.uk> wrote:
>Hey all, :)
>
>I'm with Rob on this one. It strikes me as pretty rich that so many people
>clamouring for a NY2 on this group haven't really turned out a substantial
>demo on their current Yaroze. If you're struggling (either due to your
>technical ability, or the amount of time you have to spend on it) with the
>current machine, what makes you think having a PlayStation 2 to fool about
>with will make things any easier? If anything, it will only be more
>difficult!

<snip>

I think I'll have to (mostly) disagree with this on a number of points.

Regarding ease of use, the whole point of a faster machine is that you can
afford more levels of abstraction, thus making it easier, rather than harder,
to program for.

Regarding the fact that noone's pushed a yaroze to its limits, I think it's
worthwhile to note that pushing a machine to its limits requires a lot of hard
work and time, and as such tends to be a demotivating factor. The 3 main things
that the PS2 offers over the PSX, that I think everyone would consider a
benefit are the FPU, increased CPU speed and increased memory (and the
possibility of better memory management).

While there is an element of technofetishism involved in wanting to program on
newer and better hardware, I believe that it's a justified desire. If it
wasn't, I'd still be happily programming for the Amiga.

I also think productivity will also benefit from the fact that the PS2 is much
more like a personal computer (in terms of connectivity, if nothing else), and
hence will likely be a lot less painful to develop for.

Regardless of any of this, I don't really understand why there's a need to

'prove' that we're worthy of an NY2 program. I can't see any way in which the original NY program has hurt Sony (In fact, I think that even if the results have been ... sparse ..., the publicity ias been _good_). Also, we certainly didn't have to prove anything when we signed up for the first NY program, so that obviously wasn't a criterion for Sony to start with. I'll be a little upset if it has become one now.

Toby.
--MESSAGE FILE 18132 END: ./2 SCEA/yaroze/freetalk/000001345html.html

--MESSAGE FILE 18133 START: ./2 SCEA/yaroze/freetalk/000001346html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: 6 May 1999 07:11:06 GMT
Organization: Sony Computer Entertainment Europe
Lines: 14
Message-ID: <7grfaa$iko5@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1346
scee.yaroze.freetalk.english:3982

You got that right Robert!

George@SCEE

In article <37304b8c.2367490@www.netyaroze-europe.com>, yaroze@theburrow.co.uk

>I was thinking about doing a PDA game for the Yaroze. I havent checked
>up on it at work but the answer would probably be a big slap in the
>face. Cant gaurantee it (considering it will be extremely to
>dissassemble whats on the PDAs anyway) but I dont think so somehow.
>Might ask if can be arsed.

--MESSAGE FILE 18133 END: ./2 SCEA/yaroze/freetalk/000001346html.html

--MESSAGE FILE 18134 START: ./2 SCEA/yaroze/freetalk/000001347html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: 6 May 1999 07:18:45 GMT
Organization: Sony Computer Entertainment Europe
Lines: 14
Message-ID: <7grfol$iko6@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com> <37307845.F9B56B43@reading.ac.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1347
scee.yaroze.freetalk.english:3983

In article <37307845.F9B56B43@reading.ac.uk>, Mark.Green@reading.ac.uk says...

> I think if you disassemble stuff Sony send the guy in the suit
>around.   It would be nice to get at the PDA libraries, but I'm not sure
>it'll happen - a friend told me that it's a whole seperate devkit for
>professionals.

Your friend is correct.

George@SCEE

--MESSAGE FILE 18134 END: ./2 SCEA/yaroze/freetalk/000001347html.html

--MESSAGE FILE 18135 START: ./2 SCEA/yaroze/freetalk/000001348html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: 6 May 1999 07:30:01 GMT
Organization: Sony Computer Entertainment Europe
Lines: 26
Message-ID: <7grgdp$iko7@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk>
<slrn7j2g1t.n2g.tjs@longford.cs.monash.edu.au>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1348
scee.yaroze.freetalk.english:3984

In article <slrn7j2g1t.n2g.tjs@longford.cs.monash.edu.au>, tjs@cs.monash.edu.au
says...

>Regarding the fact that noone's pushed a yaroze to its limits, I think it's
>worthwhile to note that pushing a machine to its limits requires a lot of hard
>work and time, and as such tends to be a demotivating factor. The 3 main
things
>that the PS2 offers over the PSX, that I think everyone would consider a
>benefit are the FPU, increased CPU speed and increased memory (and the
>possibility of better memory management).

My personal opinion is that these 3 factors in no way have anything to do
with the NY libs. The main thing is the NY libs! Show me a NY game that
would benefit from a FPU, increased CPU? Better yet, name 10 NY games
that take up 2 megs!! You don't need any of this 3 things to do a great
game....

The point being is that the NY libs are good enough to do some great 3D
games. The problem is, there are only a handfull of NY games that are 3D.
The NY has been released for 2 years in Europe and I think it's time
members really pushed the NY libs to their fullest.

George

--MESSAGE FILE 18135 END: ./2 SCEA/yaroze/freetalk/000001348html.html

--MESSAGE FILE 18136 START: ./2 SCEA/yaroze/freetalk/000001349html.html
Path: chuka.playstation.co.uk!news
From: Charlie <m93cec@ecs.ox.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Thu, 06 May 1999 09:11:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 37
Message-ID: <37314E9A.4613@ecs.ox.ac.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk>
Reply-To: m93cec@ecs.ox.ac.uk
NNTP-Posting-Host: livemedia.easynet.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 3.01 (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1349
scee.yaroze.freetalk.english:3985

How many Yaroze owners had seriously played around with 3D graphics (or other game stuff even) before the Yaroze came along ? many will have, but many not, even though they probably had PCs or Macs which were perfectly capable of doing them, they weren't pushing their current systems so how could they be expected to push a new system.

Realistically Yaroze owners were never going to really 'push' the limits of the system, partially due to time, but I would also say that the lack of incentive has held people back from pushing the system.
The only real commercial gain people gan get from their 'investment' is a job in the industry, but once this is gained then they are a lot less likely to push the Yaroze libs since they may well have access to the full libs. I suppose the other way would be to come up with a good enough demo to encourage a full developer to take the game further - at which point you/they begin using the full libs, and stop pushing the Yaroze libs.
Maybe if there had been some scheme of commercial releases of compilations of full Yaroze games which could make some return then people would have been more encouraged to put the extra effort in to push the libs. You may now say that the quality games weren't/aren't there, but then maybe they would have been had a scheme been in place.

Anyway whatever percentage people are pushing the Yaroze libs, then given access to a Yaroze 2, and assuming they get pushed to a similar level then some pretty cool demos and games will get done - perhaps not from a commercial point of view, but from a personal point of view.
The benefit of all that extra power will be that you would be free to try virtually 'anything' - whereas to a certain extent you already know the limits of the PSX from whats out there commercially. Its this fact that you could try anything that would be interesting since game concepts or ideas which simply weren't technically possible before could be discovered.

Yaroze 2 would be cool, if only to do as the original has, and provide some CV material and semi-trained coders for the industry.

Charlie
--MESSAGE FILE 18136 END: ./2 SCEA/yaroze/freetalk/000001349html.html

--MESSAGE FILE 18137 START: ./2 SCEA/yaroze/freetalk/000001350html.html

Path: chuka.playstation.co.uk!news
From: Mark Green <Mark.Green@reading.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Thu, 06 May 1999 10:50:44 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 52
Message-ID: <373165F4.C04F8970@reading.ac.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk>
NNTP-Posting-Host: ssfmse3.rdg.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (WinNT; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1350
scee.yaroze.freetalk.english:3986

Nick Ferguson wrote:
> Hey all, :)
>
> I'm with Rob on this one. It strikes me as pretty rich that so many people
> clamouring for a NY2 on this group haven't really turned out a substantial
> demo on their current Yaroze. If you're struggling (either due to your
> technical ability, or the amount of time you have to spend on it) with the
> current machine, what makes you think having a PlayStation 2 to fool about
> with will make things any easier? If anything, it will only be more
> difficult!

  What I would hope for is that a Yaroze 2 would be a bit friendlier to start with :)
  When I first joined the Yaroze program, I was writing little games on DOS PC in C or Pascal with a few assembler subroutines and a sprite compiler I hacked together. It was quite hard work, but was enjoyable, and I was trying a few strange designs (mostly adjusted puzzle games). I hoped that the Yaroze would provide a platform where design ideas and original implementation techniques could be tried out relatively easily, with the libraries providing many of the basic functions games required. I was not disappointed - until I actually tried to use it.
  The real disheartening side was seeing that the most Yaroze demos being produced *AT THAT TIME* were not there to show new game ideas or effects or similar. The challenge wasn't to make new ideas - the challenge was to claw through the documentation and example code and try and figure out how to do ANYTHING. Now, of course, developing on *any* platform requires going through a learning phase, but the Yaroze documentation made the learning phase incredibly long and convoluted, often without much in the way of return, and meant that developing anything took several times the amount of time it would have taken elsewhere. I *far* prefer the Yaroze libraries to the DirectX ones, and yet the DirectX ones I was able to get things to start working relatively quickly, whereas the Yaroze ones took a lot of work before I could even get a sprite showing.

> As a brief aside (i.e. rant) - although new technology drives the industry
> forward, there are really only a handful of developers who push for advances
> in game design, rather than just make old games with prettier visuals.
> Unfortunately, there seems to be plenty of evidence that the same disease of
> "pure techno-lust without intelligent application" exists on this newsgroup.
> Maybe that's just a result of the sort of people drawn to Yaroze..?

  I think a lot of people do have techno-lust. A lot of people also want jobs in the game industry, and if what they are doing is making old

games with prettier visuals, then unfortunately that's what we must do
if we want jobs with them.

> see. And by "quality" I don't mean knocking off a clone of some game with
> nicer graphics (or 100 trees), but coming up with something new and
> different that you would never see in the commercial scene anymore.

  Well agreed.
--MESSAGE FILE 18137 END: ./2 SCEA/yaroze/freetalk/000001350html.html

--MESSAGE FILE 18138 START: ./2 SCEA/yaroze/freetalk/000001351html.html
Path: chuka.playstation.co.uk!news
From: yaroze@theburrow.co.uk (Barry & Robert Swan)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Thu, 06 May 1999 14:14:17 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 62
Message-ID: <37319df7.900459@www.netyaroze-europe.com>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk>
<slrn7j2g1t.n2g.tjs@longford.cs.monash.edu.au>
NNTP-Posting-Host: p66s13a01.client.global.net.uk
X-Newsreader: Forte Free Agent 1.11/32.235
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1351
scee.yaroze.freetalk.english:3988

On 6 May 1999 07:09:55 GMT, tjs@cs.monash.edu.au (Toby Sargeant)
wrote:

>Regarding ease of use, the whole point of a faster machine is that you can
>afford more levels of abstraction, thus making it easier, rather than harder,
>to program for.

Very true. But regardless of how powerful the machine, it can only do
so much for you. If the Yaroze had the power of a PC cpu, Im not sure
there would be any more intelligent collision detection than bounding
box/ spheres etc. And these can be done on a speccy... Where are the
solid state mechanics and stuff? Animation is another area... and I'm
worried people think we should all be at that level, which is rubbish.
My 'demos' are exactly the same as most other things on this site;
same old game but with 'better' graphics. And in my case this is
because of vanity on my part and wanting stuff to look good, and also
Im aware that to follow one of those routes is a big area, one that
doesn't have the instant nice results as of doing a decent landscape
routine. So instead of ploughing into meaty areas of maths and stuff
we concentrate on the graphics which is completely valid for ourselves
but we would not necassarily benefit from an upgrade to NY2 by the
same measure we would if trying to follow those maths-intensive areas.

>Regarding the fact that noone's pushed a yaroze to its limits, I think it's
>worthwhile to note that pushing a machine to its limits requires a lot of hard
>work and time, and as such tends to be a demotivating factor. The 3 main things
>that the PS2 offers over the PSX, that I think everyone would consider a
>benefit are the FPU, increased CPU speed and increased memory (and the
>possibility of better memory management).

well, i push the machine to its limits in terms of memory and gpu/
gte, but reckon that only about 5% of the cpu time is used for non
graphics stuff. Show me a Yaroze game that is different is what Id
say...

>Regardless of any of this, I don't really understand why there's a need to
>'prove' that we're worthy of an NY2 program. I can't see any way in which the
>original NY program has hurt Sony (In fact, I think that even if the results
>have been ... sparse ..., the publicity ias been _good_). Also, we certainly
>didn't have to prove anything when we signed up for the first NY program, so
>that obviously wasn't a criterion for Sony to start with. I'll be a little
>upset if it has become one now.

You are right really. We paid for the NY we do what we want from it.
And generally we are all happy with it. But from a business model Im
not sure it has been worth it for Sony; some good publicity for what
amounts to a pain in the arse for them. I disagree with businesses
being run merely for profit and yet I cant argue if that is how they
choose to run. NY2 for home users I think would leave a lot of people
with a more expensive piece of kit than NY, and with not much better
results from it. Working in teams I think should be the way to catch
up with pro dev houses, not working with more powerful hardware, and
would teach you skills worth more in the industry. (if you desire
those)

PS George; If I did a pda game for Yaroze then it would be hard to
justify stopping it (although undoubtedly it would be!) Would not be
giving any away any more stuff than you could get from any other
commercial pda game.

Rob
--MESSAGE FILE 18138 END: ./2 SCEA/yaroze/freetalk/000001351html.html

--MESSAGE FILE 18139 START: ./2 SCEA/yaroze/freetalk/000001352html.html
Path: chuka.playstation.co.uk!news
From: "Rikki Prince" <netyaroze@rprince.dircon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Thu, 6 May 1999 17:30:21 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 23
Message-ID: <7gsg77$2qc1@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <01be973a$65f4ec40$LocalHost@default>
NNTP-Posting-Host: th-gt143-002.pool.dircon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1352
scee.yaroze.freetalk.english:3989

Yeah, but then would you buy the PSX2, or wait for the NY2? This leads onto
a point that people who probably have done most with the current NY, are
those who spent the £500 odd cash when it came out, and are most likely to
splash out on the NY2 which will also start out at a high price. Those who
have recently joined (like myself) haven't had a chance to really push
towards anything semi-advanced, and probably will not be able to get the NY2
straight away due to lack of cash, or at least of that amount (as they most
likely only just decided to purchase the NY at its lower cost, Sony's
example of 'Creaming', wow, just learnt that in Business Studies today, and
its already of use!!! lol, if only they taught helpful stuff like 3d maths
etc.). For this reason, those people will probably have to push on with
working on the current NY.

Jon Prestidge (alias Moose) <zmoose@premier.co.uk> wrote in message
news:01be973a$65f4ec40$LocalHost@default...
> I'd be mad not to want an NY 2. The only problem with the current NY is

> that it was released so long after the playstation.... it would be great
if
> the NY2 was realeased not long after the playstation2 is.
>
> Jon Prestidge

--MESSAGE FILE 18139 END: ./2 SCEA/yaroze/freetalk/000001352html.html

--MESSAGE FILE 18140 START: ./2 SCEA/yaroze/freetalk/000001353html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Thu, 06 May 1999 20:54:57 +0000
Organization: Data Uncertain
Lines: 27
Message-ID: <373201A1.41B86319@hinge.mistral.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk>
<slrn7j2g1t.n2g.tjs@longford.cs.monash.edu.au> <37319df7.900459@www.netyaroze-
europe.com>
NNTP-Posting-Host: d3-s57-213-telehouse.mistral.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (X11; I; Linux 2.2.0 i586)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1353
scee.yaroze.freetalk.english:3990

Barry & Robert Swan wrote:
>
> On 6 May 1999 07:09:55 GMT, tjs@cs.monash.edu.au (Toby Sargeant)
> wrote:
>
> >Regarding ease of use, the whole point of a faster machine is that you can
> >afford more levels of abstraction, thus making it easier, rather than harder,
> >to program for.
>
> Very true. But regardless of how powerful the machine, it can only do
> so much for you. If the Yaroze had the power of a PC cpu, Im not sure
> there would be any more intelligent collision detection than bounding
> box/ spheres etc. And these can be done on a speccy... Where are the

I've got some cracking true poly intersection collision code that's
great on a quick PC but to no use on the Yaroze....

> solid state mechanics and stuff? Animation is another area... and I'm
> worried people think we should all be at that level, which is rubbish.

Graphic's production tool's support from Sony wasn't up to much...so
just like (a lot of) the pro stuff in that sense ;)

> Rob

Craig.
--MESSAGE FILE 18140 END: ./2 SCEA/yaroze/freetalk/000001353html.html

--MESSAGE FILE 18141 START: ./2 SCEA/yaroze/freetalk/000001354html.html

Path: chuka.playstation.co.uk!tjs
From: tjs@cs.monash.edu.au (Toby Sargeant)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: 6 May 1999 23:45:01 GMT
Organization: PlayStation Net Yaroze (SCEE)
Lines: 24
Message-ID: <slrn7j4abr.ph4.tjs@longford.cs.monash.edu.au>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk>
<slrn7j2g1t.n2g.tjs@longford.cs.monash.edu.au>
<7grgdp$iko7@chuka.playstation.co.uk>
NNTP-Posting-Host: longford.cs.monash.edu.au
X-Newsreader: slrn (0.9.4.3 UNIX)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1354
scee.yaroze.freetalk.english:3991

On 6 May 1999 07:30:01 GMT, George Bain wrote:

>My personal opinion is that these 3 factors in no way have anything to do
>with the NY libs. The main thing is the NY libs! Show me a NY game that
>would benefit from a FPU, increased CPU? Better yet, name 10 NY games
>that take up 2 megs!! You don't need any of this 3 things to do a great
>game....
>
>The point being is that the NY libs are good enough to do some great 3D
>games. The problem is, there are only a handfull of NY games that are 3D.
>The NY has been released for 2 years in Europe and I think it's time
>members really pushed the NY libs to their fullest.

I didn't say not good enough. I merely said that it would make the PS2
easier to deal with than the PSX. Looking at the past for a moment, I'd
say that it takes about 5 or 6 years for hobbyist developers to get to the
point where they're getting everything they can out of the available
hardware/software. I wouldn't expect the NY to be any different. This doesn't
mean however, that there's no point upgrading until you've got everything
you can out of a piece of hardware. If that was the case, Moore's law would
have falled by the wayside a long time ago, and we'd still be using PDP11's
or something :)

Toby.
--MESSAGE FILE 18141 END: ./2 SCEA/yaroze/freetalk/000001354html.html

--MESSAGE FILE 18142 START: ./2 SCEA/yaroze/freetalk/000001355html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Fri, 7 May 1999 01:32:07 -0700
Organization: SCEA News Server
Lines: 33
Message-ID: <1drdpxt.1rixcaz1058ztyN@user-33qsomr.dialup.mindspring.com>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
NNTP-Posting-Host: user-33qsomr.dialup.mindspring.com
User-Agent: MacSOUP/2.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1355
scee.yaroze.freetalk.english:3992

Barry & Robert Swan <yaroze@theburrow.co.uk> wrote:

> What it would allow would be for

> us to take a simple game and add hundreds more incidental graphics
> (eg, racing + 100s of trees whizzing past the side) which wouldn't
> fulfill the criteria of the original NY brief (and presumably what the
> 2nd would be based on) which was to help allow amateurs to develop and
> fulfill their creative ambitions.

i disagree. the increased power of a yaroze 2 would make it easier to concentrate on game design rather than technical stuff. i'm working on a 3d game, and i burn a lot of time and energy on compensating for the lack of a z-buffer and perspective-correct texture mapping. it takes a bit of work to make things look acceptable, let alone flashy. for example, drawing something as basic as a "floor plane" correctly requires learning how to sort OTs into other OTs.... and net yaroze was supposed to let me concentrate on *game ideas*? but if you had the power to burn of a psx 2, you'd just throw all those polygons at the cpu/gpu, and concentrate on *the game*.

if sony really wants to make good on the mission of allowing amateurs to develop breakthrough gameplay, say on a yaroze 2, then they should provide more and better *tools.* more than just a command-line C compiler and rudimentary RSD/TIM utilities. every kit should include a 3d modeller and sound editor, with full import/export to yaroze 2's native formats, including textures and animation. maybe even a couple of simple level-editors/world-builders with accompanying game engines (w/source code). sure, this is a lot bigger investment and support hassle, but i think the extra effort and money would pay off a lot more than whatever what invested in the current yaroze program.

--
wayne a. lee <wal@blarg.net>
--MESSAGE FILE 18142 END: ./2 SCEA/yaroze/freetalk/000001355html.html

--MESSAGE FILE 18143 START: ./2 SCEA/yaroze/freetalk/000001356html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: e3 countdown
Date: Fri, 7 May 1999 02:02:09 -0700
Organization: SCEA News Server
Lines: 11
Message-ID: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
NNTP-Posting-Host: user-33qsomr.dialup.mindspring.com
User-Agent: MacSOUP/2.4

wow, less than a week till e3!

i've decided that i am going to go this year. anyone want to try for another gathering this time around? coordinating this kind of thing seems to be a pain, since no one's actually at the show yet :-) and it's kinda useless to say "meet at the sony booth" since it's probably going to be several city blocks in size...

--
wayne a. lee <wal@blarg.net>
--MESSAGE FILE 18143 END: ./2 SCEA/yaroze/freetalk/000001356html.html

--MESSAGE FILE 18144 START: ./2 SCEA/yaroze/freetalk/000001357html.html
Path: chuka.playstation.co.uk!news
From: Craig Graham <c_graham@hinge.mistral.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.

Date: Fri, 07 May 1999 11:28:10 +0000
Organization: Data Uncertain
Lines: 46
Message-ID: <3732CE4A.A55D76E0@hinge.mistral.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk>
<slrn7j2g1t.n2g.tjs@longford.cs.monash.edu.au>
<7grgdp$iko7@chuka.playstation.co.uk>
<slrn7j4abr.ph4.tjs@longford.cs.monash.edu.au>
NNTP-Posting-Host: 195.184.231.34
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (X11; I; Linux 2.2.0 i586)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1357
scee.yaroze.freetalk.english:3993

Toby Sargeant wrote:
>
> On 6 May 1999 07:30:01 GMT, George Bain wrote:
>
> >My personal opinion is that these 3 factors in no way have anything to do
> >with the NY libs. The main thing is the NY libs! Show me a NY game that
> >would benefit from a FPU, increased CPU? Better yet, name 10 NY games
> >that take up 2 megs!! You don't need any of this 3 things to do a great
> >game....
> >
> >The point being is that the NY libs are good enough to do some great 3D
> >games. The problem is, there are only a handfull of NY games that are 3D.
> >The NY has been released for 2 years in Europe and I think it's time
> >members really pushed the NY libs to their fullest.
>
> I didn't say not good enough. I merely said that it would make the PS2
> _easier_ to deal with than the PSX. Looking at the past for a moment, I'd
> say that it takes about 5 or 6 years for hobbyist developers to get to the
> point where they're getting everything they can out of the available
> hardware/software. I wouldn't expect the NY to be any different. This doesn't
> mean however, that there's no point upgrading until you've got everything
> you can out of a piece of hardware. If that was the case, Moore's law would
> have falled by the wayside a long time ago, and we'd still be using PDP11's
> or something :)

The only hardware that has been utilised fully in the past 16 years is
the
ZX81, where the last couple of games that came out supported high-res
(for then)
graphics on a computer that even it's makers insisted didn't have them.
Since then, no-one has pushed the envelope to the max, because it takes
to
long and the next generation of hardware comes along before you've
finished
and does what you spent 6 monthes trying to do, but the NG hardware has
it
in the standard libs and only takes one line of code to get the same
effect...

Generally ;)

> Toby.

I'm agreeing with Toby here BTW.

Craig.
--MESSAGE FILE 18144 END: ./2 SCEA/yaroze/freetalk/000001357html.html

--MESSAGE FILE 18145 START: ./2 SCEA/yaroze/freetalk/000001358html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk
Subject: Re: e3 countdown
Date: Fri, 07 May 1999 09:31:02 -0700
Organization: SCEA News Server
Lines: 21
Message-ID: <37331546.86A50FAD@vmlabs.com>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
NNTP-Posting-Host: vmlabs65.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en

I'd like to meet up if possible. We could just pick a corner of the
Sony booth and meet there. Here's the floorplan on that part of the
show:
    http://www.e3expo.com/floormap/west/west.html

Is there going to be a Yaroze section to the booth? If so that would
simplify things.

Scott

> wow, less than a week till e3!
>
> i've decided that i am going to go this year. anyone want to try for
> another gathering this time around? coordinating this kind of thing
> seems to be a pain, since no one's actually at the show yet :-) and it's
> kinda useless to say "meet at the sony booth" since it's probably going
> to be several city blocks in size...
>
> --
> wayne a. lee <wal@blarg.net>
--MESSAGE FILE 18145 END: ./2 SCEA/yaroze/freetalk/000001358html.html

--MESSAGE FILE 18146 START: ./2 SCEA/yaroze/freetalk/000001359html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk
Subject: Re: e3 countdown
Date: Fri, 7 May 1999 12:17:58 -0700
Organization: SCEA News Server
Lines: 38
Message-ID: <1drfom3.1kzekwh1b019aiN@user-33qsqe8.dialup.mindspring.com>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
<37331546.86A50FAD@vmlabs.com>
NNTP-Posting-Host: user-33qsqe8.dialup.mindspring.com
User-Agent: MacSOUP/2.4

hey cool! i didn't know the floor maps were up.

i think picking a corner might be a better bet than trying to find a
yaroze booth, since the overall floor map is available now, and last
year i got lost inside the sony area, trying to find the yaroze booth!

if we pick a corner, we have to decide: do we meet near sega, or near
nintendo? :-)

Scott Cartier <scartier@vmlabs.com> wrote:

> I'd like to meet up if possible. We could just pick a corner of the
> Sony booth and meet there. Here's the floorplan on that part of the
> show:
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>
> Is there going to be a Yaroze section to the booth? If so that would
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>
> Scott
>
>
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> > kinda useless to say "meet at the sony booth" since it's probably going
> > to be several city blocks in size...
> >
> > --
> > wayne a. lee <wal@blarg.net>

--
wayne a. lee <wal@blarg.net>
http://www.scea.sony.com/net/yaroze/pages/wlee.html
--MESSAGE FILE 18146 END: ./2 SCEA/yaroze/freetalk/000001359html.html

--MESSAGE FILE 18147 START: ./2 SCEA/yaroze/freetalk/000001360html.html
Path: chuka.playstation.co.uk!news
From: "Nathan Miller" <KiRyu@aol.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: PSX File Server update
Date: Fri, 7 May 1999 18:33:06 -0500
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <7gvt8h$2qc4@chuka.playstation.co.uk>
NNTP-Posting-Host: 98ACCA14.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1360
scee.yaroze.freetalk.english:3995

Since the SCEA web page update is still not working, I have posted here
again (sorry).

But I have a short but informative update about my PSX File Server program.
It gives you an idea about where the program is and how soon it will be
done, hopefully :)

www.scea.sony.com/net/yaroze/pages/nmiller.html

I hope you find it interesting

Nathan Miller

--MESSAGE FILE 18147 END: ./2 SCEA/yaroze/freetalk/000001360html.html

--MESSAGE FILE 18148 START: ./2 SCEA/yaroze/freetalk/000001361html.html
Path: chuka.playstation.co.uk!news
From: "Nigel Critten" <Nigel@gameware.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sat, 8 May 1999 11:17:38 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 32
Message-ID: <7h134o$2qc6@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk>
NNTP-Posting-Host: gameware.demon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1361
scee.yaroze.freetalk.english:3996

I certainly don't think there should be any qualifying program to justify a members exceptance into the future, possible Yaroze 2 program, although if they applied the same philosophy to pro. developers we might have to suffer far less crap games than we have with the current Playstation (I mean VR Powerboat Racing... ermm... oppps.)

Anyway my thoughts on Yaroze 2, what I would like to see done is Sony developing a viable PCI/AGP/FireWire device based on the EE then offer different levels of support / libs so professional developers pay shit loads of cash to develop with full support from Sony and also full library and tools access, the have a Yaroze style program that offers a similar toolset but doesn't offer the full support but does give access to Yaroze newsgroups and but offer a program where Yaroze members can release their games to market on a Yaroze label, this would mean Yaroze members get full access to the machine, we would have something to aim for, a release if the game is good.

OK none of this is going to happen, we can only hope we get a Net Yaroze 2 program, we can only hope we can connect to it using USB or FireWire (kill serial now, yes I want to start a serial killer campaign) we can only hope we get access to a wider selection of libraries, we can only hope the manuals are better, we can only hope we don't have the libraries stuck on a CD so they can't be updated or expanded, we can only hope for a decent toolset, we can only hope the UKs car prices come in line with the rest of Europe we can only hope for peace. You get what I mean.

Nigel
http://www.netyaroze-europe.com/~ncritten

Nigel

--MESSAGE FILE 18148 END: ./2 SCEA/yaroze/freetalk/000001361html.html

--MESSAGE FILE 18149 START: ./2 SCEA/yaroze/freetalk/000001362html.html
Path: chuka.playstation.co.uk!news
From: "Nathan Miller" <KiRyu@aol.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: PSX File Server update

Date: Sat, 8 May 1999 15:21:31 -0500
Organization: PlayStation Net Yaroze (SCEE)
Lines: 10
Message-ID: <7h26dj$hrs1@chuka.playstation.co.uk>
References: <7gvt8h$2qc4@chuka.playstation.co.uk>
NNTP-Posting-Host: 98A9D43E.ipt.aol.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1362
scee.yaroze.freetalk.english:3997

Just another update. I have got a screenshot of my PSX FileServer in the project section and a picture of me in the about me section.

>www.scea.sony.com/net/yaroze/pages/nmiller.html

Nathan Miller

--MESSAGE FILE 18149 END: ./2 SCEA/yaroze/freetalk/000001362html.html

--MESSAGE FILE 18150 START: ./2 SCEA/yaroze/freetalk/000001363html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: "J. Pretorius" <jpretori@home.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sat, 08 May 1999 22:53:31 -0700
Organization: @Home Network
Lines: 40
Message-ID: <373522DB.C2D5AF09@home.net>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk> <7h134o$2qc6@chuka.playstation.co.uk>
NNTP-Posting-Host: 24.64.205.80.bc.wave.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.02 [en]C-AtHome0402 (Win95; U)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1363
scee.yaroze.freetalk.english:3998

Nigel,

I really like your idea of a commercial outlet for amateur developers. I wonder what would happen if Sony offered to pay Yaroze members for games published in OPM, like anywhere from $200-$15000 per title. I truly believe they could generate a *frenzy* of excitement that would result in a lot of good work, and OPM would turn into a showcase magazine featuring lots of free games. Everytime someone made a game better than the previous best, they would be given more money thereby raising the stakes and adding to the excitement.

Assuming that Sony budgets $100,000 for prize money over a 1 year period, and that OPM makes about $1 profit per magazine, OPM would only need to increase its number of readers by about 8000 to cover the costs. Surely with several free, great games offered each month, they would get the attention of another 8000 readers!

Nigel Critten wrote:

> OK none of this is going to happen, we can only hope we get a Net Yaroze 2
> program, we can only hope we can connect to it using USB or FireWire (kill

> serial now, yes I want to start a serial killer campaign) we can only hope
> we get access to a wider selection of libraries, we can only hope the
> manuals are better, we can only hope we don't have the libraries stuck on a
> CD so they can't be updated or expanded, we can only hope for a decent
> toolset, we can only hope the UKs car prices come in line with the rest of
> Europe we can only hope for peace. You get what I mean.

I would like to enlist in your serial killing campaign :) I must have downloaded to the Yaroze about 5000 times in the past 2 years. At an everage time of 30 seconds per download, that's 42 hours of my life - My God that would have given me time to add color to my Pong clone!

The only way we're going to get what we want is by creating a Yaroze lobby group. If every active member pitches in $10 ... Hmmmm, perhaps next time the Edinburgh Yaroze group has a meeting, they could try and bribe George Bain into making a "wise" corporate decision on our behalf. From what I here a couple of beers should do the trick :)

James
--MESSAGE FILE 18150 END: ./2 SCEA/yaroze/freetalk/000001363html.html

--MESSAGE FILE 18151 START: ./2 SCEA/yaroze/freetalk/000001364html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sun, 9 May 1999 10:53:42 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 20
Message-ID: <7h3ljp$hrs2@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk> <7h134o$2qc6@chuka.playstation.co.uk>
<373522DB.C2D5AF09@home.net>
NNTP-Posting-Host: dialup137-20.saqnet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1364
scee.yaroze.freetalk.english:4000

Hah - you've obviously never plied the Bain-meister with beer and then tried to get him to reveal PlayStation 2 info. A futile endeavour, I assure you. Still, maybe if we'd used *Canadian* beer...?

BTW, the whole idea of paying members for demos is very cool, but it'll NEVER happen! There's probably some horrible legal aspect to it as well...

Nick F

> The only way we're going to get what we want is by creating a Yaroze lobby
> group. If every active member pitches in $10 ... Hmmmm, perhaps next time
the
> Edinburgh Yaroze group has a meeting, they could try and bribe George Bain
into
> making a "wise" corporate decision on our behalf. From what I here a
couple of
> beers should do the trick :)

--MESSAGE FILE 18151 END: ./2 SCEA/yaroze/freetalk/000001364html.html

--MESSAGE FILE 18152 START: ./2 SCEA/yaroze/freetalk/000001365html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: 9 May 1999 11:12:33 GMT
Organization: Sony Computer Entertainment Europe
Lines: 35
Message-ID: <7h3qj1$hrs4@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk> <7h134o$2qc6@chuka.playstation.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=ISO-8859-1
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1365
scee.yaroze.freetalk.english:4002

Don't forget that there had to be a difference between the NY kit
and the pro-kit. The cost difference is about £15,000! The libs
are also different in a very big way and so is support. Remember
that pro developers make SCE money...NY members do not. Also if
they would have given full libs to NY members..why would pro
developers shell out £15,000 for a kit when they could just buy a
NY for a lousy £500? I think what was supplied with the NY was nearly
perfect. As a side note...how long did it take for some NY member
to post NY manuals, code, exe's, tools on the Internet? Or even give
their friends access the the private NY website/newsgroups? Almost a week
after it was released here in Europe. Goes to show that some members
did't take the NY User Agreement serious and still don't. Why then
would SCE give full access to a NY 2? The Internet would be flooded!
Damn hackers would sure love it..argh!!

This is all my personal view by the way....

George

In article <7h134o$2qc6@chuka.playstation.co.uk>, Nigel@gameware.demon.co.uk

>Anyway my thoughts on Yaroze 2, what I would like to see done is Sony
>developing a viable PCI/AGP/FireWire device based on the EE then offer
>different levels of support / libs so professional developers pay shit loads
>of cash to develop with full support from Sony and also full library and
>tools access, the have a Yaroze style program that offers a similar toolset
>but doesn't offer the full support but does give access to Yaroze newsgroups
>and but offer a program where Yaroze members can release their games to
>market on a Yaroze label, this would mean Yaroze members get full access to
>the machine, we would have something to aim for, a release if the game is
>good.

--MESSAGE FILE 18152 END: ./2 SCEA/yaroze/freetalk/000001365html.html

--MESSAGE FILE 18153 START: ./2 SCEA/yaroze/freetalk/000001366html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english

Subject: Re: Net Yaroze 2 ? Please.
Date: 9 May 1999 11:16:28 GMT
Organization: Sony Computer Entertainment Europe
Lines: 24
Message-ID: <7h3qqc$hrs5@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk> <7h134o$2qc6@chuka.playstation.co.uk>
<373522DB.C2D5AF09@home.net> <7h3ljp$hrs2@chuka.playstation.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1366
scee.yaroze.freetalk.english:4003

Yes, Canadian beer! I still doubt that it would have helped :)

3 more days till E3 and 2 weeks in California! 10 more days until Star Wars!

And I can't wait :)

George

In article <7h3ljp$hrs2@chuka.playstation.co.uk>, nickf@saqnet.co.uk says...

>
>Hah - you've obviously never plied the Bain-meister with beer and then tried
>to get him to reveal PlayStation 2 info. A futile endeavour, I assure you.
>Still, maybe if we'd used *Canadian* beer...?
>
>BTW, the whole idea of paying members for demos is very cool, but it'll
>NEVER happen! There's probably some horrible legal aspect to it as well...
>
>Nick F

>

--MESSAGE FILE 18153 END: ./2 SCEA/yaroze/freetalk/000001366html.html

--MESSAGE FILE 18154 START: ./2 SCEA/yaroze/freetalk/000001367html.html
Path: chuka.playstation.co.uk!news
From: "Nigel Critten" <Nigel@gameware.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Sun, 9 May 1999 14:05:50 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 54
Message-ID: <7h414v$hrs8@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk> <7h134o$2qc6@chuka.playstation.co.uk>
<7h3qj1$hrs4@chuka.playstation.co.uk>
NNTP-Posting-Host: gameware.demon.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1367
scee.yaroze.freetalk.english:4005

I'm not saying we get exactly what the developers get, I'm just saying a similar toolset, a bit more access to the machine, the libraries are just a bit of a let down, and the manuals are as well.

I know Sony make money out of developers (£15,000 to start with ;-) but they must get something out of the Yaroze membership, otherwise why do it, a PR exercise? They hopefully get the talent out of it to make them money in the future, I'm probably alone in this group as the only person who didn't buy a Yaroze to join a developer as a playstation programmer (I'm certainly not kidding myself there) (I'm also probably the only one who isn't a student and have a full time job :-) it is more of a hobby for me, I like writing games, I don't like the PC so the Yaroze is the perfect solution for me, but I'm always keen to get my hands on the latest toy and a Net Yaroze 2 would be that new toy for me.

I can just see a few improvements to the membership, would developers really care if we could send our files to the Yaroze at the same speed as they can to the Blue station? And would they really care (if there is one) if we could connect the Yaroze2 to the USB or FireWire port so we can send files and debug at speed, I don't think so.

And as for the members who have given non members access to the newsgroups, well castration is my answer, why should we pay for something and they don't, they are no better than pirates, or any other thieves. There must be someway of stopping non NY2 machines from being developed on, that way they wouldn't gain anything from getting the Yaroze toolset, lets be honest it doesn't matter what SCE do hackers will crack it, that is why there are so many people using cracked software, and chipped playstations, DVD Players exist...

> Don't forget that there had to be a difference between the NY kit
> and the pro-kit. The cost difference is about £15,000! The libs
> are also different in a very big way and so is support. Remember
> that pro developers make SCE money...NY members do not. Also if
> they would have given full libs to NY members..why would pro
> developers shell out £15,000 for a kit when they could just buy a
> NY for a lousy £500? I think what was supplied with the NY was nearly
> perfect. As a side note...how long did it take for some NY member
> to post NY manuals, code, exe's, tools on the Internet? Or even give
> their friends access the the private NY website/newsgroups? Almost a week
> after it was released here in Europe. Goes to show that some members
> did't take the NY User Agreement serious and still don't. Why then
> would SCE give full access to a NY 2? The Internet would be flooded!
> Damn hackers would sure love it..argh!!
>
> This is all my personal view by the way....
>
> George

--MESSAGE FILE 18154 END: ./2 SCEA/yaroze/freetalk/000001367html.html

--MESSAGE FILE 18155 START: ./2 SCEA/yaroze/freetalk/000001368html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <graeme.evans@ieee.org>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? No thanks
Date: Mon, 10 May 1999 18:34:33 +0100
Organization: PlayStation Net Yaroze (SCEE)

Lines: 3
Message-ID: <7h75s5$hrs11@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1368
scee.yaroze.freetalk.english:4006

hey i don't want one. I'd like to emulate one on a quad merced tho.

--MESSAGE FILE 18155 END: ./2 SCEA/yaroze/freetalk/000001368html.html

--MESSAGE FILE 18156 START: ./2 SCEA/yaroze/freetalk/000001369html.html
Path: chuka.playstation.co.uk!news
From: "Graeme Evans" <graeme.evans@ieee.org>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? No thanks
Date: Mon, 10 May 1999 20:18:02 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <7h7bve$hrs12@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<7h75s5$hrs11@chuka.playstation.co.uk>
NNTP-Posting-Host: fourny.demon.co.uk
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1369
scee.yaroze.freetalk.english:4007

Actually ive been thinking about this over tea. Scratch that. I *would* want
one if they were cheap and came in a translucent case with an integral
ashtray and sony got together with easyfreepc to give away complete
advertising-supported devkits to the first 500 art college and textiles
students who wrote in, just to see what fucked-up monstrosities arose.

looking forward to that degree show already

graeme

--MESSAGE FILE 18156 END: ./2 SCEA/yaroze/freetalk/000001369html.html

--MESSAGE FILE 18157 START: ./2 SCEA/yaroze/freetalk/000001370html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: e3 countdown
Date: Mon, 10 May 1999 12:28:44 -0700
Organization: SCEA News Server
Lines: 20
Message-ID: <3737336C.D00954C0@vmlabs.com>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
<37331546.86A50FAD@vmlabs.com> <1drfom3.1kzekwh1b019aiN@user-
33qsqe8.dialup.mindspring.com>
NNTP-Posting-Host: vmlabs41.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)

X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1370
scee.yaroze.freetalk.english:4008

How about we meet at the lower left corner of the Sony booth according
to the map? It's near the Sega and Electro Source booths. What's your
schedule look like? I'm playing it by ear so any time is good. We
could meet up for lunch on Thursday if you like.

  http://www.e3expo.com/floormap/west/west_topright.html

Is anyone else going? I included the SCEE newsgroup just in case.

Scott

> hey cool! i didn't know the floor maps were up.
>
> i think picking a corner might be a better bet than trying to find a
> yaroze booth, since the overall floor map is available now, and last
> year i got lost inside the sony area, trying to find the yaroze booth!
>
> if we pick a corner, we have to decide: do we meet near sega, or near
> nintendo? :-)
--MESSAGE FILE 18157 END: ./2 SCEA/yaroze/freetalk/000001370html.html

--MESSAGE FILE 18158 START: ./2 SCEA/yaroze/freetalk/000001371html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: dajudge@home.com (Michael Klucher)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: e3 countdown
Date: Mon, 10 May 1999 22:46:01 GMT
Organization: SCEA News Server
Lines: 26
Message-ID: <3737619e.14024576@news.scea.sony.com>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
<37331546.86A50FAD@vmlabs.com> <1drfom3.1kzekwh1b019aiN@user-
33qsqe8.dialup.mindspring.com> <3737336C.D00954C0@vmlabs.com>
NNTP-Posting-Host: cx63972-a.chnd1.az.home.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1371
scee.yaroze.freetalk.english:4009

I will be there too!

On Mon, 10 May 1999 12:28:44 -0700, Scott Cartier
<scartier@vmlabs.com> wrote:

>How about we meet at the lower left corner of the Sony booth according
>to the map? It's near the Sega and Electro Source booths. What's your
>schedule look like? I'm playing it by ear so any time is good. We
>could meet up for lunch on Thursday if you like.
>
> http://www.e3expo.com/floormap/west/west_topright.html
>
>Is anyone else going? I included the SCEE newsgroup just in case.
>
>Scott
>
>

>> hey cool! i didn't know the floor maps were up.
>>
>> i think picking a corner might be a better bet than trying to find a
>> yaroze booth, since the overall floor map is available now, and last
>> year i got lost inside the sony area, trying to find the yaroze booth!
>>
>> if we pick a corner, we have to decide: do we meet near sega, or near
>> nintendo? :-)

--MESSAGE FILE 18158 END: ./2 SCEA/yaroze/freetalk/000001371html.html

--MESSAGE FILE 18159 START: ./2 SCEA/yaroze/freetalk/000001372html.html
Path: chuka.playstation.co.uk!news
From: Jim <jim@codeworks.demon.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Tue, 11 May 1999 00:34:56 +0100
Organization: Mobius Codeworks Ltd
Lines: 25
Message-ID: <37376D1F.495020B5@codeworks.demon.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk> <7h134o$2qc6@chuka.playstation.co.uk>
<7h3qj1$hrs4@chuka.playstation.co.uk>
NNTP-Posting-Host: codeworks.demon.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (WinNT; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1372
scee.yaroze.freetalk.english:4010

George Bain wrote:

>As a side note...how long did it take for some NY member
>to post NY manuals, code, exe's, tools on the Internet? Or even give
>their friends access the the private NY website/newsgroups? Almost a week
>after it was released here in Europe.

That is true. But remember that the pro stuff was floating for about a year
before the Yaroze was even release.. Yaroze members aren't entirely to blame.
Also devices like the Action Reply were not developed thanks to the release of
Yaroze info, just a quick disassembly of that reveals Datel had access to the
Pro
stuff as did the developers of EZ-O-RAY..

>The Internet would be flooded!
>Damn hackers would sure love it..argh!!

To be honest George I think it will be anyway..

Don't get me wrong I'm definitely not advocating it and you know my stance on
piracy, etc.. Gee, I'm professional programmer myself..

/Jim,

--MESSAGE FILE 18159 END: ./2 SCEA/yaroze/freetalk/000001372html.html

--MESSAGE FILE 18160 START: ./2 SCEA/yaroze/freetalk/000001373html.html

Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: e3 countdown
Date: Mon, 10 May 1999 16:35:14 -0700
Organization: SCEA News Server
Lines: 21
Message-ID: <1drlkn6.1b4pb3s1xo74ycN@user-33qsoai.dialup.mindspring.com>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
<37331546.86A50FAD@vmlabs.com> <1drfom3.1kzekwh1b019aiN@user-
33qsqe8.dialup.mindspring.com> <3737336C.D00954C0@vmlabs.com>
NNTP-Posting-Host: user-33qsoai.dialup.mindspring.com
User-Agent: MacSOUP/2.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1373
scee.yaroze.freetalk.english:4011

Scott Cartier <scartier@vmlabs.com> wrote:

> How about we meet at the lower left corner of the Sony booth according
> to the map? It's near the Sega and Electro Source booths. What's your
> schedule look like? I'm playing it by ear so any time is good. We
> could meet up for lunch on Thursday if you like.
>
>   http://www.e3expo.com/floormap/west/west_topright.html
>
> Is anyone else going? I included the SCEE newsgroup just in case.
>
> Scott

the "lower left corner" on thursday lunch sounds good to me. what time?
that's the day i arrive, by the way, so i doubt i'll have had any chance
to see much before then... maybe a later lunch rather than earlier
(around 1?).

--
wayne a. lee <wal@blarg.net>
http://www.scea.sony.com/net/yaroze/pages/wlee.html
--MESSAGE FILE 18160 END: ./2 SCEA/yaroze/freetalk/000001373html.html

--MESSAGE FILE 18161 START: ./2 SCEA/yaroze/freetalk/000001374html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: e3 countdown
Date: 11 May 1999 06:57:52 GMT
Organization: Sony Computer Entertainment Europe
Lines: 31
Message-ID: <7h8kdg$kr41@chuka.playstation.co.uk>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
<37331546.86A50FAD@vmlabs.com> <1drfom3.1kzekwh1b019aiN@user-
33qsqe8.dialup.mindspring.com> <3737336C.D00954C0@vmlabs.com>
<1drlkn6.1b4pb3s1xo74ycN@user-33qsoai.dialup.mindspring.com>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1374
scee.yaroze.freetalk.english:4013

I have to man the Space Debris, Anna Kournikova, and the Speed
Freaks pods at E3 (SCEA booth). If I'm not there then I'm roaming around...

George

In article <1drlkn6.1b4pb3s1xo74ycN@user-33qsoai.dialup.mindspring.com>,
wal@blarg.net says...
>
>Scott Cartier <scartier@vmlabs.com> wrote:
>
>> How about we meet at the lower left corner of the Sony booth according
>> to the map? It's near the Sega and Electro Source booths. What's your
>> schedule look like? I'm playing it by ear so any time is good. We
>> could meet up for lunch on Thursday if you like.
>>
>>   http://www.e3expo.com/floormap/west/west_topright.html
>>
>> Is anyone else going? I included the SCEE newsgroup just in case.
>>
>> Scott
>
>the "lower left corner" on thursday lunch sounds good to me. what time?
>that's the day i arrive, by the way, so i doubt i'll have had any chance
>to see much before then... maybe a later lunch rather than earlier
>(around 1?).
>
>--
>wayne a. lee <wal@blarg.net>
>http://www.scea.sony.com/net/yaroze/pages/wlee.html

--MESSAGE FILE 18161 END: ./2 SCEA/yaroze/freetalk/000001374html.html

--MESSAGE FILE 18162 START: ./2 SCEA/yaroze/freetalk/000001375html.html
Path: chuka.playstation.co.uk!news
From: george_bain@playstation.sony.com (George Bain)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: 11 May 1999 06:59:48 GMT
Organization: Sony Computer Entertainment Europe
Lines: 14
Message-ID: <7h8kh4$kr42@chuka.playstation.co.uk>
References: <7gaug1$2mq3@scea> <7gpfti$iko2@chuka.playstation.co.uk>
<37304b8c.2367490@www.netyaroze-europe.com>
<7gqkr0$iko4@chuka.playstation.co.uk> <7h134o$2qc6@chuka.playstation.co.uk>
<7h3qj1$hrs4@chuka.playstation.co.uk> <37376D1F.495020B5@codeworks.demon.co.uk>
NNTP-Posting-Host: camfw01.millennium.co.uk
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.8 (x86 32bit)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1375
scee.yaroze.freetalk.english:4014

Yes, these were ex-PlayStation developers who have nothing
else better to do. Probably somewhere up in northern Europe
where it's dark 6 months of the year!

George

In article <37376D1F.495020B5@codeworks.demon.co.uk>, jim@codeworks.demon.co.uk
>That is true. But remember that the pro stuff was floating for about a year
>before the Yaroze was even release.. Yaroze members aren't entirely to blame.
>Also devices like the Action Reply were not developed thanks to the release of
>Yaroze info, just a quick disassembly of that reveals Datel had access to the
Pro
>stuff as did the developers of EZ-O-RAY..

--MESSAGE FILE 18162 END: ./2 SCEA/yaroze/freetalk/000001375html.html

--MESSAGE FILE 18163 START: ./2 SCEA/yaroze/freetalk/000001376html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Q3 Test Win32
Date: Tue, 11 May 1999 09:22:01 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 12
Message-ID: <7h8p4j$kr43@chuka.playstation.co.uk>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1376
scee.yaroze.freetalk.english:4016

I have been reliably informed that the Win32 build of Q3 Test has been
released. Here is the link

http://www.quake3arena.com/q3test/win32.html

Happy fraggin'

Bob
298rcs@tay.ac.uk

--MESSAGE FILE 18163 END: ./2 SCEA/yaroze/freetalk/000001376html.html

--MESSAGE FILE 18164 START: ./2 SCEA/yaroze/freetalk/000001377html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: e3 countdown
Date: Tue, 11 May 1999 09:54:34 -0700
Organization: SCEA News Server
Lines: 9
Message-ID: <373860CA.74552442@vmlabs.com>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
<37331546.86A50FAD@vmlabs.com> <1drfom3.1kzekwh1b019aiN@user-
33qsqe8.dialup.mindspring.com> <3737336C.D00954C0@vmlabs.com>
<1drlkn6.1b4pb3s1xo74ycN@user-33qsoai.dialup.mindspring.com>
NNTP-Posting-Host: vmlabs54.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1377
scee.yaroze.freetalk.english:4017

> the "lower left corner" on thursday lunch sounds good to me. what time?
> that's the day i arrive, by the way, so i doubt i'll have had any chance
> to see much before then... maybe a later lunch rather than earlier
> (around 1?).

Sure, 1pm sounds good. To help identify me, I'll be wearing a gray
NUON t-shirt with red sleeves. Also, I have red hair.

Scott

--MESSAGE FILE 18164 END: ./2 SCEA/yaroze/freetalk/000001377html.html

--MESSAGE FILE 18165 START: ./2 SCEA/yaroze/freetalk/000001378html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: e3 countdown
Date: Tue, 11 May 1999 13:01:10 -0700
Organization: SCEA News Server
Lines: 26
Message-ID: <1drn53n.1cps8f9fqwb7mN@user-33qsqah.dialup.mindspring.com>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
<37331546.86A50FAD@vmlabs.com> <1drfom3.1kzekwh1b019aiN@user-
33qsqe8.dialup.mindspring.com> <3737336C.D00954C0@vmlabs.com>
<1drlkn6.1b4pb3s1xo74ycN@user-33qsoai.dialup.mindspring.com>
<373860CA.74552442@vmlabs.com>
NNTP-Posting-Host: user-33qsqah.dialup.mindspring.com
User-Agent: MacSOUP/2.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1378
scee.yaroze.freetalk.english:4018

arr, of course i had to check my flight info *after* suggesting a
time... anyway, i *should* be able to make it at 1, but there's a chance
i might be a little late. it may depend on how long i have to stand in
line to pick up my badge :-)

anyone trying to find me: i'm asian, blond, dressed in black, and i wear
glasses.

i hope other yarozers will be there too!

Scott Cartier <scartier@vmlabs.com> wrote:

> > the "lower left corner" on thursday lunch sounds good to me. what time?
> > that's the day i arrive, by the way, so i doubt i'll have had any chance
> > to see much before then... maybe a later lunch rather than earlier
> > (around 1?).
>
> Sure, 1pm sounds good. To help identify me, I'll be wearing a gray
> NUON t-shirt with red sleeves. Also, I have red hair.
>
> Scott

--
wayne a. lee <wal@blarg.net>
http://www.scea.sony.com/net/yaroze/pages/wlee.html
--MESSAGE FILE 18165 END: ./2 SCEA/yaroze/freetalk/000001378html.html

--MESSAGE FILE 18166 START: ./2 SCEA/yaroze/freetalk/000001379html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: e3 countdown
Date: Tue, 11 May 1999 13:59:19 -0700
Organization: SCEA News Server
Lines: 10
Message-ID: <37389A27.B38F844D@vmlabs.com>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
<37331546.86A50FAD@vmlabs.com> <1drfom3.1kzekwh1b019aiN@user-
33qsqe8.dialup.mindspring.com> <3737336C.D00954C0@vmlabs.com>
<1drlkn6.1b4pb3s1xo74ycN@user-33qsoai.dialup.mindspring.com>

<373860CA.74552442@vmlabs.com> <1drn53n.1cps8f9fqwb7mN@user-
33qsqah.dialup.mindspring.com>
NNTP-Posting-Host: vmlabs48.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1379
scee.yaroze.freetalk.english:4019

Want to make it Friday instead? That would give us time to see some
games first, too.

Scott

> arr, of course i had to check my flight info *after* suggesting a
> time... anyway, i *should* be able to make it at 1, but there's a chance
> i might be a little late. it may depend on how long i have to stand in
> line to pick up my badge :-)
--MESSAGE FILE 18166 END: ./2 SCEA/yaroze/freetalk/000001379html.html

--MESSAGE FILE 18167 START: ./2 SCEA/yaroze/freetalk/000001380html.html
Path: chuka.playstation.co.uk!scea!wal
From: wal@blarg.net (wayne a. lee)
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: e3 countdown
Date: Tue, 11 May 1999 19:23:26 -0700
Organization: SCEA News Server
Lines: 24
Message-ID: <1drnmnk.1omrb0e1s5nxo8N@user-33qspce.dialup.mindspring.com>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
<37331546.86A50FAD@vmlabs.com> <1drfom3.1kzekwh1b019aiN@user-
33qsqe8.dialup.mindspring.com> <3737336C.D00954C0@vmlabs.com>
<1drlkn6.1b4pb3s1xo74ycN@user-33qsoai.dialup.mindspring.com>
<373860CA.74552442@vmlabs.com> <1drn53n.1cps8f9fqwb7mN@user-
33qsqah.dialup.mindspring.com> <37389A27.B38F844D@vmlabs.com>
NNTP-Posting-Host: user-33qspce.dialup.mindspring.com
User-Agent: MacSOUP/2.4
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1380
scee.yaroze.freetalk.english:4020

yeah friday might be better. a nice yaroze break in the middle of the
show!

friday at 1?

w

Scott Cartier <scartier@vmlabs.com> wrote:

> Want to make it Friday instead? That would give us time to see some
> games first, too.
>
> Scott
>
>
> > arr, of course i had to check my flight info *after* suggesting a
> > time... anyway, i *should* be able to make it at 1, but there's a chance
> > i might be a little late. it may depend on how long i have to stand in
> > line to pick up my badge :-)

--
wayne a. lee <wal@blarg.net>
http://www.scea.sony.com/net/yaroze/pages/wlee.html
--MESSAGE FILE 18167 END: ./2 SCEA/yaroze/freetalk/000001380html.html

--MESSAGE FILE 18168 START: ./2 SCEA/yaroze/freetalk/000001381html.html
Path: chuka.playstation.co.uk!news
From: "Nick Ferguson" <nickf@saqnet.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Q3 Test Win32
Date: Wed, 12 May 1999 18:13:08 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 36
Message-ID: <7hccfr$kr46@chuka.playstation.co.uk>
References: <7h8p4j$kr43@chuka.playstation.co.uk>
NNTP-Posting-Host: dialup137-57.saqnet.co.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1381
scee.yaroze.freetalk.english:4022

> I have been reliably informed that the Win32 build of Q3 Test has been
> released. Here is the link

Indeedy. :) Unfortunately, it's 22 MB for the Q3 Test file, and another 22
or so for the bloody OpenGL config program. Thank goodness for speedy
university web access - I don't know what "ordinary" people will do! If you
don't want to plough the net for ages trying to get a decent connection, try
the uk.games.computer.quake3 newsgroup for info on UK mirrors.

I'm impressed with the "demo" - for what is basically a pre-alpha test of
the network code, it runs very well. On my P2 350 (64MB and TNT card) I get
very playable rates at 800x600 with most of the effects on! This *could*
replace Half-life as the DM of choice on our flat LAN... :) I've only been
playing it for 2-3 hours, mind - and I haven't gone online with it.

I put everything WAAAAY up (32-bit color & textures, 1024x768, all effects,
etc) and it slowed to a crawl on my machine, but it did look beautiful. I
can't wait till I upgrade my machine in 2 yrs and can finally run it like
that at a decent speed - just in time for Quake 4! :-/

John Carmack is God. Highly recommended, guys.

Nick "back to deathmatch, then" F
----
www.saqnet.co.uk/users/nickf
www.loonygames.com
www.netyaroze-europe.com/~rookie1

"They will never get me onto one of
those dreadful starships!"

--MESSAGE FILE 18168 END: ./2 SCEA/yaroze/freetalk/000001381html.html

--MESSAGE FILE 18169 START: ./2 SCEA/yaroze/freetalk/000001382html.html
Path: chuka.playstation.co.uk!scea!peter_alau@playstation.sony.com
From: Scott Cartier <scartier@vmlabs.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: e3 countdown
Date: Wed, 12 May 1999 10:01:04 -0700
Organization: SCEA News Server
Lines: 15
Message-ID: <3739B3D0.2E8262A8@vmlabs.com>
References: <1drew0s.l6ql621jaup5dN@user-33qsomr.dialup.mindspring.com>
<37331546.86A50FAD@vmlabs.com> <1drfom3.1kzekwh1b019aiN@user-
33qsqe8.dialup.mindspring.com> <3737336C.D00954C0@vmlabs.com>
<1drlkn6.1b4pb3s1xo74ycN@user-33qsoai.dialup.mindspring.com>
<373860CA.74552442@vmlabs.com> <1drn53n.1cps8f9fqwb7mN@user-
33qsqah.dialup.mindspring.com> <37389A27.B38F844D@vmlabs.com>
<1drnmnk.1omrb0e1s5nxo8N@user-33qspce.dialup.mindspring.com>
NNTP-Posting-Host: vmlabs48.vmlabs.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.5 [en] (Win98; U)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1382
scee.yaroze.freetalk.english:4023

Okay, let's make that the time then. Friday 1pm at the lower left
corner
of the Sony booth.

Mike, will you be able to make it?

Scott

> yeah friday might be better. a nice yaroze break in the middle of the
> show!
>
> friday at 1?
>
> w
--MESSAGE FILE 18169 END: ./2 SCEA/yaroze/freetalk/000001382html.html

--MESSAGE FILE 18170 START: ./2 SCEA/yaroze/freetalk/000001383html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Q3 Test Win32
Date: Thu, 13 May 1999 10:12:34 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 33
Message-ID: <7he4r9$kr49@chuka.playstation.co.uk>
References: <7h8p4j$kr43@chuka.playstation.co.uk>
<7hccfr$kr46@chuka.playstation.co.uk>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1383
scee.yaroze.freetalk.english:4029

>Indeedy. :) Unfortunately, it's 22 MB for the Q3 Test file, and another 22
>or so for the bloody OpenGL config program. Thank goodness for speedy
>university web access - I don't know what "ordinary" people will do! If you
>don't want to plough the net for ages trying to get a decent connection,

try
>the uk.games.computer.quake3 newsgroup for info on UK mirrors.

The best mirror I have found. I.e. Bloody fast
http://sunsite.doc.ic.ac.uk

Do a file search for and you'll find it. Haven't checked for the glSetup
though

>I'm impressed with the "demo" - for what is basically a pre-alpha test of
>the network code, it runs very well. On my P2 350 (64MB and TNT card) I get
>very playable rates at 800x600 with most of the effects on! This *could*
>replace Half-life as the DM of choice on our flat LAN... :) I've only been
>playing it for 2-3 hours, mind - and I haven't gone online with it.

Yeah, yeah. Just because I got all excited got everything I needed, burnt a
CD at uni to take it home,
installed Q3, great just gletup. Doh, doesn't have Voodoo 2 drivers.
Bugger. Then read Readme file for Q3
, damn again. Needs 64 MB ram.

I used to have a great PC, now it needs upgrading big time.

>Nick "back to deathmatch, then" F
Bob "Back to bloody revision, which you should be doing too, Mr NickF, or
have you finished finals?" Shand

--MESSAGE FILE 18170 END: ./2 SCEA/yaroze/freetalk/000001383html.html

--MESSAGE FILE 18171 START: ./2 SCEA/yaroze/freetalk/000001384html.html
Path: chuka.playstation.co.uk!news
From: "Rad" <rad@cyberdude.com>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Q3 Test Win32
Date: Thu, 13 May 1999 10:56:06 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 49
Message-ID: <7he7jq$kr411@chuka.playstation.co.uk>
References: <7h8p4j$kr43@chuka.playstation.co.uk>
<7hccfr$kr46@chuka.playstation.co.uk> <7he4r9$kr49@chuka.playstation.co.uk>
NNTP-Posting-Host: vil-33.village.gre.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1384
scee.yaroze.freetalk.english:4031

ROBERT C SHAND <298rcs@tay.ac.uk> wrote in message
<7he4r9$kr49@chuka.playstation.co.uk>...
>>Indeedy. :) Unfortunately, it's 22 MB for the Q3 Test file, and another 22
>>or so for the bloody OpenGL config program. Thank goodness for speedy
>>university web access - I don't know what "ordinary" people will do! If
you
>>don't want to plough the net for ages trying to get a decent connection,
>try
>>the uk.games.computer.quake3 newsgroup for info on UK mirrors.
>
>The best mirror I have found. I.e. Bloody fast
>http://sunsite.doc.ic.ac.uk

Yep sure is, took about 1 min to download Q3Test with the Uni connection :)

>Do a file search for and you'll find it. Haven't checked for the glSetup
>though
>
>>I'm impressed with the "demo" - for what is basically a pre-alpha test of
>>the network code, it runs very well. On my P2 350 (64MB and TNT card) I
get
>>very playable rates at 800x600 with most of the effects on! This *could*
>>replace Half-life as the DM of choice on our flat LAN... :) I've only been
>>playing it for 2-3 hours, mind - and I haven't gone online with it.
>
>Yeah, yeah. Just because I got all excited got everything I needed, burnt
a
>CD at uni to take it home,
>installed Q3, great just gletup. Doh, doesn't have Voodoo 2 drivers.
>Bugger. Then read Readme file for Q3
>, damn again. Needs 64 MB ram.
>
>I used to have a great PC, now it needs upgrading big time.

I have a P133 32MB RAM and a Voodoo 1! I wasn't even gonna bother with
Q3Test but then I thought what the hell and was quite supprised. With all
the fancy settings turned down/off, it ran at an exceptable speed (just) but
then again I was the only one in the game.

>>Nick "back to deathmatch, then" F
>Bob "Back to bloody revision, which you should be doing too, Mr NickF, or
>have you finished finals?" Shand
>

Rad "about time I started some revision" K

--MESSAGE FILE 18171 END: ./2 SCEA/yaroze/freetalk/000001384html.html

--MESSAGE FILE 18172 START: ./2 SCEA/yaroze/freetalk/000001385html.html
Path: chuka.playstation.co.uk!news
From: Tones <slick@yaroze2000.freeserve.co.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Q3 Test Win32
Date: Thu, 13 May 1999 13:15:22 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 14
Message-ID: <373AC25A.F1940C05@yaroze2000.freeserve.co.uk>
References: <7h8p4j$kr43@chuka.playstation.co.uk>
<7hccfr$kr46@chuka.playstation.co.uk> <7he4r9$kr49@chuka.playstation.co.uk>
<7he7jq$kr411@chuka.playstation.co.uk>
NNTP-Posting-Host: 193.82.133.189
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.05 [en] (Win95; I)
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1385
scee.yaroze.freetalk.english:4032

Blimey!!!!
What sort of connection are you using - t3? That's gotta be one THICK cable!

Cheers

Tones 8)

Rad wrote:

> Yep sure is, took about 1 min to download Q3Test with the Uni connection :)
>

--MESSAGE FILE 18172 END: ./2 SCEA/yaroze/freetalk/000001385html.html

--MESSAGE FILE 18173 START: ./2 SCEA/yaroze/freetalk/000001386html.html
Path: chuka.playstation.co.uk!news
From: "ROBERT C SHAND" <298rcs@tay.ac.uk>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Q3 Test Win32
Date: Thu, 13 May 1999 13:56:11 +0100
Organization: PlayStation Net Yaroze (SCEE)
Lines: 15
Message-ID: <7hehui$npp2@chuka.playstation.co.uk>
References: <7h8p4j$kr43@chuka.playstation.co.uk>
<7hccfr$kr46@chuka.playstation.co.uk> <7he4r9$kr49@chuka.playstation.co.uk>
<7he7jq$kr411@chuka.playstation.co.uk>
<373AC25A.F1940C05@yaroze2000.freeserve.co.uk>
NNTP-Posting-Host: co3161.tay.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1386
scee.yaroze.freetalk.english:4033

University cable, that's all that matters <g>

Bob
298rcs@tay.ac.uk

>Blimey!!!!
>What sort of connection are you using - t3? That's gotta be one THICK
cable!
>
>Cheers
>
>Tones 8)

--MESSAGE FILE 18173 END: ./2 SCEA/yaroze/freetalk/000001386html.html

--MESSAGE FILE 18174 START: ./2 SCEA/yaroze/freetalk/000001387html.html
Path: chuka.playstation.co.uk!news
From: Andrew Murray <mad.max@which.net>
Newsgroups: scea.yaroze.freetalk,scee.yaroze.freetalk.english
Subject: Re: Net Yaroze 2 ? Please.
Date: Thu, 13 May 1999 16:11:34 +0100
Organization: Max Studios
Lines: 46
Message-ID: <373AEBA6.96445EBC@which.net>
References: <7gaug1$2mq3@scea>
NNTP-Posting-Host: p52-kookaburra-gui.tch.which.net
Mime-Version: 1.0
Content-Type: multipart/mixed;
 boundary="------------439DA9F5CDB77FF27CD15DAF"
X-Mailer: Mozilla 4.5 [en] (Win95; I)
X-Accept-Language: en
Xref: chuka.playstation.co.uk scea.yaroze.freetalk:1387

scee.yaroze.freetalk.english:4035

This is a multi-part message in MIME format.
--------------439DA9F5CDB77FF27CD15DAF
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Damed right man! Make a Yaroze 2 and give Yaroze Members the chance to get one first!

Steve Tolin wrote:

> As most of you are probably aware there are some rumors and some
> confirmations about Net Yaroze 2.
>
> The latest comes from http://www.gaming-intelligence.com/news/n990428f.html
> with news from Phil Harrision about the possibilities of a Net Yaroze 2 at a
> development press conference at Stanford University.
>
> I'm hoping that the support of current Net Yaroze members will influence
> Sony's decision to proceed with a follow up program.
>
> If you plan on continuing with the next Yaroze and would like Sony to know
> about it please add your name and comments to this thread.
>
> Steve Tolin   SCEA Member

--------------439DA9F5CDB77FF27CD15DAF
Content-Type: text/x-vcard; charset=us-ascii;
 name="mad.max.vcf"
Content-Transfer-Encoding: 7bit